

ABSTRAK

ANGGUN AULIA NADHILA. Pengaruh Permainan Boy-Boyan Terhadap Kemampuan Sosial Emosional Anak Usia 5-6 Tahun Di TK Siaga Muda Kec. Percut Sei Tuan. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2023.

Penelitian ini bertujuan untuk mengetahui bagaimana pengaruh permainan boy-boyan terhadap kemampuan sosial emosional anak usia 5-6 tahun di TK Siaga Muda. Penelitian ini dilakukan di TK Siaga Muda, dengan populasi sebanyak 20 anak yang menjadikan sampel sebanyak 10 anak. Teknik pengambilan sampel dengan menggunakan teknik *Simple Random Sampling*. Dalam penelitian ini metode yang digunakan yaitu metode penelitian *One Group Pre-Test Post-Test*. Instrumen pengumpulan data menggunakan lembar observasi. Observasi diberikan sebelum dan sesudah adanya perlakuan, data skor rata-rata *pre-test* 5,1 dan skor rata-rata *post-test* 7,6 maka selisih skor rata-rata 4,7 artinya rata-rata skor *pre-test* sebelum ada permainan boy-boyan lebih rendah dan setelah ada permainan boy-boyan pada siswa menjadi meningkat. Data dianalisis menggunakan uji *Wilcoxon* untuk melihat apakah ada perubahan signifikan dalam permainan boy-boyan. Berdasarkan hasil perhitungan *Wilcoxon* jumlah jenjang bertanda positif = 45 dan jumlah jenjang bertanda negative = -10 . Jadi, $J_{hitung} =$ yaitu jumlah jenjang yang lebih kecil. Apabila J_{hitung} dibandingkan dengan J_{tabel} N 10 dengan α 0,05 maka $J_{tabel} = 8$. Dari hasil analisis diatas maka dapat dikatakan bahwa $J_{hitung} > J_{tabel}$ dimana $>$, dengan demikian maka hipotesis diterima. Artinya "Ada pengaruh yang signifikan Permainan Boyboyon terhadap Kemampuan Sosial Emosional Anak Usia 5-6 Tahun di TK SIAGA MUDA".

Kata Kunci : Permainan Boy-Boyan, Kemampuan Sosial Emosional Anak.



ABSTRACT

ANGGUN AULIA NADHILA. The Influence of Boy-Boyish Games on the Social Emotional Abilities of Children Aged 5-6 Years in Siaga Muda Kindergarten, Kec. Percut Sei Tuan. Skripsi. Medan : Faculty of Education. State University of Medan. 2023.

This study aims to find out how the influence of boy-boy games on the social-emotional abilities of children aged 5-6 years in TK Siaga Muda. This research was conducted at Siaga Muda Kindergarten, with a population of 20 children which made a sample of 10 children. The sampling technique uses the Simple Random Sampling technique. In this study the method used is the One Group Pre-Test Post-Test research method. The data collection instrument uses an observation sheet. Observations were given before and after the treatment, the data average pre-test score was 5.1 and the post-test average score was 7.6, so the difference in the average score was 4.7 meaning that the average pre-test score before there was a game boyishness was lower and after boyish games the students increased. The data were analyzed using the Wilcoxon test to see if there was a significant change in the boy's game. Based on the results of Wilcoxon calculations, the number of steps marked positive = 45 and the number of steps marked negative = -10. So, $J_{count} =$ ie the number of smaller levels. If J_{count} is compared with J_{table} N 10 with α 0.05 then $J_{table} = 8$. From the results of the above analysis it can be said that $J_{count} > J_{table}$ where $>$, thus the hypothesis is accepted. It means "There is a significant effect of Boyboy Games on the Social Emotional Ability of Children Aged 5-6 Years in SIAGA MUDA Kindergarten".

Keywords: Boy-boy Games, Children's Social Emotional Abilities.

