ABSTRAK

ROTUA SIMANJUNTAK. Eksplorasi Pelaksanaan Permainan Tradisional dalam Pembelajaran di PAUD Siabal Abal IV. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026.

Penelitian ini bertujuan untuk mendeskripsikan pelaksanaan permainan tradisional di PAUD Siabal Abal IV. Penelitian menggunakan pendekatan kualitatif deskriptif dengan subjek penelitian guru kelas. Pengumpulan data dilakukan melalui observasi, wawancara, dan dokumentasi, sedangkan analisis data menggunakan model Miles dan Huberman melalui reduksi data, penyajian data, dan penarikan kesimpulan dengan uji keabsahan data menggunakan triangulasi sumber dan triangulasi teknik. Hasil penelitian menunjukkan bahwa pelaksanaan permainan tradisional dilaksanakan melalui Program Batak Day yang berpedoman pada buku Budaya Batak Toba dengan menerapkan permainan Marsitekka, Margala, Jembatan Tapanuli, dan Marjalekkat. Pelaksanaan permainan dilakukan melalui lima tahapan, yaitu persiapan, penyampaian petunjuk dan aturan, pelaksanaan kegiatan bermain, pendampingan selama permainan berlangsung, serta penutupan dan refleksi. Guru berperan aktif dalam setiap tahapan sehingga seluruh anak dapat mengikuti permainan sesuai dengan kemampuan masing-masing. Dengan demikian, pelaksanaan permainan tradisional di PAUD Siabal Abal IV telah dilaksanakan secara sistematis melalui lima tahapan pelaksanaan permainan dan menjadi salah satu upaya dalam mengenalkan serta melestarikan budaya Batak kepada anak usia dini melalui Program Batak Day.

Kata Kunci : Pelaksanaan Permainan Tradisional, Batak Day, Budaya Batak Toba, Anak Usia Dini.

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ABSTRACT

ROTUA SIMANJUNTAK. Exploration of the Implementation of Traditional Games in Learning at PAUD Siabal Abal IV. Skripsi. Medan: Faculty of Education. State University of Medan. 2026.

This study aimed to describe the implementation of traditional games at PAUD Siabal Abal IV. This study employed a descriptive qualitative approach, with classroom teachers serving as the research subjects. Data were collected through observation, interviews, and documentation, and were analyzed using the Miles and Huberman model, which consists of data reduction, data display, and conclusion drawing. Data validity was ensured through source triangulation and technique triangulation. The findings revealed that the implementation of traditional games was carried out through the Batak Day program, which is based on the Budaya Batak Toba book and includes four traditional games, namely Marsitekka, Margala, Jembatan Tapanuli, and Marjalekkat. The implementation of these traditional games followed five stages: preparation, explanation of instructions and game rules, game implementation, assistance during the activity, and closing and reflection. Teachers played an active role throughout each stage, enabling all children to participate according to their individual abilities. Therefore, the implementation of traditional games at PAUD Siabal Abal IV was conducted systematically through these five stages and has become one of the school's efforts to introduce and preserve Batak culture among early childhood learners through the **Batak Day** program.

Keywords : Implementation Of Traditional Games, Batak Day, Batak Toba Culture, Early Childhood.

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