

**ABSTRACT****THE EFFECT OF TEAMS GAME TOURNAMENT TO BEHAVIOUR  
PREVENTION OF ACUTE RESPIRATORY INFECTIONS (ARIs)  
AMONG SCHOOL AGE IN SDN MOJO 3 SURABAYA**

Pra Experiment Research

**By : Navira Chairunisa**

Acute respiratory infections was one of infectious disease that remains a major problem in health, especially in indonesia. ARIs can attack various age, especially children. These happens because health education method to teach children about that has not been developed. Teams game tournament is one as an effort to solve this problem. The aim of this study was to analyze the effect of teams game tournament to change behaviour in preventing acute respiratory infections among school age.

This study was a pra-experiment using pretest-posttest one group design. Sample was school age at fifth class of SDN Mojo 3 Surabaya. 43 respondents were involved according to cluster random sampling. Teams game tournament method was independent variable while knowledge, attitude, and action were dependent variables. Data were collected by using questionnaire and observation sheet. Data then analyzed by using Wilcoxon Signed Rank Test with level of significance  $p < 0.05$ .

Result had showed that teams game tournament method had effect on knowledge ( $p = 0.000$ ) and action ( $p = 0.000$ ) but not on attitude ( $p = 0.127$ ).

It can be concluded that teams game tournament method about ARIs prevention in school can improve the level of knowledge and action in ARIs prevention, but not the attitude. There might be other factors that influenced the attitude that were not investigated in this study. Teams game tournament is recommended to implement health promotion for school age about ARIs prevention. It can mix with other method to improve attitude of ARIs prevention behaviour.

**Keywords:** Teams Game Tournament (TGT), Acute Respiratory Infections (ARIs), school age, knowledge, attitude, and action.