

# UPAYA MENINGKATKAN KREATIVITAS ANAK USIA 5-6 TAHUN MELALUI KEGIATAN BERMAIN PLAYDOUGH

(Penelitian Tindakan Kelas di PAUD Flamboyan, Citayam, Bogor)

(2019)

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## ABSTRAK

Penelitian ini bertujuan untuk meningkatkan kreativitas anak usia 5-6 tahun di PAUD Flamboyan, Citayam, Bogor melalui kegiatan bermain playdough. Penelitian ini dilaksanakan pada bulan Juli sampai Agustus 2019. Metode yang digunakan adalah penelitian tindakan kelas yang dilakukan dalam dua siklus. Setiap siklus terdiri atas perencanaan (*planning*), Tindakan dan Pengamatan (*Acting and Observing*), Refleksi (*Reflecting*). Subjek dalam penelitian ini adalah anak-anak kelas B sebanyak 10 anak. Kreativitas yang diamati terdapat 4 aspek, yaitu (1) *Person* (Pribadi), (2) *Process* (Proses), (3) *Press* (Dorongan), dan (4) *Product* (Produk). Persentase keberhasilan yang disepakati peneliti dan kolaborator adalah 71%. Hasil analisis data pada pra penelitian yaitu 45,46 %. Setelah diberikan tindakan pada siklus I persentase meningkat mencapai 64,37%. Hasil yang diperoleh pada siklus I belum mencapai target, maka peneliti melanjutkan tindakan pada siklus II. Persentase yang diperoleh pada siklus II meningkat menjadi 90,46%. Hasil penelitian tersebut menunjukkan bahwa melalui kegiatan bermain playdough dapat meningkatkan kreativitas anak usia 5-6 tahun.

Kata kunci : kreativitas, bermain playdough, anak usia 5-6 tahun

# **EFFORTS TO IMPROVE CHILDREN'S CREATIVITY AGED 5-6 YEARS OLD THROUGH PLAYDOUGH ACTIVITIES**

(Action Research at PAUD Flamboyan, Citayam, Bogor)

(2019)

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## **ABSTRACT**

*This research aimed to improve children's creativity aged 5-6 years old at PAUD Flamboyan, Citayam, Bogor through playdough activities. This research conducted on July to August 2019. The method was action research conducted in two cycles. Each cycle consists of planning, acting and observing, reflecting. The subject of research was 10 children at group of B. There were 4 aspects that observed: (1) Person; (2) Process; (3) Press; and (4) Product. The percentage of success agreed by researcher and collaborator was 71%. The results of data analysis in pre-research was 45.46%. After gave an action in the first cycle the percentage raised to 64.37%. The results from first cycle didn't reach target, so the researcher continued actions in second cycle. The percentage raise to 90.46%. The results of this research indicate that through playdough activities can increase creativity of children aged 5-6 years old.*

**Keywords:** creativity, playdough activities, children aged 5-6 years old