

# **DEVELOPMENT OF A HIT AND JUMP CIRCUIT GAME TO STIMULATE CONCENTRATION IN CHILDREN AGED 5-6 YEARS**

**By**

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## **ABSTRACT**

Kindergarten teachers experience problems and difficulties when developing appropriate media to stimulate the concentration of children aged 5-6 years. The aims of this research are (1) to describe the design of the hit and jump circuit game to stimulate the concentration of children aged 5-6 years, (2) to test and determine the feasibility of the hit and jump circuit game to stimulate the concentration of children aged 5-6 years (3) test and determine the effectiveness of the hit and jump circuit game to stimulate the concentration of children aged 5-6 years. The product was tested by 2 material experts, 2 media experts and with research subjects of 5 children for small group trials and effectiveness testing using 20 children. The research model used is the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). This development research uses data collection methods with questionnaires and uses observation questionnaires (non-tests). The data analysis technique used is quantitative descriptive analysis and inferential statistics. The results of the research found (1) Design of a hit and jump circuit game using the ADDIE development model. (2) The feasibility test of the hit and jump circuit game showed validity results according to material experts and research subjects respectively of 100%, 93.75% and 100% with a very good category so that the product developed was suitable for use. (3) The effectiveness of the hit and jump circuit game based on the t-test results showed that the hit and jump circuit game was effectively applied to stimulate the concentration of children aged 5-6 years.

Keywords: Hit and jump circuit game, concentration, children

# **PENGEMBANGAN PERMAINAN SIRKUIT *HIT AND JUMP* UNTUK MENSTIMULASI KONSENTRASI ANAK USIA 5-6 TAHUN**

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## **ABSTRAK**

Guru di TK mengalami kendala dan kesulitan saat mengembangkan media yang tepat untuk menstimulasi konsentrasi anak usia 5-6 tahun. Tujuan dari penelitian ini yaitu (1) mendeskripsikan rancang bangun permainan sirkuit *hit and jump* untuk menstimulasi konsentrasi anak usia 5-6 tahun, (2) menguji dan mengetahui kelayakan permainan sirkuit *hit and jump* untuk menstimulasi konsentrasi anak usia 5-6 tahun (3) menguji dan mengetahui efektivitas permainan sirkuit *hit and jump* untuk menstimulasi konsentrasi anak usia 5-6 tahun. Produk diuji oleh 2 ahli materi, 2 ahli media dan dengan subjek penelitian 5 anak untuk uji coba kelompok kecil dan uji efektivitas menggunakan 20 anak. Model penelitian yang digunakan yaitu model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian pengembangan ini menggunakan metode pengumpulan data dengan angket/kuesioner serta menggunakan angket observasi (non tes). Teknik analisis data yang digunakan analisis deskriptif kuantitatif dan statistic inferensial. Hasil penelitian menemukan (1) Rancang bangun permainan sirkuit *hit and jump* menggunakan model pengembangan ADDIE. (2) Uji kelayakan permainan sirkuit *hit and jump* menunjukkan hasil validitas menurut ahli materi dan subjek penelitian secara berturut-turut sebesar 100%, 93,75%, dan 100% dengan memiliki kategori sangat baik sehingga produk yang dikembangkan layak untuk digunakan. (3) Efektivitas permainan sirkuit *hit and jump* berdasarkan hasil uji-t diperoleh hasil bahwa permainan sirkuit *hit and jump* efektif diterapkan untuk menstimulasi konsentrasi anak usia 5-6 tahun.

**Kata kunci: Permainan sirkuit *hit and jump*, konsentrasi, anak**