

ABSTRAK

PENGARUH PEMBELAJARAN BERBASIS BERMAIN TERHADAP PENINGKATAN KREATIVITAS ANAK USIA 5-6 TAHUN DI TK DHARMA WANITA RANTAU JAYA BANJIT WAY KANAN

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Masalah penelitian ini dilatarbelakangi kreativitas anak masih rendah. Penelitian ini bertujuan untuk mengetahui pengaruh pembelajaran berbasis bermain terhadap peningkatan kreativitas anak usia 5-6 tahun di TK Dharma Wanita Rantau Jaya Banjit Way Kanan. Metode penelitian yang digunakan adalah jenis penelitian pre-eksperimental design. Responden dalam penelitian ini berjumlah 31 anak. Teknik pengumpulan data menggunakan teknik observasi dan dokumen, instrumen penelitian yang digunakan adalah lembar observasi berupa rubrik penilaian. Teknik analisis data menggunakan uji regresi linier sederhana. Hasil uji regresi linier sederhana menunjukkan bahwa ada pengaruh pembelajaran berbasis bermain terhadap peningkatan kreativitas anak usia 5-6 tahun di TK Dharma Wanita Rantau Jaya Banjit Way Kanan.

Kata kunci : anak usia dini, pembelajaran berbasis bermain, dan kreativitas.

ABSTRACT

THE INFLUENCE OF PLAY -BASED LEARNING TOWARD CREATIVITY OF CHILDREN AGED 5-6 YEARS AT DHARMA WANITA'S KINDERGARTEN RANTAU JAYA BANJIT RIGHT WAY

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The problem of this research there were children with low creativity. This research aimed to determine the influence of play -based learning toward creativity of children aged 5-6 years at Dharma Wanita's Kindergarten Rantau Jaya Banjit Right Way Academic Years 2015/2016. The method used is a type of pre-experimental design. The respondent of this research consist of 31 children.. Technique of data collection using observation and documents technique. Instrument used in this research was the observation sheet the form of an assessment rubric. The data analyze technique using simple linear regression test. The result of simple linear regression test showed that there is an influence of of play -based learning toward creativity of children aged 5-6 years at Dharma Wanita's Kindergarten Rantau Jaya Banjit Right Way Academic.

Key words : early childhood, play -based learning, and creativity.