

PENGARUH KEGIATAN BERMAIN MENGGUNAKAN MEDIA ALAM TERHADAP CAPAIAN PERKEMBANGAN KREATIVITAS ANAK KELOMPOK B DI ARUNA VIDYA PRESCHOOL

Oleh:

Keiko Naomita Br Silaban

Program Studi Pendidikan Guru Pendidikan Anak Usia Dini

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya stimulasi kreativitas anak usia dini di era digital, di mana penggunaan gadget yang berlebihan cenderung mengurangi kesempatan anak untuk bereksplorasi secara langsung. Hasil observasi awal di Aruna Vidya Preschool menunjukkan bahwa kreativitas anak belum berkembang optimal karena pemanfaatan media alam masih terbatas dan kegiatan pembelajaran kurang variatif. Penelitian ini bertujuan untuk mengetahui pengaruh kegiatan bermain menggunakan media alam terhadap capaian perkembangan kreativitas anak Kelompok B di Aruna Vidya Preschool. Penelitian menggunakan pendekatan kuantitatif dengan desain *quasi experimental tipe nonequivalent control group design*. Populasi penelitian berjumlah 104 anak, dengan sampel sebanyak 40 anak yang dipilih melalui *random sampling*, terdiri atas 20 anak kelompok eksperimen dan 20 anak kelompok kontrol. Kelompok eksperimen diberikan perlakuan berupa kegiatan bermain menggunakan media alam selama 6 kali pertemuan, sedangkan kelompok kontrol mengikuti pembelajaran konvensional. Data dikumpulkan melalui lembar observasi berdasarkan empat indikator kreativitas Torrance, yaitu *fluency*, *flexibility*, *originality*, dan *elaboration*. Analisis data menggunakan uji normalitas Shapiro-Wilk, uji homogenitas, dan *Independent Sample t-test* dengan bantuan SPSS versi 25. Hasil penelitian menunjukkan bahwa rata-rata kreativitas kelompok eksperimen meningkat dari 2,05 menjadi 3,70 dengan *gain score* 1,65 (kategori tinggi), sedangkan kelompok kontrol meningkat dari 2,10 menjadi 2,70 dengan *gain score* 0,60 (kategori sedang). Sebanyak 70% anak pada kelompok eksperimen mencapai kategori Berkembang Sangat Baik, sedangkan kelompok kontrol hanya 10%. Hasil uji hipotesis menunjukkan nilai $t_{hitung} = 5,512$ dengan signifikansi $0,000 < 0,05$, sehingga H_0 diterima dan H_a ditolak. Dengan demikian, kegiatan bermain menggunakan media alam berpengaruh positif dan signifikan terhadap perkembangan kreativitas anak Kelompok B di Aruna Vidya Preschool. Media alam direkomendasikan sebagai strategi pembelajaran inovatif, ekonomis, dan kontekstual untuk menstimulasi kreativitas anak usia dini.

Kata Kunci: *Media Alam, Kegiatan Bermain, Kreativitas Anak Usia Dini, Fluency, Flexibility, Originality, Elaboration*

THE EFFECT OF PLAY ACTIVITIES USING NATURAL MATERIALS ON THE CREATIVITY DEVELOPMENT OF GROUP B CHILDREN AT ARUNA VIDYA PRESCHOOL

By:

Keiko Naomita Br Silaban

Program Studi Pendidikan Guru Pendidikan Anak Usia D early Childhood
Teacher Education Study Program

ABSTRACT

This study was motivated by the limited stimulation of creativity among early childhood learners in the digital era, where excessive gadget use tends to reduce children's opportunities for direct exploration. Initial observations at Aruna Vidya Preschool indicated that children's creativity had not developed optimally due to the limited use of natural materials and the lack of variety in learning activities. This study aimed to examine the effect of play activities using natural materials on the creativity development of Group B children at Aruna Vidya Preschool. The study employed a quantitative approach using a quasi-experimental method with a nonequivalent control group design. The study population consisted of 104 children, with a sample of 40 children selected through random sampling, comprising 20 children in the experimental group and 20 children in the control group. The experimental group received treatment through play activities using natural materials over six sessions, while the control group participated in conventional learning activities. Data were collected using observation sheets based on Torrance's four creativity indicators: fluency, flexibility, originality, and elaboration. Data analysis was conducted using the Shapiro–Wilk normality test, homogeneity test, and Independent Samples t-test with the assistance of SPSS version 25. The results showed that the mean creativity score of the experimental group increased from 2.05 to 3.70, with a gain score of 1.65, categorized as high. Meanwhile, the control group increased from 2.10 to 2.70, with a gain score of 0.60, categorized as moderate. A total of 70% of children in the experimental group achieved the Very Well Developed category, compared with only 10% in the control group. The hypothesis test yielded a t-value of 5.512 with a significance value of $0.000 < 0.05$, indicating that H_1 was accepted and H_0 was rejected. Therefore, play activities using natural materials had a positive and significant effect on the creativity development of Group B children at Aruna Vidya Preschool. Natural materials are recommended as an innovative, economical, and contextual learning strategy for stimulating creativity in early childhood.

Keywords: *Natural Materials, Play Activities, Early Childhood Creativity, Fluency, Flexibility, Originality, Elaboration*