ABSTRAK

Pegia, Feby Novitasari (2024), Pengaruh Metode Pembelajaran STEAM untuk Mengembangkan Konsep Matematika dan Kreativitas Anak di TK Negeri Model Terpadu Madani. Tesis, Pendidikan Anak Usia Dini, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I: Prof. Dr. I Gusti Putu Suharta, M.Si dan Pembimbing II: Dr. I Ketut Supir, M.Hum.

Kata-kata kunci: Metode Pembelajaran STEAM, Konsep Matematika, Kreativitas Anak, Anak Usia Dini.

Penelitian ini bertujuan untuk mengetahui: (1) pengaruh metode pembelajaran STEAM terhadap perkembangan konsep matematika anak di kelompok B TK Negeri Model Terpadu dan, (2) pengaruh metode pembelajaran STEAM terhadap perkembangan kreativitas anak di kelompok B TK Negeri Model Terpadu Madani. Metode penelitian yang digunakan adalah *metode pre eksperimental* dengan desain *one group pre test dan psotest*. Populasi pada penelitian ini adalah 90 anak TK kelompok B di TK Negeri Model Terpadu Madani. Teknik pengambilan sampel yang digunakan adalah *cluster random* sehingga jumlah sampel pada penelitian ini adalah 60 anak TK kelompok B. Data Konsep Matematika dan Kreativitas Anak diambil menggunakan lembar *checklist* rating dengan skala penilaian 1-4. Data kuantitatif yang diperoleh dianalisis dengan uji t dua sampel berpasangan (*two sample paired t-test*). Hasil penelitian menunjukkan bahwa: (1) Metode *STEAM* yang diterapkan berpengaruh signifikan terhadap konsep matematika anak usia dini Kelas B di TK Negeri Model Terpadu Madani dengan nilai signifikansi yang diperoleh sebesar $0,000 < \alpha$ (0,05) (2) Metode *STEAM* yang diterapkan berpengaruh signifikan terhadap kreativitas anak usia dini Kelas B di TK Negeri Model Terpadu Madani dengan nilai signifikansi yang diperoleh sebesar $0,000 < \alpha$ (0,05).

ABSTRACT

Pegia, Feby Novitasari (2024), *The Effect of STEAM Learning Methods to Develop Mathematics Concepts and Children's Creativity at Madani Integrated Model State Kindergarten*. Thesis, Early Childhood Education, Postgraduate Program, Ganesha University of Education.

This thesis has been approved and examined by Supervisor I: Prof. Dr. I Gusti Putu Suharta, M.Si and Supervisor II: Dr. I Ketut Supir, M.Hum.

Key Words: STEAM Learning Method, Math Concepts, Children's Creativity, Early Childhood.

This study aims to determine: (1) the effect of the STEAM learning method on the development of children's mathematical concepts in group B of the Integrated Model State Kindergarten and, (2) the effect of the STEAM learning method on the development of children's creativity in group B of the Madani Integrated Model State Kindergarten. The research method used is a pre-experimental method with a one group pre test and psotest design. The population in this study were 90 kindergarten children in group B at Madani Integrated Model State Kindergarten. The sampling technique used was cluster random so that the number of samples in this study was 60 group B kindergarten children. Data on Mathematical Concepts and Children's Creativity were taken using a checklist rating sheet with a rating scale of 1-4. Quantitative data obtained were analyzed by two sample paired t-test. The results showed that: (1) The applied STEAM method has a significant effect on the mathematical concepts of early childhood Class B at Madani Integrated Model State Kindergarten with a significance value obtained of $0.000 < \alpha\ (0.05)$ (2) The applied STEAM method has a significant effect on the creativity of early childhood Class B at Madani Integrated Model State Kindergarten with a significance value obtained of $0.000 < \alpha\ (0.05)$.