

## ABSTRAK

**JAMILAH THAHIR.** Pengembangan Kognitif Dan Kreativitas Anak Usia 5-6 Tahun Melalui Kegiatan Bermain Balok Di Taman Kanak-Kanak Plus Swasta Darul Ilmi Murni Medan Tahun Ajaran 2016/ 2017.

Penelitian ini bertujuan untuk mengembangkan kognitif dan kreativitas anak kelompok B melalui kegiatan bermain balok di TK Plus Swasta Darul Ilmi Murni Medan. Jenis penelitian ini adalah penelitian tindakan kelas (*Class Room Action Research*) yaitu suatu bentuk penelitian yang dilakukan guru untuk memperbaiki proses pembelajaran. Penelitian ini terdiri dari empat langkah, yaitu : (a) perencanaan (*planning*); (b) tindakan (*action*); (c) pengamatan (*observing*); (d) refleksi (*reflecting*). Subyek dalam penelitian tindakan kelas ini adalah anak Usia 5-6 Tahun di TK Plus Swasta Darul Ilmi Murni Medan Tahun Ajaran 2016/2017 yang berjumlah 27 orang yang terdiri dari 13 orang laki-laki dan 14 orang perempuan. Hasil penelitian menunjukkan bahwa dari data observasi yang dilakukan pada pelaksanaan pembelajaran siklus I yaitu pada perkembangan kognitif anak sebanyak 26 orang anak atau 96% termasuk mulai berkembang, sebanyak 1 orang anak 4% berkembang sesuai harapan. Nilai rata-rata perkembangan kognitif anak sebesar 57,4 atau berada dikategori mulai berkembang. Sementara pada perkembangan kreativitas anak pada siklus I, sebanyak 20 orang anak atau 74% termasuk mulai berkembang, dan sebanyak 7 orang anak 26% berkembang sesuai harapan. Nilai rata-rata perkembangan kreativitas anak sebesar 47,22 atau berada dikategori mulai berkembang. Berdasarkan hasil penelitian perlu dilanjutkan ke siklus II dengan perbaikan anak lebih aktif dengan kegiatan bermain balok. Dari data observasi yang dilakukan pelaksanaan pembelajaran siklus II dapat dikemukakan bahwa pada perkembangan kognitif anak sebanyak 21 orang anak atau 78% termasuk berkembang sangat baik dan sebanyak 6 orang anak atau 22% berkembang sesuai harapan. Nilai rata-rata perkembangan kognitif anak sebesar 83,78 atau berada dikategori berkembang sangat baik. Sementara pada perkembangan kreativitas anak sebanyak 21 orang anak atau 78% termasuk berkembang sangat baik dan sebanyak 6 orang anak atau 22% berkembang sesuai harapan. Nilai rata-rata perkembangan kreativitas anak sebesar 87 atau berada dikategori berkembang sangat baik. Hal tersebut membuktikan bahwasanya telah terjadi peningkatan nilai anak dari siklus I ke siklus II yaitu kemampuan kognitif sebesar 26,38 dan kreativitas anak sebesar 39,78. Berdasarkan hasil penelitian di atas dapat disimpulkan bahwa dengan melalui kegiatan bermain balok dapat mengembangkan kognitif dan kreativitas anak di Taman Kanak-Kanak Plus Swasta Darul Ilmi Murni Medan.

Kata Kunci: *Pengembangan Kognitif, Pengembangan Kreativitas, Bermain Balok.*

## **ABSTRACT**

**JAMILAH THAHIR.** *Cognitive Development And Creativity 5-6 Years Through Playing Beams In Kindergarten Plus Darul Ilmi Murni Medan Academic Year 2016/2017.*

*This research aims to develop cognitive and creativity of group B through playing block activities in TK Plus Private Darul Ilmi Murni Medan. This research is a classroom action research (Class Room Action Research) it is a research done by teachers to improve the learning process. The study consists of four steps, namely: (a) planning (planning): (b) action (action): (c) observation (observing): (d) the reflection (reflecting). Subjects in this class action research is a child 5-6 years old in TK Plus Private Darul Ilmi Murni Medan Academic Year 2016/2017 which amounted to 27 people consisting of 13 men and 14 women. The results showed that from observational data conducted on the implementation of learning cycle I is the child's cognitive development as much as 26 children or 96% including begin to develop, as much as 1 child 4% develop as expected. The average value of cognitive development of children is 57.4 or is categorized as developing. While the development of children's creativity in cycle I, as many as 20 children or 74% including begin to grow, and as many as 7 children 26% developed as expected. The average value of children's creativity development of 47.22 or are categorized began to grow. Based on the results of the research need to proceed to cycle II with the improvement of children more actively with the activities of playing the beams. From the observational data conducted by the implementation of learning cycle II can be stated that the child's cognitive development as much as 21 children or 78% including developing very good and as many as 6 children or 22% develop as expected. The average value of cognitive development of children is 83.78 or is categorized very well developed. While the development of children's creativity as many as 21 children or 78% including developing very good and as many as 6 children or 22% develop as expected. The average value of children's creativity development of 87 or are categorized as developing very well. It proves that there has been an increase in the value of children from cycle I to cycle II of cognitive ability of 26.38 and creativity of children equal to 39.78. Based on the results of the above research can be concluded that through the activities of playing the beam can develop the cognitive and creativity of children in Kindergarten Plus Private Private Darul Ilmi Murni Medan.*

*Keywords: Cognitive Development, Creativity Development, Playing Beams.*