ABSTRAK

MARCELITA NAINGGOLAN. Perbedaan Kemampuan Berbicara Anak Usia 5-6 Tahun Menggunakan Permainan Tebak Gambar Berbasis Aplikasi *Scratch Jr* Di TK Kasih Bapa Percut. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026.

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan berbicara anak usia 5–6 tahun di TK Kasih Bapa Percut sehingga diperlukan media pembelajaran yang mampu memberikan stimulasi bahasa secara menarik dan interaktif. Penelitian ini bertujuan menganalisis perbedaan kemampuan berbicara anak sebelum dan sesudah penerapan permainan tebak gambar berbasis aplikasi *Scratch Jr.* Metode yang digunakan adalah pendekatan kuantitatif dengan jenis penelitian *Pre-Experimental Design* menggunakan rancangan *One Group Pretest–Posttest Design*. Populasi penelitian terdiri atas 35 anak usia 5–6 tahun, sedangkan sampel berjumlah 15 anak Kelompok B yang dipilih melalui teknik *Cluster Sampling*. Data penelitian dikumpulkan menggunakan lembar observasi kemampuan berbicara yang diberikan pada tahap *pretest* dan *posttest*, kemudian dianalisis menggunakan statistik deskriptif dan *Wilcoxon Signed-Rank Test*. Hasil penelitian menunjukkan adanya peningkatan kemampuan berbicara setelah penerapan permainan tebak gambar berbasis aplikasi *Scratch Jr.*, yang ditunjukkan oleh kenaikan nilai rata-rata dari 22,2 (kategori cukup) menjadi 32,8 (kategori sangat baik). Hasil uji *Wilcoxon Signed-Rank Test* memperoleh nilai Z = -3,508 dengan Asymp. Sig. (2-tailed) = 0,000, lebih kecil dari taraf signifikansi 0,05. Temuan tersebut menunjukkan bahwa H□ ditolak dan H_a diterima, sehingga dapat disimpulkan bahwa permainan tebak gambar berbasis aplikasi *Scratch Jr.* memberikan pengaruh yang signifikan terhadap kemampuan berbicara anak usia 5–6 tahun di TK Kasih Bapa Percut.

Kata Kunci : Kemampuan Berbicara, Permainan Tebak Gambar, *Scratch Jr,* Anak Usia 5-6 Tahun.

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ABSTRACT

MARCELITA NAINGGOLAN. Differences in Speaking Skills of 5-6 Year Old Children Using the Scratch Jr. Application-Based Guess the Picture Game at Kasih Bapa Percut Kindergarten. Skripsi. Medan: Faculty of Education. State University of Medan. 2026.

The impetus for this study was the observation that 5–6-year-old children at Kasih Bapa Percut Kindergarten exhibited substandard speaking skills, underscoring the necessity for an effective learning medium that could offer engaging and interactive language stimulation. The objective of this study is to analyse differences in children's speaking skills before and after the implementation of a picture-guessing game based on the Scratch Jr. application. The approach taken was a quantitative one, employing a pre-experimental design with a one-group pretest–posttest design. The study population consisted of 35 children aged 5–6 years, while the sample comprised 15 children from Group B, selected using cluster sampling. Research data were collected using a speaking ability observation sheet administered during the pretest and posttest phases, then analysed using descriptive statistics and the Wilcoxon Signed-Rank Test. The results demonstrated an enhancement in speaking proficiency following the execution of a picture-guessing game facilitated by the Scratch Jr. application. This was evidenced by an increase in the mean score from 22.2 (fair category) to 32.8 (very good category). The results of the Wilcoxon Signed-Rank Test yielded a Z-value of -3.508 with an Asymp. Sig. The two-tailed p-value is 0.000, which is less than the significance level of 0.05. The findings indicate that H0 is rejected and H1 is accepted; therefore, it can be concluded that the picture-guessing game based on the Scratch Jr. app has a significant effect on the speaking skills of 5–6-year-old children at Kasih Bapa Percut Kindergarten.

Keywords : Speaking Ability, Picture Guessing Game, Scratch Jr., Children Aged 5–6 Years.

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