ABSTRAK

APRIDA AGUNG PRIAMBADHA: Pengembangan Model Permainan Motorik Kasar Anak Taman Kanak- Kanak. **Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2013**

Penelitian ini bertujuan untuk menghasilkan model permainan motorik kasar bagi siswa TK. Permainan yang dikembangkan ditujukan agar dapat digunakan guru TK sebagai salah satu bentuk pembelajaran aktivitas motorik yang menyenangkan bagi anak.

Penelitian pengembangan ini dilakukan dengan mengadaptasi langkah-langkah penelitian dan pengembangan Borg & Gall (1983: 775) sebagai berikut: (1) studi pendahuluan, (2) analisis hasil studi pendahuluan, (3) mengembangkan produk awal (4) pra ujicoba produk dan revisi, (5) ujicoba skala kecil dan revisi, (6) ujicoba skala besar dan revisi, dan (7) pembuatan produk final. Pra ujicoba dilakukan terhadap siswa kelas B1 dari TK ABA Karanganyar Mergangsan Yogyakarta berjumlah 12 anak. Ujicoba skala kecil dilakukan terhadap siswa kelas B2 dan B3 TK ABA Karanganyar Mergangsan Yogyakarta dengan jumlah 20 anak. Ujicoba skala besar dilakukan terhadap siswa kelas B1 dan B2 dari TK ABA Karangkunthi Mergangsan Yogyakarta yang berjumlah 30 anak. Instrumen pengumpulan data yang digunakan yaitu; (1) pedoman wawancara, (2) pedoman observasi permainan, (3) pedoman observasi keefektifan permainan, dan (4) instrumen penilaian anak. Teknik analisis data yang dilakukan yaitu analisis deskriptif kuantitatif dan analisis deskriptif kualitatif.

Hasil penelitian ini berupa model permainan motorik kasar bagi siswa taman kanak-kanak, yang berisikan delapan permainan, yaitu: (1) permainan menanam biji tanaman, (2) permainan pindah bendera, (3) permainan lempar sasaran, (4) permainan tendangan super, (5) permainan harimau mencari mangsa, (6) permainan bola berantai, (7) permainan jalan kayang tulis nama, dan (8) permainan balap mobil. Kesimpulan dalam penelitian ini bahwa model permainan motorik kasar bagi siswa TK, baik dan efektif dalam mengembangkan keterampilan motorik kasar anak dan mentransfer tujuan dalam tiap permainan. Model-model permainan disusun sesuai panduan kurikulum TK 2010; sesuai dengan karakteristik siswa TK; membuat anak gembira, mudah bagi anak, dan aman.

Kata Kunci: Model, Permainan, Siswa Taman Kanak-kanak, Motorik Kasar

ABSTRACT

APRIDA AGUNG PRIAMBADHA: The Development of Gross Motor Games Model for Kindergarten Students. **Thesis. Yogyakarta: Graduate School, Yogyakarta State University, 2013**

This study aims to develop gross motor games models for kindergarten students. The developed games are intended to be used by kindergarten teachers as one type of motor activity learning which is enjoyable for children.

This research and development study was conducted by adapting the steps in research and development according to Borg & Gall (1983: 775) as follows: (1) preliminary study, (2) analyzing of the results of the preliminary study, (3) development of the preliminary product, (4) product pre-tryout and revision, (5) small-scale tryout and revision, (6) large-scale tryout and revision, and (7) production of the final product. The pre-tryout was conducted by involving students of Class B1 of TK ABA Karanganyar, Mergangsan, Yogyakarta, with a total of 12 students. The small-scale tryout was conducted by involving students of Classes B2 and B3 of TK Karanganyar, Mergangsan, Yogyakarta, with a total of 20 students. The large-scale tryout was conducted by involving students of Classes B1 and B2 of TK ABA, Karangkunthi, Mergangsan, Yogyakarta, with a total of 30 students. The data collecting instruments included: (1) an interview guideline, (2) a game observation guideline, (3) a game effectiveness observation guideline, and (4) a student assessment instrument. The data were analyzed by means of quantitative and qualitative descriptive techniques.

The result of the study is models of gross motor games for kindergarten students consisting of eight game models, namely: (1) a seed sowing game, (2) a flag moving game, (3) a target throwing game, (4) a super kick game, (5) a prey-hunting-tiger game, (6) a chained ball game, (7) a name-writing-lordotic-walk game, and (8) a car race game. The conclusion of the study is that the developed game models are good and effective of each game. the game models are developed in accordance with the guideline for Kindergarten Curriculum 2010 and kindergarten students; characteristics, can make students happy, and are easy and safe for children.

Keywords: Model, Games, Kindergarten students, Gross motor.