ABSTRAK

ARIELL JEVERA. Pengaruh Alat Permainan Edukatif DASUKA (Dadu Suku Kata) Terhadap Kemampuan Membaca Permulaan Anak Usia 5-6 Tahun Di TK Markus. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026

Studi ini tujuannya guna mengetahui pengaruh alat permainan edukatif (APE) Dasuka (dadu suku kata) pada kemampuan membaca permulaan anak usia 5-6 tahun di TK Markus. Latar belakang diadakan studi ini sebab masih adanya anak usia 5-6 tahun yang mengalami kesulitan dalam mengenal bunyi huruf, membaca suku kata, serta membaca kata sederhana. Selain itu, kurangnya penggunaan media pembelajaran yang menarik dan sesuai dengan karakteristik anak usia dini yang diperlukan untuk mendukukng perkembangan kemampuan membaca permulaan. Studi ini dengan pendekatan kuantitatif berjenis Pre-Eksperimental dan desain *One Group Pre-test Post-test.* Populasi pada riset ini sebanyak 27 anak yang berumus 5-6 Tahun di TK Markus, dengan sampel berjumlah 9 anak yang dipilih dengan *purposive sampling.* Data dikumpul dengan observasi dan dianalisis dengan statistic deskriptif, uji *Wilcoxon Signed Rank Test*, dan Uji N-Gain. Temuan studi menyatakan jika rata-rata kemampuan membaca permulaan anak meningkat dari 20,44 pada *pre-test* menjadi 34,33 pada *post-test.* Hasil uji Wilcoxon Signed Rank Test mendapati skor Asymp. Sig. (2-tailed) besarnya 0,008 < 0,05, sehingga ada perbedaan yang signifikan antara kemampuan membaca permulaan anak sebelum dan sesudah ditindak. Hasil uji N-Gain menyatakan skor rata-rata besarnya 0,7646 yang masuk pada kategori tinggi. Dengan demikian, dapat disimpulakan bahwa APE Dasuka (dadu suku kata) berpengaruh signifikan terhadap kemampuan membaca permulaan anak umur 5-6 tahun di TK Markus.

Kata Kunci: Alat Permainan Edukatif, Dadu Suku Kata, Kemampuan Membaca Permulaan, Anak Usia Dini

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ABSTRACT

ARIELL JEVERA. The Effect of DASUKA (Syllabic Dice) Educational Game Tools On The Beginning Reading Skills of 5-6 Years Old Children at Markus Kindergarten. Skripsi. Medan: Faculty of Education. State University of Medan. 2026

This study aims to determine the effect of educational game tools (APE) Dasuka (syllable dice) on the early reading ability of children aged 5-6 years in Markus Kindergarten. This study is motivated by the fact that there are still children aged 5-6 years who have difficulty in recognizing letter sounds, reading syllables, and reading simple words. In addition, the lack of use of interesting learning media and in accordance with the characteristics of early childhood needed to support the development of early reading skills. This study uses a quantitative approach with a Pre-Experimental research type and a One Group Pre-test Post-test design. The population in this study was 27 children aged 5-6 years in Markus Kindergarten, with a sample of 9 children selected using a purposive sampling technique. Data were collected through observation and analyzed using descriptive statistics, the Wilcoxon Signed Rank Test, and the N-Gain Test. The results of the study showed that the average child's early reading ability increased from 20.44 in the pre-test to 34.33 in the post-test Wilcoxon Signed Rank Test results. The Rank Test obtained an Asymp, Sig (2-tailed) value of 0.008 < 0.05, so there is a significant difference between children's initial reading ability before and after treatment. The N-Gain test results show an average value of 0.7646 which is included in the high category. Thus, it can be concluded that the APE Dasuka (syllabic dice) has a significant effect on the initial reading ability of children aged 5-6 years at Markus Kindergarten.

Keywords: Educational Game Tools, Syllabic Dice, Early Reading Skills, Early Childhood

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