



The Effect of the Application of Outbound Games Learning Methods on the Problem-Solving Ability of Children Aged 5-6 Years Aisyiyah Bustanul Athfal Bulurokeng Kindergarten: A Quasi-Experimental Study

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ABSTRACT:

This research is based on the problem of low problem-solving skills in early childhood, where children have difficulty thinking, understanding, and remembering and solving problems on their own. According to Weikart, exploration and problem-solving are an active way for children to learn, which is considered important to help children become independent, make decisions, and be confident in dealing with new situations with problem-solving. So this study aims to analyze the effect of the application of the outbound games learning method on the problem-solving ability of children aged 5-6 years. This study uses a quantitative approach with a quasi-experimental method with a post-test design of one group. The research subjects consisted of 15 children at Aisyiyah Bustanul Athfal Bulurokeng Kindergarten Group B who were selected from the research population using saturated sampling techniques. Data is collected through observational guidelines that measure three main aspects: recognizing problems, finding solutions, and evaluating outcomes. The results of the study showed a significant improvement that can be seen from the child's ability to identify problems, think critically, logically, and independently in solving problems after the implementation of outbound games. There was a difference in the average pre-test score of 28.73, increasing to 58.13 at post-test with a p value of 0.001 ($p < 0.05$). The application of outbound games has been proven to be able to improve early childhood problem solving skills, so that it can be a relevant alternative for educators. The practical implications of these findings suggest that outbound games can be used as an effective learning strategy for early childhood educators in developing children's cognitive and social abilities as a whole.

ABSTRAK:

Penelitian ini dilatarbelakangi oleh permasalahan rendahnya kemampuan pemecahan masalah pada anak usia dini, dimana anak mengalami kesulitan untuk berpikir, memahami, dan mengingat serta memecahkan masalah sendiri. Menurut Weikart, eksplorasi dan pemecahan masalah merupakan cara aktif bagi anak untuk belajar, yang dianggap penting untuk membantu anak menjadi mandiri, mengambil keputusan, dan percaya diri dalam menghadapi situasi baru dengan pemecahan masalah. Sehingga penelitian ini bertujuan untuk menganalisis pengaruh penerapan metode pembelajaran outbound games terhadap kemampuan pemecahan masalah anak usia 5-6 tahun. Penelitian ini menggunakan pendekatan kuantitatif dengan metode kuasi eksperimen dengan desain post-test one group design. Subjek penelitian terdiri dari 15 anak di TK Aisyiyah Bustanul Athfal Bulurokeng Kelompok B yang dipilih dari populasi penelitian dengan menggunakan teknik sampling jenuh, data dikumpulkan melalui pedoman observasi yang mengukur tiga aspek utama yaitu mengenali masalah, menemukan solusi, dan mengevaluasi hasil. Hasil penelitian menunjukkan adanya peningkatan yang signifikan yang dapat dilihat dari kemampuan anak dalam mengenali masalah, berpikir kritis, logis, dan mandiri dalam memecahkan masalah setelah pelaksanaan permainan outbound. Terdapat perbedaan rata-rata skor pre-test sebesar 28,73 meningkat menjadi 58,13 pada post-test dengan nilai p sebesar 0,001 ($p < 0,05$). Penerapan permainan outbound terbukti mampu meningkatkan kemampuan pemecahan masalah anak usia dini.

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