

“A STUDY TO DETERMINE THE EFFECTIVENESS OF SNAKE AND LADDER GAME ON KNOWLEDGE OF COMMON AILMENTS AMONG PRIMARY SCHOOL CHILDREN OF SELECTED SCHOOL KANPUR”

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ABSTRACT

The health of children is of vital importance of all societies because children are the basic sources of the future of mankind. Gaming is an educational strategy that facilitates and reinforces student learning in a stimulating and dynamic format .A pre-experimental and evaluative research approach was used with one group pre-test post test design to evaluate the effectiveness of the Snake Ladder game on ‘knowledge of common ailments’. The study was conducted in selected school in . Assumption English School selected for the study. The sample composed of 60 primary school children. A purposive sampling technique was used. A structured knowledge questionnaire on selected common ailments was used for data collection. Snake and Ladder game on ‘Knowledge of common ailments ‘was developed by the investigator. The content validity of the GAME was established by ten experts against the criteria checklist, based on suggestions of the experts and finding of pre-testing the final draft of GAME was prepared. Regarding the effectiveness of Snake and Ladder on ‘knowledge of common ailments’, it was found to be effective in terms of increasing the knowledge scores. The major findings of the study were: the post- test knowledge scores were higher than the pre-test knowledge scores and the differences between the pre-test and post-test scores were statistically significant at 5% level. ‘t’ (59) =19.16, $p<0.05$. This indicates that GAME was an effective method of imparting information to the children regarding common ailments. From the statistical analysis it was clear that there was significant increase in the knowledge level of the children regarding common ailments after administration of the GAME. Regarding association between the baseline variables with pre-test and post-test knowledge scores it was found that there was no significant association between the variables like age, sex, religion, education, ordinal position, number of siblings, type of family and monthly income of family of children with pre-test and post-test

knowledge scores. Findings of the study score shows that Snake and Ladder game was an effective teaching strategy in increasing the knowledge of the children on common ailments.

KEYWORDS: *Knowledge; Snake and Ladder game; primary school children ;common ailments.*

INTRODUCTION

A child is precious not only to his parents, to his family, community, nation, but also to the world at large. In fact child is a citizen of world and thus it becomes the responsibility of the wide population of the whole universe to look after the interests of children all over.¹ Children are assets of our country. ¹The children of school going age form a very high proportion of India's population both in rural and in urban areas. The number of school children is 5-14 years age group constitutes about 15% of the total population. It is a period of physical growth and development. ²Early detection of disease is made in a controlled group of population. A large number of defects can be timely corrected and many infections can be timely immunized. It is, therefore, important that the physical and mental health of this segment of the population should be the concern of all those responsible for ensuring the health of the people. Health education of the school children is an important part of prevention of health problems.³ Though health problems depends upon the geographical area and demographic aspects, but some common ailments are common among primary school children such as dental caries, anemia, scabies, worm infestation and vitamin a deficiency etc.⁴

Need for Study:

The health of children is of vital importance of all societies because children are basic sources of the future of mankind.⁵ Today the trend has changed and the nature of care for children is based on their development needs. Now children care is more child centered and focuses guarding the health of the child from the day of conception. Health education of school children is primarily directed toward providing knowledge of health and influencing habits, attitudes and conduct in relation to health.⁶ Health education is important on common issues like health problems, nutrition, AIDS education, sex education etc. Research studies to evaluate the Impact of such programmes on students must be carried out at local and national levels. School going period is a relatively safe from health point of view⁷ However, supervision of the health of school children

is important sound health and its care picked up during these years has a great bearing in the individual, his family and the community for years to come.⁸

3. STATEMENT OF THE STUDY

A Study To Determine The Effectiveness Of Snake And Ladder Game On “Knowledge Of Common Ailments” Among Primary School Children Of A Selected School, Kanpur.

The objectives of the study were:

1. To assess the level of Knowledge on common ailments among primary school children.
2. To assess the Effectiveness of snake and Ladder game in the area of “Common Ailments” among primary schoolchildren .
3. To determine the association between knowledge scores and selected demographic variables of the subjects.

