

PERBEDAAN EFEKTIVITAS PERMAINAN PUZZLE DAN MENGGAMBAR
TERHADAP KEMAMPUAN MOTORIK HALUS ANAK USIA
PRASEKOLAH DI TK AMONG PUTRO DAN TK AMONG SIWI
SLEMAN

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ABSTRAK

Latar Belakang: Perkembangan motorik menjadi salah satu aspek terpenting dalam perkembangan manusia. Anak membutuhkan keterampilan motorik halus untuk mengembangkan kemandirian. Apabila kemampuan motorik halus anak kurang bagus maka akan mempengaruhi kegiatan sehari-hari, jika dalam kasus anak prasekolah, maka akan berdampak pada kegiatan belajar anak kedepannya. Berdasarkan Depkes RI, didapatkan data bahwa jumlah balita di Indonesia yang mengalami gangguan perkembangan sebanyak 4,2 juta atau 16% populasi bayi, hal ini menandakan bahwa gangguan pada anak prasekolah masih belum sesuai harapan. Bermain merupakan salah satu cara untuk menstimulasi perkembangan anak dan *puzzle* juga menggambar merupakan salah satu permainan yang menstimulus perkembangan motorik halus anak prasekolah.

Tujuan: Tujuan penelitian ini untuk mengetahui perbedaan efektivitas permainan *puzzle* dan menggambar terhadap kemampuan motorik halus anak usia prasekolah.

Metode: Jenis penelitian yang digunakan *quasi experiment* dengan *pre-posttest with control group design*. Populasi dalam penelitian ini adalah anak prasekolah usia 5-6 tahun yang merupakan siswa TK Among Putro dan TK Among Siwi, Sleman. Teknik pengambilan sampel yang digunakan adalah total sampel. Jumlah sampel 62 siswa. Analisis data menggunakan Uji *Friedman* dan Uji *Mann Whitney*.

Hasil: Hasil uji *friedman* pada kelompok *puzzle* didapatkan nilai $p = 0.00$, dan kelompok menggambar $p = 0.00$. sehingga *puzzle* dan menggambar berpengaruh dalam peningkatan motorik halus anak prasekolah. Hasil uji *mann whitney* posttest pertama $p = 0.031$ dan posttest kedua $p = 0.742$.

Kesimpulan: Terdapat perbedaan efektivitas permainan *puzzle* dan menggambar terhadap kemampuan motorik halus anak usia prasekolah pada posttest pertama dan tidak terdapat perbedaan efektivitas yang signifikan antara kelompok *puzzle* dan menggambar pada posttest kedua. *Puzzle* dan menggambar meningkatkan kemampuan motorik halus anak prasekolah.

Kata Kunci: *puzzle*, menggambar, motorik halus, prasekolah

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DIFFERENCES IN THE EFFECTIVENESS OF PUZZLE AND DRAWING
TOWARDS FINE MOTORIC SKILLS ABILITY OF PRESCHOOL AGE
CHILDREN AT AMONG PUTRO KINDERGARTEN AND AMONG SIWI
KINDERGARTEN SLEMAN

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ABSTRACT

Background: Motoric development is one of the most important aspects in human development. Children need fine motoric skills to develop independence. If the child's fine motoric skills are not good, it will affect daily activities, if in the case of preschool children, it will have an impact on children's learning activities in the future. Based on the Indonesian Ministry of Health, obtained that the number of children under five in Indonesia who experience developmental disorders is 4.2 million or 16% of the infant population, this indicates that disorders in preschool children are still not as expected. Play is one way to stimulate children's development and *puzzles*. Also drawing is a game that stimulates the fine motoric development of preschoolers.

Objective: The purpose of this study was to determine the differences in the effectiveness of *puzzle* and drawing games on the fine motor skills of preschoolers.

Methods: The type of research used is *quasi-experimental pre-posttest with control group design*. The population in this study were preschool children aged 5-6 years who were students of Among Putro Kindergarten and Among Siwi Kindergarten, Sleman. The sampling technique used in this study is the total sample. The number of samples is 62 students. Data analysis used *Friedman Test* and *Mann Whitney*.

Results: The results of the analysis using the Friedman test, in the puzzle group $p = 0.00$, and the drawing group, $p = 0.00$, so that *puzzles* and drawing have an effect on improving the fine motoric skills of preschoolers. The results of the *Mann Whitney* first posttest $p = 0.031$ and the second posttest $p = 0.742$.

Conclusion: There is a difference in the effectiveness of *puzzle* and drawing games on the fine motoric skills of preschoolers in the first posttest and there is no significant difference in effectiveness between the *puzzle* and drawing groups in the second posttest. *Puzzles* and drawing improve the fine motor skills of preschoolers.

Keywords: puzzle, drawing, fine motoric skills, preschool

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