

Aidellia Ayu Islamiati. 2026. *Pengaruh Pembelajaran STEAM Berbasis Media Ikan Bandeng Untuk Meningkatkan Kreativitas Anak Usia 5-6 Tahun*. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing Titin Faridatun Nisa', S.Pd., M.Pd.

ABSTRAK

Abstrak: Kreativitas merupakan salah satu kemampuan penting pada anak usia dini yang perlu dikembangkan melalui kegiatan pembelajaran yang inovatif dan sesuai dengan karakteristik anak. Pembelajaran STEAM (*Science, Technology, Engineering, Art, and Mathematics*) dengan memanfaatkan media berbasis lingkungan sekitar dapat memberikan pengalaman belajar yang aktif, kontekstual, dan mendorong kreativitas anak. Penelitian ini bertujuan untuk mengetahui pengaruh pembelajaran STEAM berbasis media ikan bandeng terhadap kreativitas anak usia 5–6 tahun. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen dan desain *One Group Pretest-Posttest Design*. Subjek penelitian berjumlah 32 anak kelompok B di TK Dharma Wanita Klurak, Sidoarjo. Pengumpulan data dilakukan melalui observasi menggunakan instrumen kreativitas yang meliputi indikator kefasihan (*fluency*), keluwesan (*flexibility*), orisinalitas (*originality*), dan elaborasi (*elaboration*). Uji reliabilitas instrumen dilakukan pada anak kelompok B di TK NICK Sidoarjo. Analisis data menggunakan uji normalitas dan uji hipotesis dengan *Wilcoxon Signed Rank Test*. Hasil penelitian menunjukkan adanya peningkatan kreativitas anak setelah diberikan perlakuan pembelajaran STEAM berbasis media ikan bandeng. Hasil uji Wilcoxon menunjukkan nilai signifikansi sebesar $< 0,05$, sehingga terdapat pengaruh yang signifikan antara pembelajaran STEAM berbasis media ikan bandeng terhadap kreativitas anak usia 5–6 tahun.

Kata Kunci : Anak Usia Dini, Ikan Bandeng, Kreativitas, STEAM

Aidellia Ayu Islamiati. 2026. The Effect of STEAM Learning Using Milkfish as a Teaching Aid on Enhancing Creativity in Children Aged 5–6 Years. Thesis, Early Childhood Education Teacher Education Program, Faculty of Teacher Education and Educational Sciences, University Trunodjoyo Madura. Advisor: Titin Faridatun Nisa', S.Pd., M.Pd.

ABSTRAK

Abstract: Creativity is one of the key abilities in early childhood that needs to be developed through innovative learning activities tailored to children's characteristics. STEAM (Science, Technology, Engineering, Art, and Mathematics) learning that utilizes media based on the surrounding environment can provide active, contextual learning experiences and foster children's creativity. This study aims to determine the effect of STEAM learning using milkfish-based media on the creativity of 5–6-year-old children. This study employed a quantitative approach using an experimental method and a One-Group Pretest-Posttest Design. The study subjects consisted of 32 children in Group B at Dharma Wanita Klurak Kindergarten in Sidoarjo. Data collection was conducted through observation using a creativity instrument that included indicators of fluency, flexibility, originality, and elaboration. The instrument's reliability was tested on children in Group B at NICK Kindergarten in Sidoarjo. Data analysis involved normality tests and hypothesis testing using the Wilcoxon Signed-Rank Test. The results showed an increase in the children's creativity after they received the milkfish-based STEAM learning intervention. The Wilcoxon test results indicated a significance level of < 0.05 , indicating a significant effect of milkfish-based STEAM learning on the creativity of 5–6-year-old children.

Keywords: Early Childhood, Milkfish, Creativity, STEAM