

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS VISUAL
MENGUNAKAN PERMAINAN ULAR TANGGA UNTUK
MENINGKATKAN HASIL BELAJAR ANAK USIA DINI
TK KARYA DARMA

Andrew Ryan Hasudungan Siallagan¹, Julaga Situmorang², Harun Sitompul³

¹Medan/Universitas Negeri Medan

^{2,3}Medan/Universitas Negeri Medan

andrewsiallagan054@gmail.com

Abstrak : Penelitian ini bertujuan untuk menghasilkan produk media pembelajaran berbasis visual yang layak digunakan, mudah di pelajari pebelajar dan dapat dipakai untuk pembelajaran anak usia dini. Jenis penelitian pengembangan model pengembangan produk Borg dan Gall model desain pembelajaran Dick dan Carey. Hasil penelitian menunjukkan: (1) uji ahli materi kualifikasi sangat baik (93,13%), (2) uji ahli desain pembelajaran kualifikasi sangat layak (93,13 %), (3) uji ahli media pembelajaran kualifikasi sangat layak (93,75 %), (4) uji coba perorangan kualifikasi sangat layak (95,16%), (5) uji coba kelompok kecil kualifikasi sangat layak (96,01 %) , dan (6) uji coba lapangan terbatas kualifikasi sangat layak (96,12%), dan layak untuk digunakan dalam proses pembelajaran Pendidikan Anak Usia Dini. Hasil pengujian hipotesis membuktikan bahwa terdapat perbedaan yang signifikan antara hasil belajar anak usia dini yang diajarkan dengan menggunakan media belajar berbasis visual menggunakan ular tangga dengan hasil belajar anak usia dini yang diajarkan tanpa menggunakan media belajar. Hal ini ditunjukkan dengan hasil pengolahan data diperoleh thitung = 4,782 > ttabel = 1,679, dengan dk = 9 pada taraf signifikansi $\alpha = 0,05$. Disimpulkan bahwa hasil belajar kelompok siswa yang dibelajarkan dengan menggunakan media belajar berbasis visual menggunakan ular tangga sebesar 82,3% lebih tinggi dari kelompok siswa yang dibelajarkan tanpa menggunakan media belajar 80,8.

Kata Kunci: media belajar, permainan ular tangga, hasil belajar anak usia dini

THE
Character Building
UNIVERSITY

VISUAL-BASED LEARNING MEDIA DEVELOPMENT OF
HOUSEHOLD SNAKES TO THE LEARNING OUTCOMES
OF EARLY AGE CHILDREN IN TK KARYA DARMA

Andrew Ryan Hasudungan Siallagan¹, Julaga Situmorang², Harun Sitompul³

¹Medan/Universitas Negeri Medan

^{2,3}Medan/Universitas Negeri Medan

andrewsiallagan054@gmail.com

ABSTRACT

Abstract: This study aims to: produce visual based learning media product that are feasible to use, easily learned by students and can be used for early of childhood. This type of research is developing the Borg and Gall product development model of Dick and Carey's learning design model. The result of the study showed: (1) the expert test was very good qualification (93,13%), (2) the learning design expert qualifications were very good (93,13%), (3) the test media learning expert qualifications were very good (93,75%), (4) individual qualification trials are very good (95,16%), (5) small group trials of very good qualifications (96,01%), (6) field trials are limited to very good qualifications (96,12%), and is suitable for use in the process of learning early of childhood. The result of hypothesis testing prove that there are significant differences between student learning outcomes learned by using media products with student learning outcomes learned without using media product. This is indicated by the results of data processing obtained by $t_{count} = 4,782 > t_{table} = 1,679$, with $dk = 9$ at the significance level $\alpha = 0.05$. It was concluded that the group learning outcomes of students who were taught using visual based learning media product using snake and ladder board games were 82,3% higher than the group of students who were taught without learning media product of 80,0.

Keywords: learning media, snake and ladder board games, early childhood of learning outcomes

THE
Character Building
UNIVERSITY