Hypothesis:

H1:There will be significant difference between the means of pretest and posttest knowledge scores of subjects exposed to snake and ladder game on ‘knowledge of common ailments’

H2 : There will be significant association between the knowledge scores and selected demographics variables.

H01 : There will be no significant difference between the means of pretest and posttest knowledge scores of subjects exposed to snake and ladder game on ‘knowledge of common ailments’

H02 : There will be no significant association between the knowledge scores and selected demographics variables.

4. METHODS AND MATERIALS

Research Design: One group pre-test-post-test research design.

Independent variable :In present study the Snake and Ladder game on ‘knowledge of common ailments’ was the independent variable.

Dependent variable : Knowledge of the school children and “common ailments’ is the dependent variable in the study.

Demographic Variables: Age, Gender, Religion, Ordinal no., No. of siblings, Class .

Population :

The target population is the entire population in which the researchers is interested and to which he or she would like to generalize the results of a study.

The population under study consist of Primary school children of selected school in Kanpur.

The accessible population was the primary school children from Jaipuria School, Kanpur, Uttar Pradesh.

Sample:

In the present study the sample consisted of 60 Primary school children.

Sampling technique:

In this study purposive sampling technique was adopted to select the subjects

Sampling criteria:

Inclusion Criteria:

Primary school children,

- ❖ Who are studying in 6th and 7th standards in selected school
- ❖ Who give consent for the study.
- ❖ Who come under selected school for the study.
- ❖ Who can read English or Hindi

Exclusion Criteria:

Primary School children,

- ❖ Who are studying from 1st to 5th standards in selected school
- ❖ Who have not given consent for the study.

5. DEVELOPMENT AND DESCRIPTION OF THE TOOL:

The tool used for data collection was a self administered structured questionnaire having 45 items. It consisted of two sections.

Section 1 (Baseline variables)

Section 2 (Structured knowledge questionnaire)

Section 1: Baseline variables

Baseline variables with 10 items on age, sex, education, ordinal position, no. of siblings, place of residence, religion, type of family of children and monthly income and occupation of parents.

Section 2: Structured knowledge questionnaire:

Knowledge questionnaire consisted of 35 objective type questions covering the following area.

1. Dental Aries
2. Worn infestations
3. Scabies
4. Anemia
5. Vitamin 'A' Deficiency.

The items were of multiple choice types with one correct answer and each carrying one score with a total aggregate of 35 scores. The respondents were instructed to place a tick mark against the most suitable single answer.

Development of Snake and Ladder game on 'knowledge of common ailments' :

The following steps were adopted for the development of Snake & Ladder game on 'knowledge of common ailments'.

1. Development of criteria checklist.
2. Preparation of first draft of Snake & Ladder game on 'knowledge of common ailments'.
3. Content validation of Snake & Ladder game on 'knowledge of common ailments'.
4. Pre-testing of the Snake & Ladder game on 'knowledge of common ailments'.
5. Preparation of final draft of the Snake & Ladder game on 'knowledge of common ailments'.

6. DATA COLLECTION PROCEDURE:

Before the data collection the investigator obtains the formal permission from the Principal of Jaipuria school, Kanpur, Uttar Pradesh. Consent was taken from the students to conduct study on them. After this questionnaire was administered.

7. RESULT AND FINDINGS:

SECTION:A

- ❖ Majority of the students 45% were in the age group of 12 years.
- ❖ Majority of children 32(53.3%) were male
- ❖ Majority of children 34(56.7%) were first children.
- ❖ Majority of children 40(66.7%) had one siblings.
- ❖ Majority(50%) were studying 6th class and 30 children (50%) were studying 7thclass.
- ❖ Majority of children 44(73.7%) were Hindus

SECTION:B

TABLE:1 Pre and post test knowledge level on Common Ailments among Children.

