ABSTRACT

IMPROVING CHILDREN’S FINE MOTOR SKILL BY USING PAPER AND GUESSING PICTURE GAME OF GROUP B OF PAUD UMMUL QURO LAMPU NG TENGAH

(Thesis)

Handayaningrum

This objective of this research is to describe: 1) the instructional design of playing papers for improving children’s fine motor, 2) the implementation appropriate instructional for increasing children’s fine motor, 3) the appropriate evaluation system for children in playing game, 4) the improvement of children’s fine motor skill through playing papers.

This classroom action research was conducted in three cycles. In cycle I, Playing papers was implemented through imitating the shape, tearing, and gluing. Guessing pictures was done in big circle. In cycle II, Papers were used as media for painting by using fingers and food pasta. The next meeting, papers were used for weaving the flag. Guessing pictures game in small group is based on the theme; things in the sky and things are related to Indonesia. In cycle III, the papers are formed becoming dimensional playthings, such as ships and cars. Guessing pictures game was about transportation and matching words in small group. This research was conducted at PAUD Ummul Quro, the data was collected through observing and analyzed descriptively.

This research concluded that: 1) instructional design used thematic approach, 2) playing process utilized papers and picture cards, 3) evaluation system used observation 4) the score of fine motor development in cycle I was 46% (less), cycle II was 49% (less), and Cycle III was 67% (enough)

Keywords: fine motor, study, play, paper and guessing picture