

ABSTRACT

The understanding of balanced nutrition among elementary school students is still low, a condition that occurs due to the lack of effective and engaging learning media to enhance students' learning motivation. Based on these issues, enjoyable media can support educational activities for elementary school children. This research aims to design nutrition learning media in the form of the "Nutrition Claw" game related to nutritious foods as balanced nutrition education for 2nd-grade students at Sukabirus Public Elementary School. The research method used is a qualitative method that obtains data through observation, interviews with teachers and students, documentation, literature study, and conducting question tests to determine students' initial knowledge related to balanced nutrition. The design method used is the SCAMPER technique as an idea development from the existing concept. Data processing uses an inductive method where data is collected first and then formulated into theory. Based on the research that has been conducted, learning media in the form of games has enjoyable learning elements that can enhance the nutritional knowledge of elementary school children. Therefore, the author will design the game "Nutrition Claw" related to nutritious foods as balanced nutrition education for the students of SD Negeri Sukabirus, with the addition of educational cards.

Keywords: *Learning Media, Games, Balanced Nutrition, Elementary School Children,*