

## **ABSTRAK**

### **PENGARUH AKTIVITAS BERMAIN *JUMP NUMBERS* TERHADAP PERKEMBANGAN KEMAMPUAN MENGENAL LAMBANG BILANGAN ANAK USIA 5-6 TAHUN DI TK RAMADHAN BANDAR LAMPUNG TAHUN PELAJARAN 2015-2016**

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Masalah penelitian ini adalah kemampuan anak mengenal lambang bilangan masih rendah. Penelitian ini bertujuan untuk mengetahui pengaruh aktivitas bermain *jump numbers* terhadap perkembangan kemampuan mengenal lambang bilangan anak usia 5-6 tahun di TK Ramadhan Bandar Lampung Tahun Pelajaran 2015-2016. Metode penelitian yang digunakan adalah jenis penelitian pre-eksperimental design. Teknik analisa data menggunakan uji regresi linier sederhana. Hasil uji regresi linier sederhana menunjukkan bahwa ada pengaruh aktivitas bermain *jump numbers* terhadap perkembangan kemampuan mengenal lambang bilangan anak usia 5-6 tahun di TK Ramadhan Bandar Lampung Tahun Pelajaran 2015-2016.

Kata kunci : anak usia dini, *jump numbers*, lambang bilangan .

## **ABSTRACT**

### **THE INFLUENCE OF JUMP NUMBERS GAME TOWARD THE DEVELOPMENT OF THE ABILITY TO KNOW THE EPITOME NUMBER OF CHILDREN AGED 5-6 YEARS AT RAMADHAND'S KINDERGARTEN BANDAR LAMPUNG ACADEMIC YEARS 2015/2016**

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The problem of this research was the children's ability to know numeric symbols was still low. This research aimed to determine the influence of jump numbers game toward the development of the ability to know the epitome numbers of children aged 5-6 years at Ramadhan's Kindergarten Bandar Lampung Academic Years 2015/2016. The method used is a type of pre-experimental design. The data analyze technique using simple linear regression test. The result of simple linear regression test showed that there is an influence of jump numbers game toward the development of the ability to know the epitome numbers of children aged 5-6 years old at Ramadhan's Bandar Lampung Academic Years 2015/2016.

Key words : early childhood, jump numbers game, epitome numbers.