

## ABSTRAK

### MENGEMBANGKAN POLA PERILAKU SOSIAL MELALUI BERMAIN AKTIF PADA ANAK DIDIK DI KELAS KB.b2 KELOMPOK BERMAIN KALAM KUDUS YOGYAKARTA

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Penelitian ini bertujuan untuk mengembangkan pola perilaku sosial melalui bermain aktif di kelas KB.b2 Kelompok Bermain Kalam Kudus Yogyakarta.

Subyek penelitian adalah anak didik di kelas Kb.b2 Kelompok bermain Kalam Kudus Yogyakarta yang berjumlah 27 anak. Jenis penelitian yang digunakan adalah penelitian tindakan kelas yaitu penelitian yang terdiri dari tahap perencanaan, pelaksanaan tindakan, observasi serta refleksi. Dalam penelitian ini guru dan peneliti berkolaborasi artinya hubungan guru dan peneliti bersifat kemitraan dalam menyusun rencana tindakan, melaksanakan tindakan, observasi dan refleksi. Pengumpulan data dilakukan dengan observasi terbuka, observasi terfokus dan jurnal harian. Sedangkan teknik analisis data yang digunakan analisis data kualitatif dan deskriptif prosentase. Penelitian ini dilaksanakan selama 3 bulan dari bulan Oktober sampai bulan Desember 2003 yang terdiri dari tiga siklus yaitu siklus I pada bulan Oktober kegiatan bermain aktif yang digunakan adalah bermain khayal atau peran dan bermain konstruktif, siklus II pada bulan November bermain aktif yang digunakan adalah musik (menari) dan eksplorasi, dan siklus III pada bulan Desember bermain aktif yang digunakan adalah Olahraga dan permainan. Menjadi indikator kinerja atau keberhasilan penelitian tindakan kelas ini adalah bila setiap aspek di pola perilaku sosial anak didik di kelas KB.b2 Kelompok Bermain Kalam Kudus Yogyakarta dapat mencapai 80%

Hasil penelitian ini adalah sebagai berikut: Siklus I pada bulan Oktober, hasil observasi menyatakan rata-rata prosentase anak didik yang dapat mengembangkan pola perilaku sosial melalui bermain khayal atau peran yaitu 39,05% dan bermain konstruktif 42,42%. Siklus II pada bulan November, hasil observasi menyatakan melalui Musik (Menari) dan Eksplorasi rata-rata prosentase anak didik yang dapat mengembangkan pola perilaku mengalami peningkatan yaitu 68,01% dan 63,64%. Pada Siklus III bulan Desember dari hasil observasi menyatakan melalui olahraga dan permainan rata-rata prosentase anak didik yang dapat mengembangkan pola perilaku sosial mengalami peningkatan lagi yaitu 88,22%. Dari hasil penelitian dapat dilihat bahwa setiap siklus ada peningkatan rata-rata prosentase dan hasil yang ingin dicapai telah melampaui indikator kinerja atau keberhasilan, sehingga dapat dikatakan bahwa penelitian tindakan kelas ini yang bertujuan mengembangkan pola perilaku sosial anak didik di kelas KB.b2 melalui bermain aktif dapat dikatakan berhasil.

Dari hasil penelitian maka disampaikan beberapa saran untuk guru kelas KB.b2 yaitu bermain aktif yang diberikan di dalam kelas perlu melibatkan teman bermain sehingga anak didik dapat belajar mengembangkan pola perilaku sosial mereka, media pembelajaran perlu diperhatikan dan terus mengembangkan sikap empatik pada anak didik.

## ABSTRACT

### DEVELOPING SOCIAL BEHAVIOURIST PATTERN THROUGH ACTIVE PLAYING: PLAYING ACTIVELY FOR THE STUDENTS OF PLAY GROUP OF KALAM KUDUS IN YOGYAKARTA

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This research is aimed at developing social behavior pattern through actively playing in class Kb.b2 of Kalam Kudus' playgroup in Yogyakarta.

The subject of the research is the students in class Kb.b2 of Kalam Kudus' playgroup in Yogyakarta which has 27 children. The type of research applied is class action research which consists of the stages of planning, action, observation and reflection. The teachers and the researcher have collaborated in the research which means that the relation between the teachers and researcher is partnership in designing the action plan, conducting the action, observation, and reflection. Data collecting is conducted with open observation, focused-observation, and daily journals. The applied techniques for data analysis are qualitative data and descriptive percentage analysis. The research had been conducted for three months from October to December 2003. It was divided into three cycles of which the first cycle was in October by using imaginative, role, or constructive playing, the second cycle was in November by using music (dance) and exploration, and the third cycle was in December by using sports and games. The indicator of the success for the class action research is that if every aspect of the social behavior patterns of the playgroup's students in class Kb.b2 of Kalam Kudus in Yogyakarta can reach 80 %.

The result of the research is as follows. The result of the observation of the first cycle in October shows that the average percentage of the students who can develop their social behaviorist pattern through imaginative or role playing is 39, 05% and through constructive playing is 42, 42%. The result of observation of the second cycle in November shows that the percentage of the students who can develop their social behaviorist pattern is 68, 01% through music (dance) and 63, 64% through exploration. The result of observation of the third cycle in December shows that the percentage of students who can develop their social behaviorist pattern is up to 88, 22% through sports and games. From the result of the research, it can be seen that each cycle increases in the average percentage and the result to be achieved has exceeded the indicator of the success. Therefore, the class action research which is aimed at developing the students' social behaviorist pattern through active playing in class Kb.b2 can be considered successful.

Based on the research findings, some suggestions are given to the teacher of class KB.b2 as follows. First of all, the active playing conducted in classroom needs to involve play mates so that the students can learn to develop their social behavior patterns, then the instructional media should be paid more attention, and finally the teacher should keep on developing empathy on the students.