

ABSTRAK

PENGARUH PERMAINAN *PAPER CRAFT* TERHADAP KEMAMPUAN MOTORIK HALUS ANAK USIA 5-6 TAHUN

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Berdasarkan studi pendahuluan di TK Kreasi didapatkan data bahwa 10 anak yang kesulitan dalam menghasilkan goresan yang rapi dan terarah karena cara memegang pensil yang kurang tepat, 20 anak terkendala pada hasil tulisan dan mewarnai yang kurang jelas dan sering keluar garis, 14 anak yang memiliki tekanan yang tidak konsisten dalam memegang pensil. Penelitian ini menggunakan desain penelitian *pre-eksperimen* dengan pendekatan *one-group pre-test and post-test*. Pengumpulan data menggunakan observasi dan dokumentasi. Sampel penelitian sebanyak 23 anak usia 5-6 tahun dengan menggunakan teknik *purposive sampling*. Instrumen yang digunakan dalam penelitian ini berbentuk *ceklist*. Teknik analisis uji hipotesis menggunakan uji *wilcoxon*. Hasil penelitian menunjukan sebelum diberi perlakuan terdapat 17% atau 4 anak berada dalam kategori belum berkembang motorik halus dan 83% atau 19 anak beradadalam kategori masih berkembang, setelah perlakuan terdapat 65% atau 15 anak berada dalam kategori berkembang sesuai harapan dan 35% atau 8 anak berada dalam kategori berkembang sangat baik. Setelah dilakukan analisis menggunakan uji *wilcoxon* terdapat pengaruh yang *signifikan* terhadap perkembangan motorik halus anak usia 5-6 tahun dengan nilai *Asymp.Sig. (2-tailed)* $0,000 < 0,05$ yang menyatakan bahwa hipotesis diterima dan permainan *paper craft* memiliki pengaruh terhadap perkembangan motorik halus anak usia 5-6 tahun di TK Kreasi.

Kata kunci: Anak usia dini, permainan *paper craft*, kemampuan motorik halus.

ABSTRACT

THE INFLUENCE OF PAPER CRAFT GAMES ON THE FINE MOTOR ABILITY OF CHILDREN AGED 5-6 YEARS

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Based on a preliminary study at Kreasi Kindergarten, data was obtained that 10 children had difficulty in producing neat and directed strokes due to improper pencil holding, 20 children were constrained by unclear writing and coloring results and often went outside the lines, 14 children had inconsistent pressure in holding the pencil. This study used a pre-experimental research design with a one-group pre-test and post-test approach. Data collection used observation and documentation. The research sample was 23 children aged 5-6 years using a purposive sampling technique. The instrument used in this study was a checklist. The hypothesis test analysis technique used the Wilcoxon test. The results of the study showed that before being given treatment, 17% or 4 children were in the category of not yet developing fine motor skills and 83% or 19 children were in the category of still developing, after treatment there were 65% or 15 children in the category of developing according to expectations and 35% or 8 children were in the category of developing very well. After analysis using the Wilcoxon test, there was a significant influence on the development of fine motor skills of children aged 5-6 years with an Asymp.Sig. (2-tailed) value of $0.000 < 0.05$, which states that the hypothesis is accepted and paper craft games have an influence on the development of fine motor skills of children aged 5-6 years at Kreasi Kindergarten.

Key words: Early childhood, paper craft games, fine motor skills.