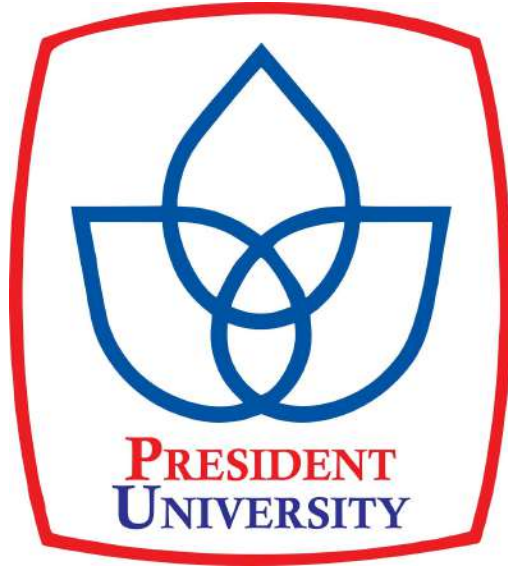




A Community Development :

**“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

TURNITIN RESULT

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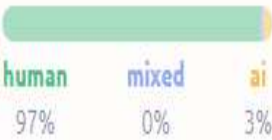
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VALIDITY SHEET COMMUNITY SERVICE ACTIVITIES

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Students: Fun Activities and Educating Exceptional Children with Public Special Needs
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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.

ABSTRAK

Tujuan dari Sosial Project ini adalah melaksanakan kegiatan inisiatif pendidikan berbasis Sensomotorik dan bermain untuk mendukung Anak Berkebutuhan khusus di SLB Negeri Kab. Bekasi, dengan tujuan untuk meningkatkan keterampilan Sensomotorik anak, Mendorong interaksi yang inklusif, serta meningkatkan kemandirian. Sejalan nya Sosial Project ini terdapat tujuan Pengembangan Keberlanjutan SDGs Nomor 4 fokus pada Pendidikan Berkualitas, yang menyoroti perlunya kesempatan pendidikan yang adil bagi semua anak, termasuk mereka yang berkebutuhan khusus. maka dari itu terdapat kerangka teoritis untuk Sosial Project ini mencakup SDGs dan Teori Pembelajaran Holistik, yang menekankan pengembangan kualitas manusia melalui pengalaman pengembangan belajar yang terintegrasi di dalam nya terdapat Metodologi yang mencakup beberapa tahap perencanaan pra-project, beserta evaluasi pasca project melalui umpan balik survei. pendekatan yang harus dilalui dalam kegiatan interaktif seperti menggambar, menanam, kolase, memasak, kerajinan tanah liat, dan Puzzle yang dirancang agar anak bisa belajar dengan menyenangkan sekaligus meningkatkan keterampilan Sensomotorik dan interaksi sosial siswa. pada temuan utama terdapat keterlibatan sosial, peningkatan dalam konsentrasi, dan kemandirian pada siswa. untuk menambahkan rasa kepuasan pada project ini terdapat laporan yang melibatkan para guru dan orang tua dampak positif perkembangan pada anak. project yang menerapkan pembelajaran Sensomotorik dan bermain dapat mendorong peningkatan perkembangan yang signifikan pada siswa Berkebutuhan Khusus, sehingga dapat mendukung tujuan yang lebih luas yakni pendidikan yang berkelanjutan dan inklusif.

Kata Kunci : Pendidikan Sensomotorik, Pembelajaran Berbasis Permainan, SLB Negeri Kab. Bekasi, Tujuan Pembangunan Berkelanjutan, Pengembangan Keterampilan Sensomotorik, Pembelajaran Holistik.