

Putri Nur Afifah Al Rofiah, 2025. Pengaruh permainan *dakochan* terhadap kemampuan berpikir simbolik anak usia 5-6 tahun di TK Bhayangkari 79 Bangkalan. Skripsi. Program Studi Pendidikan Guru Pendidikan Anak Usia Dini. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Trunodjoyo Madura. Pembimbing: Fikri Nazarullail S.Pd., M.Pd

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh permainan *dakochan* terhadap kemampuan berpikir simbolik anak usia 5–6 tahun di TK Bhayangkari 79 Bangkalan. Penelitian ini menggunakan pendekatan kuantitatif dengan desain eksperimen one group pretest–posttest. Subjek penelitian berjumlah 30 anak kelompok B1 TK Bhayangkari 79 Bangkalan. Pengumpulan data dilakukan melalui tes dan observasi menggunakan instrumen lembar observasi berbentuk checklist yang disusun berdasarkan Standar Tingkat Pencapaian Perkembangan Anak (STTPA). Indikator kemampuan berpikir simbolik meliputi kemampuan menyebutkan lambang bilangan 1–10, mencocokkan bilangan dengan lambang bilangan, mengenal lambang huruf vokal dan konsonan, serta merepresentasikan berbagai benda dalam bentuk gambar atau tulisan. Penelitian dilaksanakan dalam tujuh kali pertemuan yang terdiri atas kegiatan pretest, pemberian perlakuan menggunakan permainan *dakochan*, dan posttest. Hasil uji reliabilitas instrumen menunjukkan nilai Cronbach Alpha sebesar 0,736 ($> 0,60$), sehingga instrumen dinyatakan reliabel. Data penelitian berdistribusi normal dan pengujian hipotesis menggunakan uji paired sample t-test. Hasil analisis menunjukkan nilai signifikansi (2-tailed) sebesar 0,000 ($< 0,05$), sehingga H_0 ditolak dan H_a diterima. Hasil perhitungan *N-Gain* sebesar 64% berada pada kategori sedang, yang menunjukkan bahwa permainan *dakochan* efektif dalam meningkatkan kemampuan berpikir simbolik anak usia 5–6 tahun. Dengan demikian, dapat disimpulkan bahwa permainan *dakochan* berpengaruh signifikan terhadap kemampuan berpikir simbolik anak usia 5–6 tahun.

Kata Kunci: Permainan *Dakochan*, Berpikir Simbolik, Anak Usia Dini

Putri Nur Afifah Al Rofiah, 2025. *The Effect of the Dakochan Game On The Symbolic Thinking Ability Of Children Aged 5-6 Years at TK Bhayangkari 79 Bangkalan. Undergraduate Thesis. Early Childhood Teacher Education Study Program. Faculty of Teacher Training and Education. University of Trunodjoyo Madura. Advisor: Fikri Nazarullail, S.Pd., M.Pd*

ABSTRACT

*This study aims to determine the effect of the dakochan game on the symbolic thinking ability of children aged 5–6 years at TK Bhayangkari 79 Bangkalan. This research employed a quantitative approach using a one-group pretest–posttest experimental design. The research subjects consisted of 30 children from group B1 at TK Bhayangkari 79 Bangkalan. Data were collected through tests and observations using a checklist observation sheet instrument developed based on the Standards of Child Development Achievement Level (STTPA). Indicators of symbolic thinking ability included the ability to mention number symbols from 1 to 10, match numbers with number symbols, recognize vowel and consonant letter symbols, and represent various objects in the form of drawings or writing. The study was conducted in seven meetings consisting of pretest, treatment using the dakochan game, and posttest activities. The reliability test results showed a Cronbach's Alpha value of 0.736 (> 0.60), indicating that the research instrument was reliable. The data were normally distributed, and hypothesis testing was conducted using a **paired sample t-test**. The analysis results showed a significance value (2-tailed) of 0.000 (< 0.05), indicating that H_0 was rejected and H_1 was accepted. The **N-Gain score** of 64% fell into the moderate category, indicating that the dakochan game was effective in improving the symbolic thinking ability of children aged 5–6 years. Therefore, it can be concluded that the dakochan game has a significant effect on the symbolic thinking ability of children aged 5–6 years.*

Keywords: *Dakochan Game, Symbolic Thinking, Early Childhood Education*