

ABSTRAK

DINI KOMARIAH RANGKUTI. Pengaruh Permainan Tradisional Ular Naga Terhadap Perkembangan Aspek Kesadaran Diri Anak Usia 5-6 Tahun Di TK Aisyiyah Busthanul Athfal 41 Medan Sunggal. Skripsi. Medan. Fakultas Ilmu Pendidikan, Universitas Negeri Medan.

Permasalahan pada penelitian ini adalah terbatasnya media dan alat permainan, seperti; bermain peran dan permainan tradisional masih jarang diterapkan oleh para guru dalam proses belajar/mengajar sehingga anak mudah bosan pada saat kegiatan belajar/mengajar berlangsung. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh signifikan permainan tradisional ular naga terhadap perkembangan aspek kesadaran diri anak usia 5-6 tahun di TK Aisyiyah Busthanul Athfal 41 Medan. Penelitian ini menggunakan *Quasi Eksperimental Design* dengan desain *The Equivalent Time Sample Desain*. Subyek penelitian ini 28 anak di kelas anggrek TK ABA 41. Teknik pengambilan sampel dengan menggunakan *sampling purposive* dan teknik analisis data menggunakan uji statistik non parametrik. Hasil data dari penelitian ini menunjukkan nilai rata-rata perlakuan pertama (X_1) memiliki nilai rata-rata 17,5 dikategorikan BSH (berkembang sesuai harapan), tidak diberi perlakuan pertama (X_0) memiliki nilai rata-rata 14,0 dikategorikan BSH (berkembang sesuai harapan), perlakuan kedua (X_2) memiliki nilai rata-rata 18,46 dikategorikan BSH (berkembang sesuai harapan), tidak diberi perlakuan kedua (X_0) memiliki nilai rata-rata 15,67 kategori BSH (berkembang sesuai harapan). Hasil analisis data melalui uji statistik SPSS versi 25 menunjukkan *Asymp. Sig* $0,000 < 0,05$ hipotesis diterima, dapat disimpulkan ada pengaruh signifikan dari permainan tradisional terhadap perkembangan aspek kesadaran diri anak usia 5-6 tahun di TK Aisyiyah Bustanul Athfal 41 Medan.

Kata kunci : permainan tradisional ular naga, perkembangan sosial emosional anak usia 5-6 tahun, perkembangan aspek kesadaran diri anak usia 5-6 tahun



ABSTRACT

DINI KOMARIAH RANGKUTI. The Influence of the Traditional Dragon Snake Game on the Development of Self-Awareness Aspects of Children Aged 5-6 Years at Kindergarten Aisyiyah Busthanul Athfal 41 Medan Sunggal. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan, 2023.

The problem with this research is the limited media and game tools, such as; Role playing and traditional games are still rarely applied by teachers in the learning/teaching process so that children easily get bored during learning/teaching activities. The aim of this research is to determine the significant influence of the traditional dragon snake game on the development of aspects of self-awareness in children aged 5-6 years at Kindergarten Aisyiyah Busthanul Athfal 41 Medan. This research uses Quasi Experimental Design with The Equivalent Time Sample Design. The subjects of this research were 28 children in the orchid class at ABA 41 Kindergarten. The sampling technique uses purposive sampling and the data analysis technique uses non-parametric statistical tests. The results of the data from this study show that the average value of the first treatment (X1) has an average value of 17.5, categorized as BSH (developing according to expectations), not given the first treatment (X0) has an average value of 14.0, categorized as BSH (developing). according to expectations, the second treatment (X2) had an average value of 18.46 in the BSH category (developed according to expectations), not being given the second treatment (X0) had an average value of 15.67 in the BSH category (developed according to expectations). The results of data analysis through the SPSS version 25 statistical test show that Asymp. Sig 0.000 < 0.05 hypothesis is accepted, it can be concluded that there is a significant influence of traditional games on the development of aspects of self-awareness in children aged 5-6 years at Kindergarten Aisyiyah Busthanul Athfal 41 Medan.

Key words: traditional dragon snake game, social emotional development of children aged 5-6 years, development of self-awareness aspects of children aged 5-6 years