

Rika Nurul Hidayah. 2025. *Pengaruh Media Loosepart Berbasis STEAM dalam Menstimulus Kemampuan Kognitif Berpikir Simbolik Anak*. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Fajar Luqman Tri Ariyanto.

ABSTRAK

Aspek perkembangan anak usia dini sangat penting untuk distimulus supaya mampu berkembang sesuai tahapan usia dini. Salah satu aspek yang penting dikembangkan pada anak aspek kognitif berpikir simbolik. Agar perkembangan anak berkembang dengan baik maka dibutuhkan media untuk mempermudah dalam memahami materi. Penelitian ini bertujuan untuk mengetahui pengaruh media loosepart berbasis STEAM dalam menstimulus kemampuan kognitif berpikir simbolik anak usia 5-6 tahun. penelitian ini merupakan penelitian kuantitatif eksperimen. Objek penelitian ini adalah anak usia 5-6 tahun di UPTD TK Negeri Pembina Bnagkalandengan jumlah populasi 40 anak yang kemudian diambil 20 anak sebagai sampel penelitian. Metode pengumpulan data didasarkan pada hasil observasi sebelum dan sesudah diberikan perlakuan. Berdasarkan hasil penelitian diketahui bahwa pengaruh media loosepart berbasis STEAM dalam menstimulus kemampuan kognitif berpikir simbolik anak usia 5-6 tahun. Terbukti dari hasil uji statistik dengan metode *Paired Sampel Test* yang menunjukkan nilai $0,000 < 0,5$ yang berarti H_a diterima dan H_0 ditolak. Penelitian ini memberikan kontribusi untuk memahami pengaruh media loosepart berbasis STEAM dalam menstimulus kemampuan kognitif berpikir simbolik anak usia 5-6 tahun.

Kata kunci : Media loosepart berbasis STEAM, berpikir simbolik, anak usia dini

Rika Nurul Hidayah. 2025. The Effect of STEAM-Based Loosepart Media in Stimulating Children's Symbolic Thinking Cognitive Ability. Thesis, Early Childhood Education Teacher Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University, Madura. Supervisor: Fajar Luqman Tri Ariyanto.

ABSTRACT

Aspects of early childhood development are very important to stimulate so that they can develop according to the stages of early childhood. One important aspect to develop in children is the cognitive aspect of symbolic thinking. For children's development to develop well, media is needed to facilitate understanding of the material. This study aims to determine the effect of STEAM-based loosepart media in stimulating the cognitive abilities of symbolic thinking in children aged 5-6 years. This study is a quantitative experimental study. The objects of this study were children aged 5-6 years at the UPTD TK Negeri Pembina Bnangkalan with a population of 40 children, of which 20 children were then taken as research samples. The data collection method was based on the results of observations before and after being given treatment. Based on the results of the study, it is known that the effect of STEAM-based loosepart media in stimulating the cognitive abilities of symbolic thinking in children aged 5-6 years. Proven by the results of statistical tests using the Paired Sample Test method which showed a value of $0.000 < 0.5$, meaning H_a is accepted and H_0 is rejected. This research contributes to understanding the influence of STEAM-based loose-part media in stimulating symbolic thinking cognitive abilities in children aged 5-6 years.

Keywords: STEAM-based loose-part media, symbolic thinking, early childhood