

Meningkatkan Kemampuan Berhitung Anak Usia 4-5 Tahun Melalui Permainan *Flash Card Di Tk Bani Umoro*

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ABSTRAK

Penelitian ini membahas tentang meningkatkan kemampuan berhitung melalui permainan *flash card*. Kajian ini dilatar belakangi oleh rendahnya kemampuan berhitung pada anak yang disebabkan kurangnya media pembelajaran yang digunakan guru. Penelitian ini bertujuan untuk mengatahui apakah media *flashcard* dapat meningkatkan kemampuan berhitung anak usia 4-5 tahun di TK Bani Umoro kecamatan Mangkubumi Kota Tasikmalaya. Jenis penelitian ini adalah penelitian tindakan kelas yang dilakukan dengan 2 siklus. Setiap siklusnya merupakan rangkaian kegiatan yang terdiri dari 1) *Perencanaan*, untuk mengidentifikasi masalah dan merencanakan kegiatan pembelajaran, dan membuat instrument penelitian lainnya. 2) *Pelaksanaan*, melaksanakan pembelajaran pada materi berhitung permulaan sesuai yang telah direncanakan dalam RPPH 3) *Pengamatan*, pengambilan data tentang hasil belajar anak melalui lembar observasi. 4) *Refleksi*, menganalisis data hasil pengamatan. Subjek dalam penelitian ini adalah anak usia 4-5 tahun di TK Bani Umoro, yang berjumlah 10 orang anak, yang terdiri dari 5 orang anak laki-laki dan 5 orang anak perempuan. Penelitian ini menggunakan media *flashcard* pada pembelajaran kemampuan berhitung.

Hasil penelitian kemampuan berhitung anak pra tindakan belum semua anak mampu menunjukkan minat berhitung yang optimal. Setelah dilakukan tindakan pada siklus I dan II, berhasil menunjukkan adanya peningkatan kemampuan berhitung. Hal ini dapat dilihat dari kriteria pencapaian cukup baik 10%, dari kriteria pencapaian baik 10%, dari kriteria pencapaian kurang 50% dan dari kriteria kurang sekali 30%. pada saat pra tindakan. Kriteria pencapaian baik mencapai 50%, pencapaian kriteria cukup baik 20%, kriteria pencapaian kurang 20%, dan pencapaian kriteria kurang sekali 10% dan pencapaian kriteria baik mencapai 80%, pencapaian kriteria sangat baik 10% pencapaian kriteria cukup baik 10% pada siklus II. Peningkatan ini diperoleh melalui permainan *flash card* dengan aspek-aspek pembelajaran yaitu: (1) anak mampu mengucapkan lambang bilangan 1-10, (2) anak mampu menunjukan lambang bilaangan, (3) anak mampu mencocokan bilangan dengan lambang bilangan.

Kata Kunci: PTK, kemampuan berhitung, permainan *flash card*

Mproving The Counting Ability Of Children 4-5 Years Through Flash Card Games At Bani Umaro Kindergarten

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ABSTRACT

This study discusses improving numeracy skills through flash card games. This study is motivated by the low ability to count in children due to lack of learning media used by teachers. This study aims to determine whether the flashcard media can improve the numeracy skills of children aged 4-5 years at Bani Umaro Kindergarten, Mangkubumi District, Tasikmalaya City.

This type of research is a classroom action research conducted with 2 cycles. Each cycle is a series of activities consisting of 1) Planning, to identify problems and plan learning activities, and make other research instruments. 2) Implementation, carrying out learning on the initial counting material as planned in RPPH 3) Observation, taking data about children's learning outcomes through observation sheets. 4) Reflection, analyzing observational data. The subjects in this study were children aged 4-5 years at Bani Umaro Kindergarten, totaling 10 children, consisting of 5 boys and 5 girls. This study uses flashcard media in learning numeracy skills.

The results of the study of numeracy skills of pre-action children not all children are able to show optimal interest in counting. After taking action in the first and second cycles, successfully showed an increase in numeracy skills. This can be seen from the criteria for achieving fairly good 10% with the number of one child, from the achievement criteria for good 10% with the number of one child, from the achievement criteria for less 50% with the number of five children and from the criteria for being very poor 30% with the number of three child, during pre-action. Criteria for achieving good reached 50% with a total of five children, achieving criteria quite well 20% with the number of two children, achieving criteria for less than 20% with a number of children two children, and achieving the criteria for less than 10% with the number of one child at the time the first cycle and the achievement of good criteria reached 80% with a total of eight children, achieving very good criteria 10% with the number of children one child, achieving the criteria is quite good 10% with the number of one child in the second cycle. This increase is obtained through flash card games with aspects of learning, namely: (1) children are able to pronounce 1-10 symbols, (2) children are able to show symbols when, (3) children are able to match numbers with symbol numbers.

Keywords: CAR, numeracy skills, flash card games.