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LOCAL WISDOM VALUES OF JAVANESE CHILDREN'S TRADITIONAL GAMES: A METHAPHORICAL ECOLOGUISTIC VIEW

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Abstract

This research focuses on the description of local wisdom values in the traditional children's games based on the local Javanese culture. The locational research data source was the Javanese children living in a Javanese community, especially those in Yogyakarta. The substantive data was the local wisdom values contained in the traditional children's games. The data was gathered by using the observation method, namely by observing texts of traditional children's games available during the research timeline. The techniques used to apply the observation method were recording and note-taking. Besides the observation method, interviewing methods were also applied. Interview was conducted to several experts who understand the local wisdom values contained in the Javanese traditional children's games. In addition, the interview was conducted to children who play the traditional children's games. Data analysis was carried out using distributional and content analysis methods. This research applies the metaphoric ecological view – which involves social, cultural, and ethnic perspectives – to analyze the data. The local wisdom values found in this research are (1) solidarity, (2) balance, (3) synergy, (4) sportsmanship, (5) agility and resilience, (6) agility and precision, and (7) obedience to norms.

Keywords: local wisdom, traditional children's games, ecologuistic perspective

Abstrak

Penelitian ini berfokus pada penggambaran nilai-nilai kearifan lokal dalam permainan tradisional anak-anak berbasis kultur lokal. Sumber data penelitian lokasional ini adalah anak-anak dalam masyarakat kultur Jawa, khususnya yang tinggal di Yogyakarta. Adapun sumber data substantifnya adalah nilai-nilai kearifan lokal dalam permainan tradisional anak-anak yang sudah mengakar kuat dalam masyarakat. Data penelitian ini adalah teks-teks yang mengandung nilai-nilai kearifan lokal. Data dituangkan dengan metode simak, validasi dengan menyimak teks-teks permainan anak tradisional yang dijangkau di sekitar waktu penelitian. Teknik yang digunakan dalam rangka menerapkan metode simak adalah teknik rekam dan teknik catat. Selain metode simak, digunakan juga metode cakap atau wawancara. Wawancara dilakukan kepada sejumlah tokoh yang memahami nilai-nilai kearifan lokal permainan anak-anak tradisional. Selain itu, wawancara juga dilakukan kepada anak-anak yang menjadi pelaku permainan anak-anak tradisional termasuk. Analisis data dilakukan dengan metode distribusi dan analisis isi. Penelitian ini menggunakan perspektif ekologi linguistik metaforis – yang melibatkan perspektif sosial, kultural, dan etnis – untuk menganalisis data. Nilai-nilai kearifan yang ditemukan dalam penelitian ini adalah (1) kesetiakawanan, (2) keseimbangan, (3) sinergitas, (4) sportivitas, (5) ketangkasan dan keteguhan, (6) ketangkasan dan kecermatan, dan (7) ketaatan terhadap norma.

Kata Kunci: kearifan lokal, permainan anak tradisional, perspektif ekologi linguistik

TODAY'S LOCAL VALUES OF TRADITIONAL CHILDREN'S GAMES A METHAPHORICAL

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Kata Kunci: kearifan lokal, permainan anak tradisional, perspektif ekolinguistik

INTRODUCTION

The Industrial Revolution 4.0, which is now happening, emerged as a result of the demand of the 21st century skills and ability (Osowiec, 2014; Binkley et al., 2014). The digital technology has grown in importance and is inevitable in all facets of life. The development of science and technology, including research – both pure as well as educational research – cannot escape from the impacts of the industrial revolution. In this regard, the existence of local wisdom values is threatened and marginalized by the rapid development of digital technology (Sartini, 2008; Teasdale & Ma Rhea, 2000). Thus, facts in the natural ecolinguistics and metaphorical linguistics embedded in language and culture are inevitable and non-debatable (Kravchenko, 2016; Gerbig, 2003).

