ABSTRAK

ELSA MERISKA BR. SIBORO. Pengaruh Alat Permainan Edukatif Papan Matematika Terhadap Kemampuan Numerasi Anak Usia 5- 6 Tahun Di Tk Mutiara Bunda Galang Kota. Skripsi. Medan : Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan alat permainan edukatif berupa papan matematika terhadap kemampuan numerasi anak usia 5–6 tahun di TK Mutiara Bunda Galang Kota. Penelitian ini berfokus pada peningkatan kemampuan numerasi yang meliputi kegiatan menghitung, mengurutkan bilangan, mencocokkan simbol angka dengan jumlah benda yang sesuai, serta melakukan operasi hitung sederhana. Penelitian ini menggunakan pendekatan kuantitatif dengan metode pra-eksperimen melalui desain *one-group pretest–posttest*. Subjek penelitian berjumlah 15 anak usia 5–6 tahun yang berada pada kelompok B. Pengumpulan data dilakukan melalui teknik observasi dengan menggunakan instrumen yang disusun berdasarkan indikator kemampuan numerasi anak. Analisis data dilakukan menggunakan uji Wilcoxon Signed Rank Test untuk mengetahui perbedaan kemampuan numerasi sebelum dan sesudah diberikan perlakuan. Hasil penelitian menunjukkan bahwa terdapat peningkatan kemampuan numerasi anak pada hasil *posttest* dibandingkan dengan *pretest*. Hasil uji hipotesis juga menunjukkan bahwa penggunaan alat permainan edukatif papan matematika memberikan pengaruh yang signifikan terhadap kemampuan numerasi anak. Dengan demikian, dapat disimpulkan bahwa alat permainan edukatif papan matematika merupakan media pembelajaran yang efektif untuk meningkatkan kemampuan numerasi anak usia 5–6 tahun di TK Mutiara Bunda Galang Kota.

Kata Kunci : Anak Usia Dini, Alat Permainan Edukatif, Papan Matematika, Kemampuan Numerasi.

THE Character Building UNIVERSITY

ABSTRACT

ELSA MERISKA BR. SIBORO. The Effect of Educational Game Tools in the Form of a Mathematics Board on the Numeracy Skills of Children Aged 5–6 Years at TK Mutiara Bunda Galang Kota. Skripsi. Medan : Faculty of Education. State University of Medan. 2026.

This study aims to determine the effect of using educational game tools in the form The present study was conducted with a view to analysing the effect of utilising educational games (APE) such as math boards on the numeracy skills of 5-6-year-old children at Mutiara Bunda Galang Kota Kindergarten. The present study concentrated on alterations in the domain of numeracy skills, encompassing activities such as enumeration, number sequencing, the matching of number symbols with corresponding quantities, and the execution of rudimentary arithmetic operations. The present study adopted a quantitative approach, employing an experimental method through a one-group pretest–posttest design. The subjects of the research study comprised 15 children aged between 5 and 6 years old, who constituted Group B. The data was collected through the implementation of observational techniques, utilising instruments that had been meticulously compiled on the basis of indicators pertaining to numeracy ability. The Wilcoxon test was employed to analyse the data, with the objective of ascertaining the variation in numeracy abilities both prior to and following the administration of the treatment. The findings of the investigation demonstrated an enhancement in numeracy scores in the post-test phase in comparison to the pre-test phase. These findings were reinforced by the results of the hypothesis test, which demonstrated that the utilisation of the mathematical board APE exerted a significant influence on children's numeracy skills. It is evident from the findings of this study that the mathematical board educational game tool is an effective medium for enhancing the numeracy skills of 5-6-year-old children at Mutiara Bunda Galang Kota Kindergarten.

Keywords : Early Childhood, Educational Game Tools, Mathematics Board, Numeracy Skills

THE Character Building UNIVERSITY