

ABSTRACT

Muthia Akhiruddin (17199074) : The development of kindergarten gross motor learning models Based on Play Activities

The problem in this study is less varied and less gross motor learning in kindergarten. The purpose of this study was to develop a kindergarten gross motor learning model based on play activities.

Research and development using the ADDIE development model consists of Analysis, Design, Development, Implementation, and Evaluation. The research subjects were 38 students from Mutiara Ananda Kindergarten, Koto Tengah District. Data collection instruments were observation, interview, documentation, questionnaire and gross motor test. Data analysis techniques using qualitative and quantitative analysis.

The results of the study concluded as follows, motor skills are in enough categories, students' play activities are in the sufficient category, parents' perceptions are in the sufficient categories, and teachers' perceptions are in the sufficient categories. Development of kindergarten gross motor learning models based on play activities as a basis for character development in accordance with the explanation and learning objectives. Kindergarten gross motor learning model based on play activities as a basis for investing in characters is very valid, very practical and very effective.

Keywords: Learning Models, Gross Motor, Play, Kindergarten.

ABSTRAK

Muthia Akhiruddin (17199074) : Pengembangan Model Pembelajaran Motorik Kasar Taman Kanak-kanak Berbasis Aktivitas Bermain

Masalah dalam penelitian ini kurang bervariasi dan kurang terlaksananya pembelajaran motorik kasar di Taman Kanak-kanak. Tujuan penelitian ini untuk mengembangkan model pembelajaran motorik kasar Taman Kanak-kanak berbasis aktivitas bermain.

Penelitian dan pengembangan (*research and Development*) dengan menggunakan model pengembangan ADDIE terdiri dari Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Subjek penelitian murid Taman Kanak-kanak Mutiara Ananda Kecamatan Koto Tangah sebanyak 38 orang. Instrumen pengumpulan data adalah observasi, interview, dokumentasi, angket dan tes motorik kasar. Teknik analisis data dengan menggunakan analisis kualitatif dan kuantitatif.

Hasil penelitian menyimpulkan sebagai berikut, kemampuan motorik berada dalam kategori cukup, aktivitas bermain peserta didik berada dalam kategori cukup, persepsi orangtua berada dalam kategori cukup, dan persepsi guru berada dalam kategori cukup. Pengembangan model pembelajaran motorik kasar Taman Kanak-kanak berbasis aktivitas bermain sebagai modal dasar pengembangan karakter sesuai dengan penjelasan dan tujuan pembelajaran. Model pembelajaran motorik kasar Taman Kanak-kanak berbasis aktivitas bermain sebagai modal dasar penanaman karakter sangat valid, sangat praktis dan sangat efektif.

Kata Kunci: Model Pembelajaran, Motorik Kasar, Bermain, Taman Kanak-kanak.