For this purpose, the preservation of local wisdom values is highly urgent to be studied and preserved. Therefore, this research uses the metaphorical ecolinguistic perspective and focuses on the description of local wisdom values contained in the traditional children's games (Van Eck, 2006; Yudiwinata & Handoyo, 2014; Gelisli & Yazici, 2015). In our view, this research is urgent because nowadays, children have been exposed to all sorts of digital game materials which are not based on local culture. These children may be assisted and educated using relevant values to develop their characters (Fajarini, 2014; Blommaert, 2007) through traditional children's games. The focus of this ecolinguistic research is: Which local wisdom values are contained in the Javanese traditional children's games which are beneficial to prevent the spreading impact of digital-based games in the 21st century?

The instilment of values of good characters found in this research can be implemented in an integrated learning model (Science et al., 2017; Luardini & Simbolon, 2016), especially in elementary education. The underlying theory of this research is the ecolinguistic theory (Fill & Penz, 2017; Peace & Mühlhäusler, 2006), despite the fact that the theory has not been widely used and spread in Indonesia. Ecolinguistics can be divided into two, namely natural ecolinguistics and metaphorical ecolinguistics (Kravchenko, 2016; LeVasseur, 2015; Mühlhäusler & Peace, 2006). Natural ecolinguistics studies language embedded in the natural ecology which covers herbal plants, medicine, food, topography, and toponymy, animals and other natural environments (Mühlhäusler & Peace, 2006). On the other hand, metaphorical ecolinguistics studies language that is embedded in social, cultural, ethnic ecology, etc. (Kravchenko, 2016).

The ecolinguistic research accommodates the limitation of the metaphorical ecolinguistics because any discussions on local wisdom values cannot be separated from the social, cultural, and ethnic contexts where the values are lived by (Rahardi, 2018). In addition, the theory of local wisdom becomes the frame of reference in the ecolinguistic research. The local wisdom values cannot be separated from the community and the culture because local wisdom has become one fundamental substance of cultural entity (Teasdale & Ma Rhea, 2000). As a cultural product, local wisdom emerges from the good practices shared in the community. Those good practices in a communal life must be understood and passed on to the next generation, especially to the young generation who is entering a new era, which is totally different from the previous era (Binkley et al., 2014). The beginning of the new era poses some problems in the communal and state life, and in this context the preservation of local wisdom values gains the most fundamental and underlying position (Mydland & Grahm, 2012). This is why this study is deemed important as the Javanese tradition is full of cultural and local wisdom values, which is actually very essential to be preserved.

METHOD

The methaphorical ecolinguistic research on local wisdom values ⁵ contained in the traditional children's games is a descriptive qualitative research (Science et al., 2017). This research does not involve numeral and statistical computations because the nature of the data source and the purpose of the research do not demand the use of numbers and figures with all the computational variants. The data source of this ecolinguistic research is divided into two, namely locational and substantive data sources (Mahsun, 2005; Sudaryanto, 2016).

The locational data source in this ecolinguistic research is the Javanese children living in the Javanese community and culture, especially in Yogyakarta. The substantive data is the local wisdom values contained in the traditional children's games, namely (a) *Jejamuran*, (b) *Umbul Gambar*, (c) *Egrang*, (d) *Sunda Manda*, (e) *Gobak Sodor*, (f) *Cublak-Cublak Suweng*, (g) *Delikan*, (h) *Biyok*, (i) *Nekeran*, (j) *Yeye*, which are all rooted deeply in the community. Interviews were done to several people who were knowledgeable of local wisdom values in the Javanese community and culture, especially in Yogyakarta. The researchers were able to gather substantive data intuitively in this methaphorical ecolinguistic research considering ² that the researchers have a close lingual and cultural distance (Chen, 2017; Bandura, 2002) with the object of the research. The object of the research ¹ is the local wisdom values contained in the traditional children's games (Wijana & Wijana, 2013). The research data was gathered using the observation method (Mahsun, 2005), namely observing the traditional children's games in the community available during the timeline of the research. The technique used in the observation method in the research is the recording and note-taking techniques (Harrison, 2018).

