

## ABSTRAK

**Zuriaty Yusuf. 2015. Meningkatkan Kemampuan motorik kasar Melalui permainan lompat tali di TK Kelompok B Al-Hikmah Desa Suka Damai Kabupaten Bone Bolango.** Jurusan Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Negeri Gorontalo. Pembimbing I Dra. Samsiar Rivai, M.Pd dan Pembimbing II Meylan Saleh, S.Pd, M.Pd.

Permasalahan dalam penelitian ini adalah apakah kemampuan motorik kasar anak dapat ditingkatkan melalui permainan lompat tali di TK Kelompok B Al-Hikmah Desa Suka Damai Kabupaten Bone Bolango. Penelitian ini bertujuan untuk meningkatkan kemampuan motorik kasar melalui permainan lompat tali di TK Kelompok B Al-Hikmah Desa Suka Damai Kabupaten Bone Bolango. yang dipakai adalah penelitian tindakan kelas. Penelitian ini dilaksanakan dalam bentuk siklus yang terdiri dari 4 tahap yaitu, Tahap Persiapan, Tahap Pelaksanaan tindakan, Tahap Pemantauan dan evaluasi, Tahap Analisis dan refleksi.

Pembelajaran menggunakan permainan lompat tali dalam meningkatkan kemampuan motorik kasar anak mengalami peningkatan pada tiap siklusnya dengan rincian sebagai berikut: Pada kondisi awal anak hanya 4 atau 20% yang mampu, pada siklus I pertemuan 1 menjadi 7 anak atau 35% dan pertemuan 2 meningkat menjadi rata-rata 11 orang anak atau 55% dan pada tindakan siklus II pertemuan 1 menjadi 13 anak atau 65% dan pertemuan 2 meningkat menjadi rata-rata 15 anak atau 75%. Ini menunjukkan bahwa hasil yang diharapkan telah memenuhi target keberhasilan yaitu 75%. Hasil penelitian dan pembahasan disimpulkan bahwa dengan menggunakan permainan lompat tali dalam pembelajaran, kemampuan motorik kasar anak di TK Kelompok B Al-Hikmah Desa Suka Damai Kabupaten Bone Bolango meningkat.

*Kata Kunci : Motorik kasar, Permainan, Lompat tali*

## ABSTRACT

**Zuriaty Yusuf.** 2015. Improving the Children's Hard Motoric Skill through Jump Rope Game Method at Group B of Al-Hikmah Kindergarten, Suka Damai Village, Bone Bolango District. Department of Early Childhood Education Teachers, Faculty of Education, State University of Gorontalo. The principal supervisor was Dra. Samsiar Rivai, M.Pd, and the co-supervisor was Meylan Saleh, S.Pd, M.Pd.

The problem in this research was whether the hard motoric skill of the children could be improved through the usage of jump rope game method at Group B of Al-Hikmah Kindergarten, Suka Damai village of Bone Bolango district. This research objective was to improve the hard motoric skill through jump rope game method at Group B of Al-Hikmah Kindergarten of Suka Damai village, Bone Bolango district. This research used classroom action research method and was conducted in two cycles of four stages namely, preparation, action implementation, monitoring and evaluation, and analysis and reflection stage.

The research findings showed that the jump rope game had increased children's hard motoric skill in each cycle. Before the research was implemented, there were only 4 children or 20% that were able to do the rope jumping, whereas, in the first meeting of cycle I, there were 7 children or 35% that were able to do the jump rope game, and the result increased to 11 children or 55% in the second meeting of cycle I. On the first meeting of cycle I, the number of children who were able to do the jump rope game increased to 13 children or 65%, and became 15 children or 75% that were able to do the game. This meant that the research had turned out as expected, in which the percentage of children who were able to master the hard motoric skill had exceed 75% as the set up target of achievement. Therefore, from the findings and the discussion, it was concluded that the usage of jump rope game in the learning process could improve the hard motoric skill of the children at Group B of Al- Hikmah Kindergarten, Suka Damai village, Bone Bolango district.

Keywords: hard motoric skill, jump rope game method



