

Workshop for Early Childhood Education and Kindergarten Teachers to Improve Children's Curiosity through Science Based Gaming

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Abstract

This social service program aimed to show early childhood education and elementary school teachers of strategies to develop activities through science based gaming.

This program has been conducted through workshop, simulations, and practices over the teachers. This workshop was focussed on improving participants' understanding of effort forms which are able to improve students' curiosity through science based gaming, whilst simulations and practices were to improve participants' skills in giving education and instruction to students. As the participants of this program are 35 early childhood education and kindergarten teachers.

The result of this program is the increase of understanding of curiosity improvement through Science Based Gaming. It is indicated with 35 teachers have higher levels of curiosity improvement. Similarly, teachers' skills to yield final works show that 25 teachers have very good result (highest category), 5 teachers achieved good category and 5 others enough.

Keywords : Curiosity improvement, Science Based Gaming

Training on School Library Management in Pundong, Bantul

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Abstract

This program aimed to train school librarians in managing school library as is proper.

This social service program has been conducted in training form, simulations and practices for teachers who are handling library management at school. This training purpose was to improve participants' understanding of managing school library, meanwhile simulations and practices were focussed on improving participants' skills in giving service to students. The objects of this program were 26 elementary school teachers, Madrasah Tsanawiyah and Madrasah Ibtida'iah over Pundong subdistric, Bantul Distric, Daerah Istimewa Yogyakarta.

As the result of this program is participants' improvement of understanding on managing school library. It can be seen that 26 participants have achieved their understanding about school library management and their skills are also improved. These indicators can be viewed from qualitative evaluation during the process to its finish that those 26 participants' skills have been improved.

Keyword : School Library Management