In addition to the observation method, the data was also obtained by means of interviews with a number of experts who were very knowledgeable about the the local wisdom values contained in the traditional children's games in Yogyakarta and its surrounding areas. In addition, interviews were also conducted to the children who were involved in the traditional children's games. The gathered data was then classified and typified (P¹³iven, 2009; Sudaryanto, 2016) in order to distinguish ¹ them into categories and types of data. The next step was the analysis and interpretation of the data. The analysis was done using distributional and content analysis methods.

The result of the analysis was presented in an informal presentation method. Informal presentation of research findings did not involve formula in delivering the norms regarding the local wisdom values. Instead, it used a descriptive language. The result of the data analysis was then triangulated (Marshall, 2004) with experts in local wisdom values from Sanata Dharma University and Gadjah Mada University to guarantee that the analysis and interpretation done by the researchers are accurate and they meet the criteria of validity.

FINDINGS AND DISCUSSION

In this section, each type of traditional children's games in the Javanese community and culture, especially in Yogyakarta, will be described. Pictorial illustrations are provided to clarify each of the traditional children's games. Researchers also conducted contextualization (Mey, 2003; Fetzer, 2010) of the values contained in the traditional children's games in today's contexts to see how far the local wisdom values are preserved as the popular culture invades our society nowadays. In the following section, each of the traditional children's games preserving local wisdom values is described.

LOCAL WISDOM VALUE OF SOLIDARITY

Solidarity is the roots of the communal spirit of mutual cooperation, collaboration, and synergy in the Javanese community (Martin, 1995). The value of solidarity in the traditional children's game *jejamuran* and *umbul gambar* will be elaborated in details.

Jejamuran traditional game

In the Javanese society, there are various types of *jamur* 'mushroom'. Located in a tropical country, Java is highly humid which allows fungi to easily develop. With its ubiquity, mushrooms are familiar among people. Local values in the community are described by means of mushrooms to make them more acceptable among the community (Rakimahwati, & Putri, 2017). The *jejamuran* game symbolizes the value of solidarity that exists in the daily life of the Javanese community because only through solidarity they would be able to collaborate and work in mutual cooperation (Rakimahwati, & Putri, 2017; Suhono & Sari, 2017).



Figure 1. Children are playing *jejamuran*

The traditional children's game *jejamuran* in the Javanese community is usually presented in the form of *gendhing dolanan* or playful musical ensemble (Susanto, Widodo, & Haryono, 2017). Using *gendhing dolanan*, the game is more familiar for children. The local wisdom values of the *jejamuran* game teach children to foster camaraderie or friendship with their friends. Each person must realize that he/she is a *homo socius* or a social being who will be complete after associating with other people (Dippold, 2012). To live with others, one must be able to adapt to the environment. Adaptability and agility are the predictors of success in the social and communal life (Gu, 1998). In *jejamuran*, this idea is evident in the phrase *jamuran ndhoge gethok, jamur opo* which means that everyone is expected to anticipate what is happening in the surrounding environment and society. Thus, when the phrase is continued with the words *jamur*

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payung ‘toadstool’, for instance, children are expected to be able to act out the character and behavior of a toadstool. The children’s agility to act out the behavior of a toadstool is the measure of success in solidarity, collaboration, and cooperation with their peers (Pamungkas, 2017).

Umbul gambar traditional game

The *umbul gambar* game is played by at least two players. In the past, the game is called *adu gambar*. The game is played by contesting pictures of the Javanese puppet show characters such as Kresna, Abimanyu, Werkudara, etc. (Lieberman, Fisk, & Biely, 2009). The picture contest is carried out by requiring each player to submit the picture of his contestant to be jumbled together with the other contestants. Afterwards, the pictures are tossed up or *diumbul*. When the pictures of the contestants fall face down, it means that the “character” dies or loses. In contrast, when the picture faces upward, it means that the character lives or wins (Yudiwinata & Handoyo, 2014; Yudiwinata & Handoyo, 2014).

