

Syailir Rohmah.2020. Pengembangan Media “KAMETA” (Karpét Matematika Modifikasi Egrang Tempurung Kelapa) Untuk Menstimulasi Kemampuan Mengenal Angka 1-10 Anak Usia 4-5 Tahun”. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Dwi Nurhayati Adhani. Pembimbing 2: Eka Oktavianingsih.

ABSTRAK

Penelitian ini dilatar belakangi adanya eksistensi permainan tradisional yang telah memudar, belum adanya pemanfaat media tempurung kelapa, minimnya media permainan tradisional dalam menstimulasi perkembangan kognitif anak, kemampuan anak dalam mengenal angka 1-10 yang masih kurang dan adanya tuntutan orang tua untuk menambah pembelajaran calistung di luar jam sekolah. Adanya pengembangan media “KAMETA” (karpét matematika modifikasi egrang tempurung kelapa) untuk menstimulasi kemampuan mengenal angka 1-10 anak usia 4-5 tahun” bertujuan untuk memecahkan permasalahan tersebut. Peneliti dalam hal ini, menggunakan model pengembangan Borg & Gall. Langkah yang ditempuh meliputi: penelitian dan pengumpulan data, perencanaan, pengembangan produk awal, uji coba awal, revisi produk awal, uji coba lapangan utama dan revisi produk akhir. Penelitian dan pengembangan ini dilakukan melalui 4 tahapan uji coba yaitu: uji coba ahli materi, uji coba ahli media pembelajaran, uji coba lapangan awal dan uji coba lapangan utama. Subyek penelitian dan pengembangan yaitu anak usia 4-5 tahun yang berada disekitar rumah peneliti sejumlah 4 anak, mengingat saat penelitian berlangsung berada pada maraknya virus COVID-19. Teknik pengumpulan data menggunakan angket (ahli materi, ahli media pembelajaran, respon anak) dan dokumentasi. Hasil penelitian menunjukkan bahwa nilai yang diperoleh media KAMETA dari ahli materi sebesar 78% dengan predikat “tinggi”, ahli media pembelajaran sebesar 81,74% dengan predikat “tinggi”, uji coba lapangan awal sebesar 80% dengan predikat “tinggi”, dan uji coba lapangan utama sebesar 83,75% dengan predikat “tinggi”. Berdasarkan hasil penelitian dan pengembangan yang telah dilakukan dapat disimpulkan bahwa Media KAMETA Untuk Menstimulasi Kemampuan Mengenal Angka 1-10 Anak Usia 4-5 Tahun di Mojokerto “Layak” digunakan.

Kata kunci: *Media Pembelajaran, Karpét Matematika Modifikasi Egrang Tempurung Kelapa, Mengenal Angka 1-10*

Syailir Rohmah. 2020. Media Development "KAMETA" (Modified Mathematical Carpet of Coconut Shell Stilts) to Stimulate the Ability to Recognize Numbers 1-10 Children aged 4-5 Years ". Thesis, Early Childhood Education Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor 1: Dwi Nurhayati Adhani. Advisor 2: Eka Oktavianingsih.

ABSTRAC

This research is motivated by the existence of fading traditional games, no use of coconut shell media, the lack of traditional game media in stimulating children's cognitive development, the lack of children's ability to recognize numbers 1-10 and the demands of parents to increase calistung learning in outside school hours. The development of the media "KAMETA" (a modified mathematical carpet of coconut shell stilts) to stimulate the ability to recognize numbers from 1-10 children aged 4-5 years "aims to solve these problems. The researcher, in this case, uses the Borg & Gall development model. The steps taken include: research and data collection, planning, initial product development, initial trials, initial product revisions, main field trials and final product revisions. This research and development was carried out through 4 trial stages, namely: material expert trials, learning media expert trials, initial field trials and main field trials. The research and development subjects were 4 children aged 4-5 years who were around the researcher's house, considering that during the research, the COVID-19 virus was rampant. Data collection techniques using questionnaires (material experts, instructional media experts, children's responses) and documentation. The results showed that the value obtained by KAMETA media from material experts was 78% with the predicate "high", learning media experts was 81.74% with the predicate "high", the initial field trial was 80% with the predicate "high", and try the main field at 83.75% with the predicate "high". Based on the results of the research and development that has been carried out, it can be concluded that KAMETA Media to Stimulate the Ability to Recognize Numbers 1-10 Children aged 4-5 Years in Mojokerto is "appropriate" to use.

Keywords: Learning Media, Modified Mathematical Carpet of Coconut Shell Stilts, Recognizing Numbers 1-10

