

***Designing a Snake and Ladder Game as an Educational Medium for Stunting Prevention among Adolescent Girls at MTs Raden Fatah Puger***

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**ABSTRACT**

*Stunting is a growth disorder due to continuous malnutrition, so that children have a shorter height than children their age and are at risk of delaying thinking. One of the risk factors for stunting can occur from the condition of adolescent girls who experience chronic energy deficiency and anemia, so that they have the potential to give birth to stunted children in the future. Prevention efforts can be carried out from an early age in adolescent girls through health education using interesting snake and ladder game media. This research aims to design a snake and ladder game media as an educational medium about stunting prevention for adolescent girls at MTs Raden Fatah Puger. The research method is Research and Development (R&D) using a 4D (Define, Design, Develop, Disseminate) model. The data analysis techniques in this study are qualitative descriptive and quantitative descriptive. The collection of research subjects was carried out using the Simple Random Sampling technique. The validation results by material experts were 92% in the "Very Good" category, while the validation results by media experts were 96% in the "Very Good" category. The small group acceptance test involving 10 respondents obtained a result of 94% in the category of "Very Feasible". The acceptance test of the large group involving 64 respondents obtained a result of 96.37% with the category "Very Feasible". Based on these two results, the snake and ladder game media about stunting prevention is included in the same category, namely "Very Feasible" and is considered consistently acceptable and very feasible to be used as a health education medium about stunting prevention for adolescent girls at MTs Raden Fatah Puger.*

**Keywords :** *Stunting, Adolescent Girls, Snakes and Ladders Game*