The player whose picture falls facedown must pay his defeat with a certain number of pictures as agreed in the beginning of the game, namely *nggoro*, *nggopat*, *nggoluh* and so on and so forth. The term *nggoro* means that the defeated player must pay with two pictures because the word *ro* refers to *loro* or two. In addition, *nggopat* means that the defeated player must pay four pictures because *pat* refers to *papat* or four. This game contains values of ‘loyalty’ to traditions (Lotter, 1994). The pictures being tossed upward are pictures of Shadow Puppet characters. It is important to instill the love of shadow puppet characters to children so they learn the values since early age (Yudiwinata & Handoyo, 2014).



Figure 2. Children are tossing the pictures up in the air in the *umbul gambar* game

The character of ‘loyalty to traditions’ is an important value to be instilled in the hearts of children since early age. The Javanese says that *tradisi kudu diuri-uri* or we must preserve cultures. It means that the norms, traditions, local cultural values, local wisdom must be imparted in the children’s minds so that they develop as they grow older (Yudiwinata & Handoyo, 2014).

By preserving ¹⁵ the value of loyalty to local wisdom values in the past, the cultural values that live in their surrounding will be maintained. Loyalty to the traditions will ensure the harmony of life among the people. On the contrary, the destruction and erosion of the values will happen when people start to ignore the value of loyalty to the past traditions. The *umbul gambar* game clearly fights to preserve this value of loyalty (Culpeper, 1996; Miller, 2017).

LOCAL WISDOM VALUE OF BALANCE

It is not easy to maintain balance in associating with others, especially in the era that offers luxury and ease (Wenjuan, 2017; Affandy & Wulandari, 2012). However, one's maturity is seen from one's steadfastness in keeping the balance in life so as not to get into trouble. Children in the past were trained to maintain balance through *egrang* or walking on stilts and *sunda manda* games which will be elaborated in the following section.

Egrang traditional game

Stilts are traditional poles made of bamboo with footrests high off the ground on which someone balances and walks. The footrests can be adjusted to the height of the players. The higher the footrests, the more skill is required from the players to balance their body. It shows that the higher the position one has in the society, the more skill is required from the person to maintain the balance of living with other people in the community (Sartini, 2008; Kasa, 2011). In addition to the value of balance, walking on *egrang* or stilts trains people to be brave to walk graciously. The courage to walk is highly important because the player will hobble and fall when he hesitates and falters.

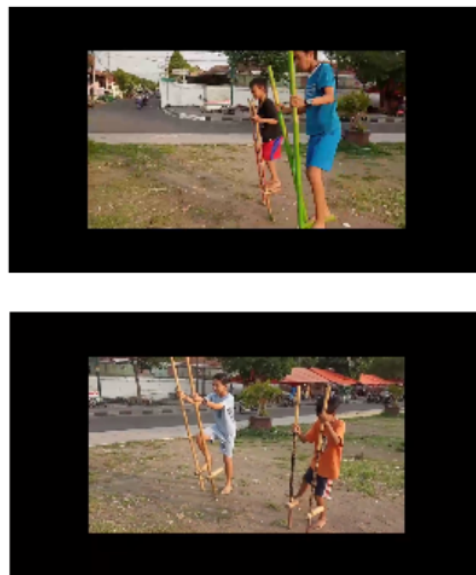


Figure 3. Children are walking on stilts or *egrang*

The local wisdom value of courage and balance exercised in the game of stilts among children may spark the courage to make the right decisions when the person is in charge of leading organizations when they grow up (Akbar, 2017; Ningrum & Sukoco, 2018). The local value of balance in walking in stilts can also sow the seeds of strong adults who are able to maintain balance and equality in personal, professional, and social life (Cummings, 2009; Yusuf, Adams, & Dingley, 2014). However, today's parents' fear does nothing but discouraging the children from practicing to maintain balance to walk on stilts. Despite the fact that gadgets and other technological gizmos contain children's games available at their disposal, local wisdom values found in the *egrang* game is important to be instilled and implanted among children.

