

UPAYA MENINGKATKAN KEMAMPUAN OPERASI BILANGAN ANAK USIA 5-6 TAHUN MELALUI BERMAIN ULAR TANGGA DI SENTRA PERSIAPAN

(Penelitian Tindakan Kelas Anak Usia 5-6 Tahun di TK Tunas Wiratama, Rawamangun, Jakarta Timur)

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ABSTRAK

Penelitian ini bertujuan untuk meningkatkan kemampuan operasi bilangan anak usia 5-6 tahun di TK Tunas Wiratama, Rawamangun, Jakarta Timur melalui pembelajaran yang menerapkan bermain ular tangga. Penelitian ini dilaksanakan pada bulan Juli sampai dengan bulan Agustus 2016. Metode yang digunakan adalah penelitian tindakan kelas yang dilakukan dalam dua siklus. Setiap siklus terdiri atas perencanaan (*planning*), tindakan (*acting*), pengamatan (*observing*), dan refleksi (*reflecting*). Subjek penelitian adalah kelompok B TK Tunas Wiratama, Rawamangun, Jakarta Timur yang kemampuan membaca operasi bilangannya masih rendah dengan jumlah sebanyak 8 anak. Persentase keberhasilan yang disepakati peneliti dan kolaborator adalah 70%. Hasil analisis data pada pra penelitian didapat prosentase sebesar 40.6%. Setelah diberikan tindakan, prosentase meningkat mencapai menjadi 50.4%. Data yang diperoleh pada siklus I belum mencapai target, maka peneliti melanjutkan ke siklus II. Pada siklus II penelitian didapat persentase sebesar 82.5% hal ini berarti dari siklus I sampai siklus II memiliki kenaikan 41.9%. Berdasarkan keberhasilan prosentase yang telah diperoleh, maka hipotesis tindakan dalam penelitian ini terbukti. Adapun temuan secara kualitatif diperoleh bahwa kemampuan operasi bilangan anak usia dini dapat meningkat dengan memberikan kegiatan bermain ular tangga.

Kata kunci: operasi bilangan, bermain ular tangga

INCREASING THE CAPABILITY IN NUMERICAL OPERATIONS THROUGH 5-6 YEARS OLD PLAYING SNAKE AND LADDERS AT PREPARATION CENTER

(Classroom Action Research of 5-to-6-year-old students at TK Tunas Wiratama, Rawamangun, Jakarta Timur)

(2017)

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ABSTRACT

This research aims to increase the 5-to-6-year-old children's capability in numerical operations at TK Tunas Wiratama, Rawamangun, Jakarta Timur through the learning activity which implements Snakes and Ladders. This study was held on July to August 2016. The method was Classroom Action Research which divided into two periods. Every period included planning, acting, observing and reflecting. The respondents of this research were eight students of the B team of TK Tunas Wiratama, Rawamangun, Jakarta Timur who had less capability of reading in numerical operations. The result was agreed by the researcher and the collaborator that it had to receive 70%. The data was analyzed preceding the investigation that it received 40.6%. After being investigated, the percentage was risen up to 50.4%. The data investigated in the period I did not reach the agreed target, thus, the researcher continued to do the investigation in the period II. In the period II, the data analyzed reached 82.5%. To this extent, during the period I and II, the data showed a raise of 41.9%. According to the result, thus the research was approved that the capability of reading numerical operations of early childhood can be risen by playing Snake and Ladders.

Keywords: numerical operations, playing Snake and Ladders