

## ABSTRAK

Rina Dwi Astutik. 2026. Meningkatkan Kemampuan Mengenal Lambang Bilangan 1-10 Anak Usia 4-5 Tahun Melalui Board game Di Tk Dharma Wanita Karangrejo 1. Skripsi. Progran Studi Pendidikan Guru Anak Usia Dini, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dian Ratnaningtyas Afifah, M.Psi., Psikolog , (II) Dr. Rosyida Nurul Anwar, S.Pd., M.Pd.I

Permasalahan muncul karena kemampuan mengenal lambang bilangan anak masih rendah, ditunjukkan dengan anak sering tertukar dalam menyebutkan simbol angka, kurang mampu menghubungkan lambang bilangan dengan jumlah benda, serta kurang tertarik pada kegiatan berhitung. Kondisi ini menunjukkan perlunya dilaksanakan penelitian tindakan kelas untuk memperbaiki proses pembelajaran. Penelitian ini bertujuan untuk meningkatkan kemampuan mengenal lambang bilangan pada anak kelompok A di TK Dharma Wanita Karangrejo 1 Kecamatan Kendal Kabupaten Ngawi melalui penggunaan permainan monopoli buah. Metode penelitian yang digunakan adalah penelitian kualitatif dengan jenis Penelitian Tindakan Kelas (PTK) model Kemmis & McTaggart yang dilaksanakan dalam 2 siklus. Setiap siklus melalui tahapan perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian berjumlah 15 anak kelompok A. Teknik pengumpulan data menggunakan observasi dan dokumentasi, sedangkan data dianalisis secara kualitatif dan kuantitatif deskriptif.

Hasil penelitian menunjukkan adanya peningkatan kemampuan mengenal lambang bilangan setelah diterapkannya permainan *board game*. Pada prasiklus, persentase ketuntasan anak berada pada 50%. Pada siklus I meningkat menjadi 75%, namun belum mencapai indikator kinerja. Pada siklus II kemampuan anak meningkat secara signifikan hingga mencapai 87,5%, sehingga telah melampaui indikator keberhasilan sebesar 80%. Dengan demikian dapat disimpulkan bahwa *board game* efektif untuk meningkatkan kemampuan mengenal lambang bilangan pada anak kelompok A di TK Dharma Wanita Karangrejo 1 Kecamatan Kendal Kabupaten Ngawi.

Kata kunci : Anak usia dini, lambang bilangan

## ABSTRACT

Rina Dwi Astutik. 2026. *Improving the Ability to Recognize Number Symbols 1–10 in Children Aged 4–5 Years Through Board Games at TK Dharma Wanita Karangrejo 1*. Undergraduate Thesis. Early Childhood Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Advisors: (I) Dian Ratnaningtyas Afifah, M.Psi., Psychologist, (II) Dr. Rosyida Nurul Anwar, S.Pd., M.Pd.I.

The problem in this study arises from the low ability of children to recognize number symbols. This is indicated by children frequently confusing number symbols, having difficulty associating number symbols with the quantity of objects, and showing low interest in counting activities. These conditions indicate the need for classroom action research to improve the learning process. This study aims to enhance the ability to recognize number symbols among Group A children at TK Dharma Wanita Karangrejo 1, Kendal District, Ngawi Regency, through the use of a fruit monopoly board game.

This study employed a qualitative approach using Classroom Action Research (CAR) based on the Kemmis & McTaggart model, conducted in two cycles. Each cycle consisted of planning, implementation, observation, and reflection stages. The research subjects were 15 children in Group A. Data collection techniques included observation and documentation, while the data were analyzed using both qualitative and quantitative descriptive methods.

The results showed an improvement in children's ability to recognize number symbols after the implementation of the board game. In the pre-cycle, the percentage of mastery was 50%. In Cycle I, it increased to 75%, although it had not yet reached the performance indicator. In Cycle II, the children's ability significantly improved to 87.5%, exceeding the success indicator of 80%. Therefore, it can be concluded that board games are effective in improving the ability to recognize number symbols in Group A children at TK Dharma Wanita Karangrejo 1, Kendal District, Ngawi Regency.

Keywords : Childhood, number symbols