

ABSTRAK

REBECCA THERESIA PIOMAS BADIA BPP. Pengaruh Alat Permainan *Counting Board* Terhadap Kemampuan Berhitung Anak Usia 5-6 Tahun di TK Budi Setia T.A 2021/2022. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan. 2022.

Penelitian ini dilaksanakan dengan tujuan untuk mengetahui pengaruh alat permainan *counting board* terhadap kemampuan berhitung anak usia 5-6 Tahun di TK Budi Setia T.A 2021/2022. Adapun metode dalam penelitian ini menggunakan metode *pre- eksperimental* dengan desain penelitian *one group pretest posttest control design*. Dalam desain ini hanya memiliki satu kelas dengan memberikan pretest (sebelum perlakuan), kemudian kelompok diberikan perlakuan setelah itu diberikan posttest (sesudah perlakuan). Adapun sampel yang digunakan adalah sampel total yaitu seluruh populasi dijadikan sampel penelitian sebanyak satu kelas yaitu 35 anak. Data dikumpulkan dengan menggunakan instrumen tes dan lembar observasi dengan skala penilaian menggunakan skala likert, lalu data dianalisis menggunakan uji prasyarat yaitu uji normalitas dan uji hipotesis menggunakan uji *mann whitney*. Berdasarkan hasil uji normalitas diketahui bahwa data *pretest* $L_0 < L_{hitung}$ atau $0,131 < 0,224$ dan data *posttest* $L_0 > L_{hitung}$ atau $0,245 > 0,224$ menunjukkan bahwa data tidak berdistribusi normal. Berdasarkan uji hipotesis menggunakan *mann whitney* diketahui bahwa nilai sig. (2-tailed) < Taraf signifikan atau $0,00 < 0,05$. Hasil penelitian menunjukkan bahwa terdapat pengaruh yang signifikan alat permainan *counting board* terhadap kemampuan berhitung anak usia 5-6 tahun. Berdasarkan hasil penelitian tersebut, disarankan bagi guru di PAUD untuk dapat menggunakan alat permainan *counting board* dalam kegiatan berhitung.

Kata Kunci: *Counting Board*, Kemampuan Berhitung



ABSTRACT

REBECCA THERESIA PIOMAS BADIA BPP. The Effect of Counting Board Game Tools on Counting Ability of 5-6 Year Old Children in Budi Setia Kindergarten T.A 2021/2022. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan. 2022.

This research was conducted with the aim of knowing the effect of the counting board game on the numeracy skills of children aged 5-6 years in Budi Setia Kindergarten T.A 2021/2022. The method in this study used a pre-experimental method with a one group pretest posttest control design research design. In this design, there is only one class by giving a pretest (before treatment), then the group is given treatment after that is given a posttest (after treatment). The sample used was the total sample, namely the entire population was used as a research sample of one class, namely 35 children. The data were collected using test instruments and observation sheets with a rating scale using a Likert scale, then the data were analyzed using prerequisite tests, namely normality tests and hypothesis testing using test mann whitney. Based on the results of the normality test, it is known that the pretest data $L_0 < L$ count or $0.1319 < 0.224$ and the posttest data $L_0 > L$ count or $0.2451 > 0.224$ indicating that the two groups of data are not normally distributed. Based on the hypothesis test using the t test, it is known that the value of sig. (2-tailed) < Significant level or $0.00 < 0.05$. The results showed that there was a significant effect of counting board game tools on the numeracy skills of children aged 5-6 years. Based on the results of this study, it is recommended for teachers in PAUD to be able to use the counting board game tool in counting activities

Keywords: Counting Board, Counting Ability