Sunda manda traditional game

The traditional children's game *sunda manda* can be played by both girls and boys. This game is played using chips of broken roof tiles or *kereweng* and a playing arena drawn in a specific pattern on the ground as in the hopscotch game. The player who gets the turn to play will take the chip and throw it on the square one by one, each time getting farther away gradually (Purwaningsih, 2006). Next, he / she must hop with one leg and stomp both feet when he/she enters the specific square. When the player arrives at the top square, he/she must hop back on one leg and retrieve the chip without stepping on the border line. To do this, he/she must maintain balance and precision when hopping (Masduki & Kumiasih, 2017; Rahmawati, Buchori, & Bhihikmah, 2017).



Figure 4. Children are playing *sunda manda* in the alleys of the village

The local value learned from the traditional children's game *sunda manda* is the concept of balance in life. People must always consider balance in living their lives with other people to maintain harmony in social life (Binkley et al., 2014; Rahardi, 2016). Maintaining balance between work and recreation, working overtime and socializing, storing wealth for oneself and

sharing wealth with others or charity is inevitable and cannot be ignored in order to maintain harmony. All the examples of balance have been trained to children since early age, since they play and jest around with their peers. The *sunda manda* game or known also as *jlong jling* trains people to maintain a balanced life, balanced attitude, and behavior (Masduki & Kumiasih, 2017). Other than the value of balance, the *sunda manda* game contains the value of precision in living with others, as shown in the rule of the game which prohibits the players to go outside the boundaries of the lines. In living with others, people must always realize that there are norms imposed on the community members to maintain harmony (Halliday, 1978).

THE LOCAL WISDOM VALUE OF SYNERGY

No matter how excellent someone is, one must admit the existence of the Higher Power who bestows the excellence. People sometimes forget that the excellence he possesses does not come from his own, but from God the Creator. The *gobak sodor* game has a value of synergy, and most importantly it has the philosophical value related to 'the return' to the Pearly Gates, or the end of life (Herliana, 2015; Geertz, 1957). Similarly, the essence of the *cublak-cublak suweng* game is the awareness of God's existence (Sugiyo & Purwastuti, 2017).

Gobak sodor traditional game

The *gobak sodor* game is played by two teams, each trying to win the game in swift agility and great synergy. The opposing team must guard the gate in the lines that have been determined. Their job is to catch the members of the opposing team who tries to enter the gates. The playing team must move deftly and escape dexterously from the hands of the guarding team (Kinanti, 2018). The cultural value contained in the traditional children's game is that one must synergize and collaborate with other people deftly and flexibly in order to reach success.



Figure 5. Children are playing *gobak sodor*

The local wisdom value contained in the traditional children's game is that in order to gain success and win a competition, one must act intelligently, dexterously, and nimbly. As a matter of fact, the local wisdom value has existed since the pre-independence time. The *gobag sodor* game is derived from an English game called 'go back to the door' which was famous during the Dutch colonial times (Setiawan, Kartikadarma, & Haryanto, 2013). The colonial government wanted to educate the children of the Dutch East Indies so they would develop into individuals who could think quickly and act swiftly. The value is in contradictory to the existing value of *saktekane* as reflected in the old adage *alon-alon waton klakon* which literally means 'it does not matter to walk slowly as long as we get to the destination.' This deep-seated value was believed to be the culprit of the Indonesian people's slow and sluggish way of thinking and behaving in the daily life. Through the *gobag sodor* game, the people are aware and have left the life principle of *alon-alon waton kelakon* in their work. Ability to think and act quickly has been the demand of someone's professionalism in the globalization era.

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***Cublak-cublak suweng* traditional game**

The *cublak-cublak suweng* game is played by 3-5 girls in the Javanese community. The literal meaning of *suweng* is a kind of jewelry worn on a girl's left and right ears. The philosophical meaning of *suweng* refers to the existence of the omniscient God Almighty. The words *cublak-cublak* means 'looking for' to find something (M. K. Sari, 2018). Even though the game is played by children, each of the lyrics has a very profound meaning.



