

LEVEL OF INVOLVEMENT IN TRADITIONAL GAMES OF STUDENTS  
IN LUMAMPONG NATIONAL HIGH SCHOOL INDANG ANNEX

THESIS

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**LEVEL OF INVOLVEMENT IN TRADITIONAL GAMES OF STUDENTS IN  
LUMAMPONG NATIONAL HIGH SCHOOL-INDANG ANNEX**

Undergraduate Thesis  
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## ABSTRACT

**LAYCO, GEMMA Q., MOJICA, MARIVIC P., RONQUILLO, EFRAIM N.: Level of Involvement in Traditional Games of Students in Lumampong National High School (Indang-Annex), SY 2015-2016:** Undergraduate Thesis, Bachelor of Sports and Recreational Management, Cavite State University, April 2016. Adviser: MsJazmin F. Piores.

This study was conducted to determine the Level of Involvement in Traditional Games of Students in Lumampong National High School (Indang-Annex). The general of the study aimed to: (1) determine the demographic profile of the respondents in terms of age, gender and grade level, determinelevel of involvement in traditional games: (2) determine the commonly played traditional games by the student: (3) determine the significant difference between the level of involvement in traditional games of students when grouped according to demographic profile.

Statistical tools were used to answer the objective of the study. Frequency count, mean, rank, percentages, spearman rank, point biserial, chi square were used to answer the objectives of the study.

Results revealed that most of the participants in Lumampong National High School Indang–Annex in terms of age 14 to15 years old covered (52.6%) of the total sample. Most of the participantswere female students with 67.6 percent while the male students had 32.4 percent.

Moreover, data showed that grade 7 and 10 had the same number of participants(85) while the grade 8 and 9 had a different number of participants 77 and 80 respectively.

The most common traditional games being played by the students in Lumampong National High School Indang-Annex were the *patintero* (307) followed by *tumbangpreso*(304) then third was *taguan*(275) while the least played in traditional games were *batic cobra* (1.2), *pogs*(0.3) and *holen* (0.3).

In total, the participants showed “low” level of involvement in traditional games. The demographic profile in terms of age of the participants had no significant relationship to their level of involvement in traditional games while the gender and grade level had a significant relationship with their level of involvement in traditional games.

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LUMAMPONG NATIONAL HIGH SCHOOL (INDANG-ANNEX)  
SCHOOL SY 2015-2016**

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**INTRODUCTION**

In the Philippine society, playing games is an important part of growing up. Some games are challenging, daring, physical, and intellectually stimulating (Brendi 2010).

It is also commonly known that games play an important part in the learning process of the child. This is educational influence of games on the physical, mental, and moral vitality of a child is a factor why games in the country are still being practiced and observed by the general public (Brendi 2010).

A few decades ago, kids used to gather in the streets or in their neighborhood play ground to play their favorite Larong Pinoy games like *piko*, *patintero*, *taguan*, *tumabang preso*, *sipa*, *siato*, *luksong tinik*, etc These have been their regular and popular past times, as well as the favorite games of their parents and grandparents until new and modern forms of entertainment has taken over the interests of young kids (Brendi 2010).