Aspect	Pre-Test (N)	Pre-Test (%)		Post-Test (N)	Post-Test (%)	
Inadequate (<50%)	19	31.7%	Mean=55.6	0	0	Mean=78.4
Moderate (51-75%)	41	68.3%	S.D=11.7	20	33	S.D=8.6
Adequate (>75%)	0	0		40	66	
TOTAL	60	100		60	100	

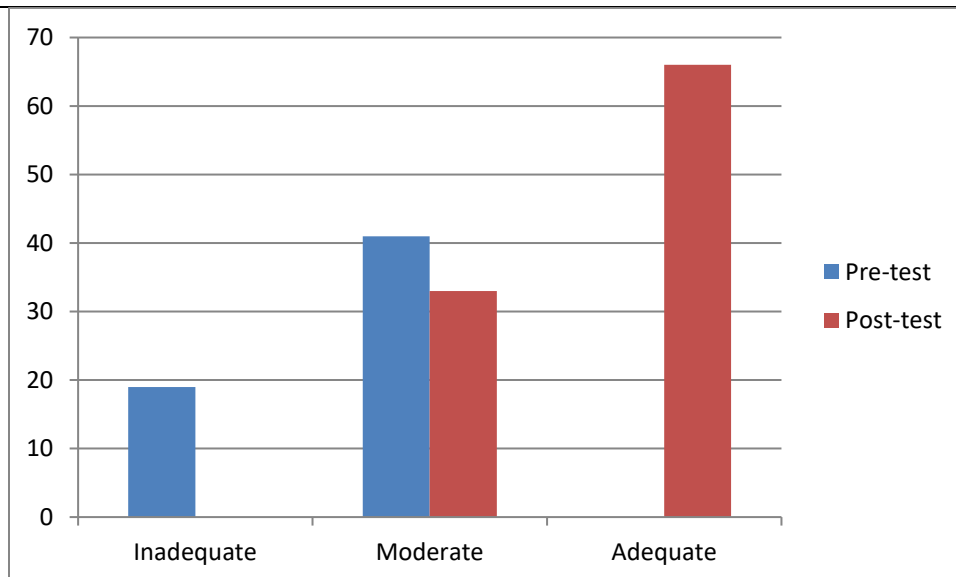


Figure no. 1: Column diagram represents the percentage wise distribution of Pre test and Post test knowledge level on Common Ailments among Children.

SECTION :C

TABLE 2: Association between the level of knowledge in pre-test with selected demographic variables of primary schoolchildren.

Sr. no.	Demographic Variable	Inadequate	Moderate	Chi-square	Inference
1	Age				NS
	a. 11 yrs	7	14	0.2	
	b. 12yrs	8	20		
	c. 13yrs	4	7		
2	Gender				NS
	a. Male	13	19	2.56	
	b. Female	6	22		
3	Education				NS
	a. 6 th	9	21	0.07	
	b. 7 th	10	20		
4	Ordinal position				NS
	a. First	11	23	0.090	
	b. Second	7	15		
	c. Third	1	3		
5	No. of siblings				NS
	a. No	3	8	0.829	
	b. One	12	28		
	c. Two	4	5		
6	Religion				NS
	a. Hindu	14	30	0.86	
	b. Muslim	2	2		
	c. Christian	3	9		

TABLE 2 represents that there is no significant association between pre test knowledge scores with demographic variables. Hence H₂ was rejected and H₀₂ was accepted.

SECTION: D

Table 3: To assess the Effectiveness of snake and Ladder game in the area of “Common Ailments” among primary school children .

<i>Effectiveness</i>	<i>Paired”t” test</i>	<i>Inference</i>
<i>Snake and Ladder Game</i>	19.16	<i>Significant</i>

The above table represents the statistical paired ‘t’ test value which was 19.16, which is significant at 5% level ($p < 0.05$). This signifies that the Snake and Ladder game in the area of common ailments among primary school children is found to be effective.

8. RECOMMENDATIONS:

1. The study may be repeated by taking a larger sample.
2. A similar study may be conducted in different settings other than schools.
3. A comparative study may be conducted between urban and rural school children.
4. A similar study should be done using control group.
5. A similar GAMES can be used to educate different age groups.

10. REFERENCES

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