

ABSTRAK

Maya Nurhayati. Nim 1402766. Tesis : *Upaya Mengembangkan Kemandirian Anak Melalui Media Pembelajaran Berbasis Permainan Properti pada Anak Usia Dini.* Tesis ini dibimbing oleh Dr. Mulyana, M.Pd

Penelitian ini bertujuan untuk Mengembangkan Kemandirian Anak Melalui Media Pembelajaran Berbasis Permainan Properti. Penelitian ini dilakukan terhadap peserta didik usia 4-6 tahun (kelompok B) TK Kartika XIX-33 Siliwangi Majalengka yang berjumlah 31 orang, terdiri dari 17 orang anak laki-laki dan 14 orang anak perempuan. Metode penelitian ini adalah Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam 2 siklus. Instrumen yang digunakan dalam penelitian ini menggunakan lembar observasi, Angket kemandirian anak, dan wawancara. Hasil penelitian ini terdapat kesimpulan bahwa Kemandirian anak setelah mengikuti pembelajaran melalui media pembelajaran berbasis permainan properti, mengalami peningkatan. Ketercapaian kemandirian dalam proses belajar anak berdasarkan pengamatan guru pada pra tindakan sampai siklus I terdapat selisih kenaikan sebesar 4% sedangkan peningkatan dari siklus I sampai siklus II 14%. Selanjutnya hasil dari data angket kemandirian anak berdasarkan pendapat orang tua siswa dalam pra tindakan sampai siklus I meningkat sebesar 4 %, dari data siklus I sampai siklus II meningkat 8 %. Keseluruhan kategori kemandirian anak pada pra tindakan dinilai masih kurang, sedangkan pada siklus I meningkat menjadi baik ,pada siklus II dinilai sudah sangat baik.

Kata kunci: Media Pembelajaran Berbasis Permainan Properti, Kemandirian.

ABSTRACT

Maya Nurhayati .NIM 1402766. Thesis: The Efforts of Developing Child's independence Through Media -Based Learning Game Property In Early Childhood. This thesis is guided by Dr. Mulyana, M.Pd

The purpose of this study developed the child's independence through media -based learning game properties. The study was carried out on students aged 4-6 years (group B) TK Kartika XIX-33 Siliwangi Majalengka. They were 31 students, consisting of 17 boys and 14 girls. This research was a classroom action research (PTK) which is done in 2 cycles. The instrument used in this study by using observation sheet, the child's independence questionnaire and interview. The result of the study concluded that there was independence of children after learning through media-based learning game properties has increased significantly. Based on the results of observations conducted before action (pre-action) for research and action in cycle 1 and cycle 2 obtained an increase in each indicators. Achievement of self-reliance in learning process before action (pre-action) until cycle 1 had the difference increases, 4% while cycle 1 to cycle 2 increased 14%. While the data from the questionnaire based on the child's independence of parents opinion in the pre-action until cycle 1 increased 4%. From the data cycle 1 to cycle 2 increased 8%. All the catagories of child's independence at pre-action was insufficient. Whereas in the first cycle, it increased well, and in the second cycle , it was considered to be the best result.

Keywords: Media-Based Learning Game Property, Independence.