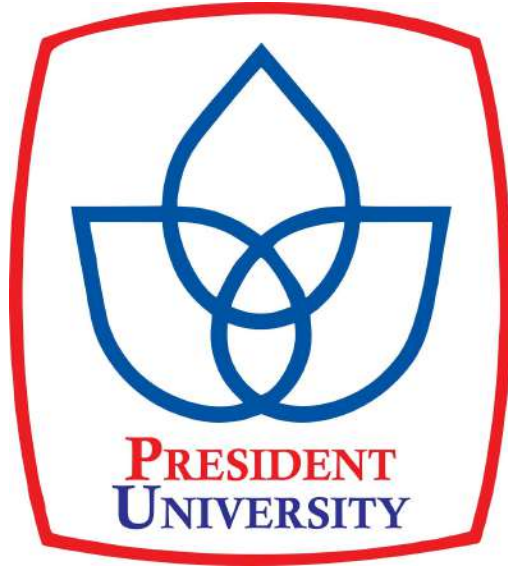




A Community Development :

**“Stepping Together with Intellectual Disabilities Students: Fun Activities and
Educating for Special Needs Children”**

FINAL PROJECT BY SOCIAL PROJECT

**Submitted as one of the requirements to obtain
Sarjana Sosial (S.Sos)**

By:

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**FACULTY OF SOCIAL SCIENCE AND EDUCATION
INTERNATIONAL RELATIONS STUDY PROGRAM**

April 2024

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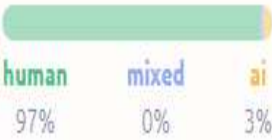
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VALIDITY SHEET COMMUNITY SERVICE ACTIVITIES

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Students: Fun Activities and Educating Exceptional Children with Public Special Needs
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3. Knowledge Field : Social Science / International Relations
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ABSTRACT

The purpose of this Social Project is to carry out educational initiatives based on Sensorimotor and to support Children with Special Needs at SLB Negeri Kab. Bekasi, with the aim of improving children's Sensorimotor skills, Encouraging inclusive interactions, and increasing independence. In line with this Social Project, there is the goal of Sustainable Development of SDGs Number 4 focusing on Quality Education, which highlights the need for educational opportunities that contribute to all children, including those with special needs. Therefore there is a theoretical framework for this Social Project including SDGs and Holistic Learning Theory, which emphasizes the development of human quality through integrated learning development experiences in it there is a Methodology that includes several stages of pre-project planning, along with post-project evaluation through feedback via surveys. the approach that must go through interactive activities such as drawing, planting, collage, cooking, clay crafts, and Puzzles that are designed so that children can learn with fun while improving students' Sensorimotor and social interaction skills. The main findings are social engagement, increased concentration, and independence in students. To add to the sense of satisfaction in this project there are reports involving teachers and parents of the positive impact of development on children. projects that implement Sensorimotor learning and play can encourage significant developmental improvements in students with Special Needs, so that they can support the broader goal of sustainable and inclusive education.

Keywords : Sensorimotor Education, Game-Based Learning, SLB Negeri Kab. Bekasi, Sustainable Development Goals, Sensorimotor Skills Development, Holistic Learning.

ABSTRACT

The aim of this Social Project is to carry out Sensomotor and play-based educational initiatives to support Children with Special Needs in District Special Schools. Bekasi, with the aim of improving children's sensory motor skills, encouraging inclusive interactions, and increasing independence. In line with this Social Project, the SDGs Number 4 Sustainability Development goal focuses on Quality Education, which highlights the need for fair educational opportunities for all children, including those with special needs. Therefore, there is a theoretical framework for this Social Project, including SDGs and Holistic Learning Theory, which emphasizes the development of human qualities through integrated learning development experiences. There is a methodology that includes several stages of pre-project planning, along with post-project evaluation through survey feedback. . approaches that must be taken in interactive activities such as drawing, planting, collage, cooking, clay crafts, and puzzles which are designed so that children can learn in a fun way while improving students' Sensomotor skills and social interaction. The main findings include social involvement, improvement in concentration and independence in students. To add a sense of satisfaction to this project there are reports involving teachers and parents on the positive impact of development on children. Projects that apply Sensomotor learning and play can encourage significant developmental improvements in students with Special Needs, so that they can support the broader goal of sustainable and inclusive education.

Keywords: Sensomotor Education, Game-Based Learning, State SLB District. Bekasi, Sustainable Development Goals, Sensomotor Skills Development, Holistic Learning.