# ABSTRAK

**TESSALONIKA BR L. TOBING. Pengaruh Metode *Role Play* Terhadap *Self Esteem* Anak Usia 5-6 tahun di TK Swasta Kristen Kalam Kudus 2 Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026.**

Anak Usia Dini adalah anak yang diberikan kebebasan untuk mengekspresikan perasaan tanpa tekanan. Penelitian ini bertujuan untuk mengetahui pengaruh metode *role play* terhadap *self esteem* (harga diri) anak usia 5-6 tahun di TK Swasta Kristen Kalam Kudus 2 Medan. Penelitian ini didasari oleh fenomena masih banyaknya anak yang belum mampu mengungkapkan perasaan secara terbuka, takut untuk mengekspresikan diri serta cenderung mengutamakan perasaan teman daripada perasaan diri sendiri. Metode yang digunakan adalah pendekatan kuantitatif dengan *Nonequivalent Control Group Design*. Populasi penelitian mencakup seluruh siswa kelompok B yang berjumlah 21 siswa. Teknik pengambilan menggunakan *purposive sampling*. Sampel pada penelitian ini berjumlah 10 anak. Instrumen yang digunakan untuk mengumpulkan data lembar observasi yang mengukur indikator *self esteem* meliputi perasaan diterima, perasaan mampu dan perasaan berharga. Analisis data dilakukan dengan uji statistik non parametrik *Wilcoxon Signed Rank Test*. Hasil penelitian menunjukkan adanya pengaruh terhadap *self esteem* anak di kelas eksperimen setelah diberikan perlakuan *(treatment)* metode *role play*. Nilai rata-rata *pretest* kelas eksperimen mengalami perubahan nilai 19.3 menjadi 24.3 pada posttest nilai *posttest* dengan selisih nilai 5. Hasil uji hipotesis menunjukkan nilai signifikansi 0,0004 yang lebih kecil dari 0,05 ($p<0,05$) artinya hipotesis nol (H0) ditolak dan hipotesis alternatif (H1) diterima. Berdasarkan hasil tersebut, dapat disimpulkan bahwa metode *role play* berpengaruh positif terhadap *self esteem* anak usia 5-6 tahun karena memberikan kesempatan bagi anak untuk mengekspresikan perasaan, berimajinasi secara bebas dan merasakan penerimaan sosial melalui peran.

**Kata Kunci : Anak Usia Dini, Metode *Role Play*, *Self Esteem***

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# ABSTRACT

**TESSALONIKA BR L. TOBING.The Influence Of The Role Play Methood On The Self-Esteem Of Children Aged 5-6 Years di TK Swasta Kristen Kalam Kudus 2 Medan. Skripsi. Medan: Faculty of Education. State University of Medan. 2026.**

Young children are those who are given the freedom to express their feelings without pressure. This study aims to determine the effect of the role-play method on the self-esteem of 5- to 6-year-old children at Kalam Kudus 2 Private Christian Kindergarten in Medan. This study is based on the phenomenon that many children are still unable to openly express their feelings, are afraid to express themselves, and tend to prioritize their friends' feelings over their own. The method used is a quantitative approach with a Nonequivalent Control Group Design.The study population includes all 21 students in Group B. The sampling technique used is purposive sampling. The sample in this study consisted of 10 children. The instrument used to collect data was an observation sheet measuring self-esteem indicators, including feelings of acceptance, competence, and worthiness. Data analysis was conducted using the non-parametric Wilcoxon Signed Rank Test. The results of the study indicate an effect on the children's self-esteem inthe experimental class after receiving the role-play method treatment. The mean pretest score for the experimental class changed from 19.3 to 24.3 on the posttest, with a difference of 5 points. The results of the hypothesis test showed a significance value of 0.0004, which is smaller than 0.05 ($p < 0.05$), meaning the null hypothesis (H0) is rejected and the alternative hypothesis (H1) is accepted. Based on these results, it can be concluded that the role-play method has a positive effect on the self-esteem of children aged 5–6 years because it provides them with the opportunity to express their feelings, use their imagination freely, and experience social acceptance through role-playing.

**Keyword : Early Chilhood, Method Role Play, Self Esteem**

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