

ABSTRAK

Sri Lestari. 2026. *Peningkatkan Keterampilan Membaca Permulaan Menggunakan Media Permainan Kreatif Siswa Kelas I SD Negeri Sumberagung Kecamatan Megaluh Kabupaten Jombang*. Tesis. Program Magister Pendidikan Bahasa dan Sastra Indonesia, Sekolah Pascasarjana Universitas PGRI Madiun. Pembimbing (I) Dr. Supri Wahyudi Utomo, M.Pd ; (II) Dr. Lulus Irawati, SS, M.Pd.

Kata kunci: *membaca, permulaan, media, dan permainan kreatif*

Penelitian ini dilatarbelakangi oleh rendahnya keterampilan membaca permulaan siswa kelas I SD Negeri Sumberagung yang ditunjukkan oleh masih banyaknya siswa yang belum mampu mengenal huruf, membaca suku kata, kata, dan kalimat sederhana secara lancar. Penelitian ini bertujuan untuk mendeskripsikan penerapan media permainan kreatif dalam pembelajaran membaca permulaan serta mengetahui peningkatan keterampilan membaca permulaan siswa setelah penerapan media tersebut. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus. Setiap siklus meliputi tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Subjek penelitian adalah 18 siswa kelas I SD Negeri Sumberagung Kecamatan Megaluh Kabupaten Jombang. Teknik pengumpulan data menggunakan observasi, tes keterampilan membaca permulaan, dan dokumentasi, sedangkan analisis data dilakukan secara deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa penerapan media permainan kreatif mampu menciptakan pembelajaran yang lebih aktif, menyenangkan, dan berpusat pada siswa. Penggunaan media ini meningkatkan keterlibatan, motivasi, dan antusiasme siswa selama proses pembelajaran membaca permulaan. Selain itu, keterampilan membaca permulaan siswa mengalami peningkatan yang ditunjukkan oleh meningkatnya kemampuan mengenal huruf, membaca suku kata, membaca kata, dan membaca kalimat sederhana. Ketuntasan belajar siswa meningkat dari 56% (10 dari 18 siswa) pada siklus I menjadi 83% (15 dari 18 siswa) pada siklus II. Dengan demikian, dapat disimpulkan bahwa penggunaan media permainan kreatif efektif dalam meningkatkan keterampilan membaca permulaan siswa kelas I SD Negeri Sumberagung Kecamatan Megaluh Kabupaten Jombang, sehingga media ini layak dijadikan sebagai salah satu alternatif pembelajaran Bahasa Indonesia di sekolah dasar, khususnya pada pembelajaran membaca permulaan.

ABSTRACT

Sri Lestari. 2026. *Improving Basic Reading Skills Using Creative Game Media for First Grade Students of Sumberagung Elementary School, Megaluh District, Jombang Regency.* Theses. Indonesian Master of Language and Literature Education Study Program, Post Graduate Program, Universitas PGRI Madiun, Advisor I) Dr. Dwi Rohman Soleh, S.S., M.Pd.; (II) Dr. Agung Nasrulloh Saputro, M.Pd.

Keywords: *reading, basics, media, and creative play*

This study was motivated by the low level of early reading skills among first-grade students at SD Negeri Sumberagung, as indicated by the large number of students who were not yet able to recognize letters or read syllables, words, and simple sentences fluently. The objectives of this study were to describe the implementation of creative game media in early reading instruction and to determine the improvement in students' early reading skills after the implementation of the media. This study employed Classroom Action Research (CAR) consisting of two cycles. Each cycle included the stages of planning, implementation, observation, and reflection. The research subjects were 18 first-grade students of SD Negeri Sumberagung, Megaluh District, Jombang Regency. Data were collected through observation, early reading skills tests, and documentation, while the data were analyzed using descriptive quantitative and qualitative methods. The findings revealed that the implementation of creative game media created a more active, enjoyable, and student-centered learning environment. The use of this instructional media increased students' participation, motivation, and enthusiasm throughout the early reading learning process. Furthermore, students' early reading skills improved, as reflected in their increased ability to recognize letters, read syllables, read words, and read simple sentences. The percentage of students achieving learning mastery increased from 56% (10 out of 18 students) in Cycle I to 83% (15 out of 18 students) in Cycle II. Therefore, it can be concluded that the implementation of creative game media was effective in improving the early reading skills of first-grade students at SD Negeri Sumberagung, Megaluh District, Jombang Regency. Consequently, this instructional media is recommended as an alternative approach for teaching Indonesian, particularly in early reading instruction at the elementary school level.