

ABSTRACT

ElmiyatiBuka. NIM. 153 408 034.Of 2012. Upgrading Through the Game Box Score Know the Score Group B winding in Children kindergarten KartiniBiyonga District LimbotoGorontalo regency. Thesis. Studies Program Early Childhood Education, Faculty of Education, State University of Gorontalo. Supervisor I, Dra.SamsiarRivai, S, Pd, M Pd, Advisor II: Dra. DajaniSuleman, M. Hum

The problems are analyzed in this study is "whether the ability to know the numbers can be improved through the game box winding numbers in Group B kindergarten KartiniBiyonga District LimbotoGorontalo Regency?" The purpose of this study was to improve the ability to recognize numbers in group B children kindergarten KartiniBiyonga District LimbotoGorontalo district through the game box berkelok.Penelitian numbers was carried out for 2 cycles. Techniques of data collection is done using observation techniques, and documentation. While the techniques of data analysis performed by analysis of the percentage

The results showed that by using winding numbers game box, the ability to know the numbers in Group B kindergarten children KartiniBiyonga District LimbotoGorontalo district increases. At the initial observation there are 8 children (40.00%) who have the ability to recognize numbers. This is the basis for the implementation of the action on cycle I. I happened on a cycle of increasing children's ability to recognize numbers to 13 children (55.00%), then on the second cycle was increased to 17 children (85.00%), Group B of 20 kindergarten children KartiniBiyonga District LimbotoGorontalo Regency

Related findings are then suggested: 1) the guardianship of the child through the winding numbers game box needs to be optimized to improve the child's teachers who have the ability to recognize numbers in kindergarten, 2) the need to increase the capacity of teachers to understand the game box curvaceous figure to facilitate the application of this technique to enhance the ability of children to know the numbers, 3) teachers need a lot of practice to improve the ability to know the number of children through game activities curvaceous figure box.

Key words: Know Your Numbers, Square Numbers