Figure 6. Children are playing *cublak cublak suweng*

The value of traditional children's game *cublak-cublak suweng* is the reminder for everyone to always remember God the Creator in the communal life. The value is revealed not only through the phrase *cublak-cublak suweng* which means 'searching for God', but also from the phrase *Pak Empok lera lere, sopo ngguyu ndhelekake*. The phrase means that when someone has not found God, he would search for God in confusion as reflected in the words *lera lere* or turning to the right and to the left. However, someone who has found God seems to cheer at the confused person so that he would soon find his God. Before the phrase, the line says *suwenge ting kelender* (A. Sari & ., 2018). This phrase is connected with the word *suwung* or empty. It means that God the Creator is omniscient, even in the saddest moments of life, as in the phrase *mambu kemundhung gudel* (Pramudyani, 2018).

LOCAL WISDOM VALUE OF SPORTSMANSHIP

The value of sportsmanship is the nature of human beings as *homo socius*. In one's life, one must admit the existence of other people and must know one's place among other people. In regards to this, one must be sportive to admit one's weakness and take advantage of one's strength for the good and benefit of other people in the community. The value of sportsmanship has been ingrained since early age though children's games, such as *delikan* game.

Delikan traditional game



Figure 7. Children are discussing to play *delikan*

In English, *delikan* game is the same as 'hide-and-seek' game, which is played by several children, one being the seeker and the other players hiding. In this game, the seeker must find the other players who are hiding. If he can find one of the players, he must replace him as a seeker. The local wisdom value found in the *delikan* game is sportsmanship or responsibility. This is realized in the willingness of each player to be found and to replace the role of a seeker. Thus, it can be said that the value of responsibility in the Javanese traditional community has been implanted since the children are at the early age (Saroh et al., 2018).

The local wisdom value of responsibility or sportsmanship in the children's game *delikan* is an important value that teaches children to be mature and responsible adults. The research team believes that the irresponsible people who spread hoaxes and hate speeches and who get public attention are actually cowards who are not humble enough to admit other people's success. They are certainly not shaped by the value of responsibility and sportsmanship learned from the children's game *delikan*. The instilment of the local value of responsibility and sportsmanship cannot be done instantaneously and immediately. It must be initiated since early age so as to be ingrained in the person's habits and culture (Fajarini, 2014).

LOCAL WISDOM VALUE OF AGILITY AND RESILIENCE

The traditional children's game *biyok* teaches the value of agility and resilience in life. Life must be lived with prayers and efforts. One may not always succeed in making efforts. Sometimes, one can fail, and fail miserably. This value is shown in the *biyok* game which is played using rubber bands thrown to an even surface. Some rubber bands may fall to the ground, some others may stay on the ledge.

Biyok traditional game

The traditional children's game *Biyok* is played by two or three players. Each player hands over a number of rubber bands to be put together with the other players' rubber bands. Usually, the traditional game is played by girls. The place to play this game is usually the front of the house or the side of the house using the ledges on the wall for the rubber bands to fit after being thrown out. The game can also use chairs or benches. This act of throwing out is called *biyok* in Javanese. Winning and losing is determined by the number of rubber bands that stay on the ledge and the number of rubber bands that fall on the ground. The children's game *biyok* contains the value of agility. Since childhood, Javanese children have been introduced to the value of agility, with the hope that they could become agile and resilient adults in the world of work.

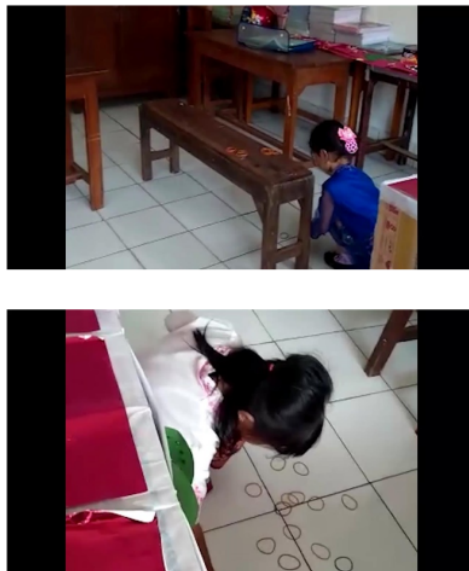


Figure 8. Children are playing *biyok*

Agility and resilience are very important cultural values to be instilled among the Javanese children. Since early age, they are accustomed to working dexterously. With the value of agility implanted since childhood, it is expected that children will develop into mature adults who can work with agility and resilience. Thus, the values of agility and resilience have been instilled in the children's minds since early age. The stereotype that Javanese people are slow and sluggish as reflected in their principle *alon-alon waton klakon* or 'slowly but surely' and that Javanese people cannot work deftly is incorrect (Irawanto, Ramsey, & Ryan, 2011). The colonizers tried to make their subjects 'not agile' and 'not resilient' so they remained *inlanders*. The truth of the matter is, actually our ancestors have implanted the values of agility and resilience long time ago.

