

## ABSTRACT

**HASANATUL ADAWIYAH. Development of Labyrinth Places Of Worship Learning Media Based on Religious and Moral Values for Children Aged 5-6 Years at PAUD Dahlia Indah Desa Laut Dendang. Skripsi. Medan : Faculty Of Education State University Of Medan, 2023.**

Labyrinth Media Places Of Worship is a media designed in the form of a maze board. Labyrinth is a game that seeks a way out of a winding branching path. The benefit of this game is to train eye and hand coordination in order to find routes on the board. The research was carried out with the aim to, 1) Know how the validity of *labyrinth places of worship* learning media based on religious and moral values of children aged 5-6 years in Dahlia Indah Kindergarten, Laut Dendang Village. 2) Knowing how the practicality of *labyrinth places of worship* learning media based on religious and moral values of children aged 5-6 years at Dahlia Indah Kindergarten, Laut Dendang Village. The study population consisted of children aged 5-6 years at TK Dahlia Indah, teachers at TK Dahlia Indah, and Media Validator Lecturers. The research sample consisted of 14 Children, 2 Teachers, and 2 Validator Lecturers. Data was collected using observation, questionnaire, and interview methods. The results showed that; 1) The validity of labyrinth places of worship media gets a valid value with an average result of 83%. 2) The practicality of labyrinth places of worship media gets practical scores with an average yield of 82%.

**Keywords:** Early Childhood, *Labyrinth Places Of Worship*.

## ABSTRAK

**HASANATUL ADAWIYAH. Pengembangan Media Pembelajaran *Labyrinth Places Of Worship* Berbasis Nilai Agama dan Moral Anak Usia 5-6 Tahun Di PAUD Dahlia Indah Desa Laut Dendang. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri, September 2023.**

Media *Labyrinth Places Of Worship* merupakan media yang dirancang berbentuk papan labirin. Labirin merupakan permainan yang mencari jalan keluar dari jalan yang bercabang dan berliku-liku. Manfaat Permainan ini untuk melatih koordinasi mata dan tangan dalam rangka mencari rute dalam papan. Penelitian dilaksanakan dengan tujuan untuk, 1) Mengetahui bagaimana validitas media pembelajaran *labyrinth places of worship* berbasis nilai agama dan moral anak usia 5-6 tahun di TK Dahlia Indah Desa Laut Dendang. 2) Mengetahui bagaimana praktikalitas media pembelajaran *labyrinth places of worship* berbasis nilai agama dan moral anak usia 5-6 tahun di TK Dahlia Indah Desa Laut Dendang. Populasi penelitian terdiri atas anak usia 5-6 tahun di TK Dahlia Indah, Guru di TK Dahlia Indah, dan Dosen Validator Media. Sampel penelitian terdiri 14 Anak, 2 Guru, dan 2 Dosen Validator. Data dikumpulkan dengan menggunakan metode observasi, angket, serta wawancara. Hasil penelitian menunjukkan bahwa; 1) Validitas media *labyrinth places of worship* mendapatkan nilai valid dengan hasil rata-rata 83 %. 2) Praktikalitas media *labyrinth places of worship* mendapatkan nilai praktis dengan hasil rata-rata 82 %.

**Kata Kunci :** Anak Usia Dini, *Labyrinth Places Of Worship*