

ABSTRAK

PENGARUH MEDIA PERMAINAN MONOPOLI TERHADAP KEMAMPUAN BERHITUNG PERMULAAN ANAK USIA 5-6 TAHUN

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Masalah dalam penelitian ini adalah kemampuan berhitung permulaan anak usia 5-6 tahun di TK Patria Kota Bandar Lampung. Penelitian ini bertujuan untuk mengetahui pengaruh media permainan Monopoli terhadap kemampuan berhitung permulaan anak usia 5-6 tahun. Penelitian ini menggunakan Pendekatan Kuantitatif dengan jenis penelitian *pre experimental* dan desain penelitian *one group pre-test and post-test design*. Teknik pengambilan sampel pada penelitian ini yaitu menggunakan *Purposive Sampling* dengan jumlah sampel sebanyak 17 anak. Teknik pengumpulan data menggunakan teknik observasi berupa ceklist teknik analisis uji hipotesis menggunakan uji wilcoxon. Setelah dilakukan uji wilcoxon terdapat pengaruh yang signifikan diperoleh nilai $Asm.sig\ 0,000 < 0,05$ yang berarti bahwa hipotesis diterima dan permainan monopoli berpengaruh terhadap kemampuan berhitung permulaan anak usia 5-6 tahun di TK Patria. Hasil penelitian menunjukkan sebelum diberi perlakuan terdapat 8 anak atau 47% anak dengan kategori belum berkembang dan 9 anak atau 53% anak dalam kategori mulai berkembang pada kemampuan berhitungnya, setelah diberi perlakuan terdapat 1 anak atau 6% masih dalam kategori mulai berkembang dan 16 anak atau 94% dalam kategori berkembang sesuai harapan yang berarti anak mengalami peningkatan setelah diberikan stimulasi bermain monopoli. Kemampuan berhitung permulaan dilihat dari dimensi mengenali bilangan, urutan bilangan, operasi hitung, dan konsep banyak sedikit.

Kata kunci : Anak usia dini, permainan monopoli, kemampuan berhitung permulaan

ABSTRACT

THE INFLUENCE OF MONOPOLY GAME MEDIA ON THE BEGINNING NUMBERS ABILITY OF CHILDREN AGED 5-6 YEARS.

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The problem in this study is the early numeracy skills of 5-6 year old children at Patria Kindergarten in Bandar Lampung. This study aims to determine the effect of Monopoly games on the early numeracy skills of 5-6 year old children. This study uses a quantitative approach with a pre-experimental research type and a one-group pre-test and post-test design. The sampling technique used in this study is purposive sampling with a sample size of 17 children. Data collection techniques use observation techniques in the form of checklists. Hypothesis testing analysis techniques use the Wilcoxon test. After conducting the Wilcoxon test, a significant effect was obtained with a p-value of $0.000 < 0.05$, indicating that the hypothesis was accepted and that the Monopoly game had an effect on the early counting ability of 5-6-year-old children at Patria Kinder Garden. The results showed that before the intervention, 8 children (47%) were categorized as not yet developed and 9 children (53%) were categorized as beginning to develop in their mathematical skills. After the intervention, 1 child (6%) remained in the beginning to develop category, while 16 children (94%) were categorized as developed as expected, indicating that the children experienced improvement after being exposed to the Monopoly game stimulation. Early counting ability was assessed based on the dimensions of number recognition, number sequence, arithmetic operations, and the concept of quantity.

Keywords: Early childhood, Monopoly game, early counting skills