LOCAL WISDOM VALUE OF AGILITY AND PRECISION

Agility and precision are values in life that must be strived for. A successful person is usually agile in facing problems of life. In the agility, the value of precision and accuracy is very important to strive for because the lack of precision in solving problems may result in fatal consequence.

Nekeran traditional game

Nekeran or 'playing marbles' is one of the traditional children's games played by boys. This game used to be the favorite among Javanese boys. The game *nekeran* is played by at least two boys by means of marbles or *neker*. Marble is a round crystalized rock used for playing and it is available anywhere. The first player is the winner of the handgame *pingsut* or *hompipa*, a handgame to determine a winner as in 'paper, scissor, and rock' handgame. Afterwards, all the players toss the marbles simultaneously on the ground to approach the hole they have dug. The player whose marble falls closest to the hole or falls into the hole gets the first turn to play his *neker*. If the player can hit the target precisely to direct the other marble, he wins and he can take the other players' marbles (Kusumaningtyas & Setyoadi, 2017).



Figure 9. Children are playing *nekeran*

The values of agility and precision are very important to be developed in one's life especially in the modern life. It is highly likely that only agile and accurate adults will survive in the community and professional life. The values of agility and precision cannot be created instantaneously. On the contrary, these values must be instilled and developed painstakingly slowly since early age. The traditional society has trained their children these values since early childhood through the traditional game, such as *nekeran* (Ningrum & Sukoco, 2018). In this game, children's agility and precision are trained and tested to achieve victory and success. In the past, children played *nekeran* in the houseyard and this game was the children's favorite. Unbeknownst

to them, *nekeran* game actually trained them to be successful in their adult life. Success must be built with agility and precision.

LOCAL WISDOM VALUE OF OBEDIENCE TO NORMS

Human beings live with other human beings in the community. Obedience to norms imposed on communal life is very important to maintain harmony. Thus, the local wisdom value of obedience to norms must be put first in a communal life.

Yeye traditional game

The traditional children's game *Yeye* is played by 3 players by means of rubber bands interwoven to create a long chain of rubber bands. Two players hold the ends of the rubber-band rope with the height of 25-30 cm above the ground. The third player is playing by winding her right leg around the rubber-band rope several times and then unwinds it again several times. The same is done with the left leg. The cultural value contained in the game is obedience to the norms. In a communal life, obedience to social, religious, and other norms is crucial to maintain harmonious life in the society (Burke & Peyton Young, 2011).



Figure 10. Children are playing yeye

The local value 'obedience to norms' in the Javanese society is implanted since early age. Because the value is implanted since early childhood, the Javanese people have a harmonious relationship with the natural and social environments. This good habit is the result of the predecessors' continuous efforts to instill the values through traditional children's games. Parents in the past encouraged their children to go out and play with other children so they would learn the values of local wisdom tacitly and unconsciously. It is likely that learning the value of

obedience through the *yeye* game is done unconsciously because the value is learned indirectly when they play with their friends (Burke & Peyton Young, 2011).

CONCLUSION

To conclude, we have found seven local Javanese wisdom values contained in the traditional children's games discussed in this study. They are (1) solidarity, (2) balance, (3) synergy, (4) sportsmanship, (5) agility and resilience, (6) agility and precision, and (7) obedience to norms. These seven local wisdom values should be considered very beneficial for the re-actualization and development of the Indonesian children's characters through education. The writers hope that this study will help the appreciation and preservation of the traditional children's games.

NOTE

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