

The Development of Creativity of 5-6 Year Old Children through Collage Game using Natural

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Abstract

This study has goal to know the development of creativity of 5-6 year-old children through collage game using natural materials. The method used in this study is action research that means to improve a problem that occurs in a process of learning activities. The research theory used is Kemmis Taggart theory because it has several stages. The stages consist of stages of planning, execution, observation and reflection. So, it is hope that these stages can fix the problems that occur in every action. The application of creativity of 5-6 year-old children in the learning activities through collage game using natural materials is really help researchers in motivating the children to be more creative. The success level in the group is so significant, so it is expected that in the future there is an imaginative, creative and innovative research model. So, it can stimulate children creativity such as : 1) flexibility 2) smoothness 3) authenticity 4) details. Therefore, with creativity, children are able to explore, to express using both hands and to coordinate with both eyes in playing collage using natural materials.

Keywords: Early Childhood, Creativity of Aged 5-6 Year-Old Children, Collage Game Using Natural Materials

Preliminary

Early childhood education is an effort aimed at children from birth up to the age of eight that is done through the distribution of educational stimulation to help growth and physical and spiritual development so that children have readiness to enter further education.

Law of the Republic of Indonesia No. 23 of 2002 about Child Protection. In article 9, paragraph 1 stated that every child has the right to receive education and teaching in the framework of his personal development and his level of intelligence in accordance with his interests and talents. Early childhood education refers to Law NO 20 of 2003 on National Education System Article 1 Paragraph 14 states that Early Childhood Education (PAUD) is a coaching effort aimed at children from birth up to the age of six years through the provision of education stimulation to help the growth and development of physical and spiritual so that children have readiness in entering further education.

Development of children potential needed support and family's main concern so that their brain really grow and develop according to their age.

The growth of the children age (golden age), where brain development reaches 90%, moves into the need to

optimize the function of the brain. Movements made by the child can balance both the right and left hemispheres.

When the right and left brain work balanced then the brain development more rapidly. Therefore, in this case the government in supporting children golden age so rapidly. In this case, it is really needed early childhood education institutions facilities so that their brain both right and left brain develop quickly and full of balance. To help build and develop Early childhood education, various policies have been issued by the government, ranging from the legislative system to the things that are technical operational. In the Law on National Education System Number 20 Year 2003 Article 28 paragraph 1-5 stated that early childhood education can be held through the formal education of kindergarten, Islamic kindergarten named Raudhatul Athfal (RA), or other similar forms, early on non-formal education channels in the form of Playing Group (KB), Child Care Park (TPA), or other similar forms. Early childhood education in informal education is in the form of family education or education organized by its environment.

Children creativity as stated by Maslow and Roger in Kitano and Kirby (1986) cited Yuliani that creativity as one aspect of personality that is closely related to self-actualization. Maslow further quoted by Semiawan (2006) in Yuliani that the person who is able to do self-actualization is a creative person, a person who is very concerned about the process rather than the climax of

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success and the pride of success. Peak experience points related to the ability to integrate with what they live (a oneness where there is a twoness ... attachment from time and places). The opinion expressed by Yuliani cited from Maslow, researchers argue that the ability of the child in his work is to reflect as a figure of his identity. Based on the previous information, researcher thinks that children creativity need space and a lot of movement in actualize the ability to imagine in order to produce new things from existing ideas. In the journal, it said that "Creativity is a process of breathing in a new essence into existing ideas to reflect an individual's own values and beliefs." This means that creativity is the process of giving birth to new things into ideas or ideas that already exist to reflect certain values and beliefs from someone.

Creativity of children aged 5-6 years is a potential thing that must be developed and distributed. With the potential of the child's natural creativity, it should require a qualified activity with creative ideas. To realize the creative idea, naturally the child has the ability to express his ideas according to his own way. The potential of the child must be developed through personal development and the environment. Digging and pushing its potential as a manifestation of the child's satisfaction in performing better, fun and meaningful activities. Encourage and provide stimulus to the potential of children's creativity efforts to know the development of his creativity ability.

The creativity of children ability has several aspects that support the characteristics of growth and development. Aspects of child creativity are divided into four characteristics; they are: 1) Fluency (smoothness) is the ability to give similar ideas to solve a problem. 2) Flexibility is the ability to solve problems in various ways so that the problem immediately completed quickly and precisely. 3) Originality (authenticity) is the ability to produce the original work of thought itself. 4) Elaboration (detail) is the ability to expand or refine the idea into a complex and meaningful object.

Literature Review

According to Gordon and Browne, creativity is the ability of children to create original ideas and imaginative ability to adapt new ideas with ideas already owned. Based on this theory, the research can analyze that the creativity that the child emerges is a collaboration of new ideas and ideas he has, then ideas and imagination in the ability created to adapt them to produce new works. While James J. Gallagher defines creativity as a mental process by an individual in the form of an idea or a new product, or combination between both of them that will eventually be attached to him. According to the researcher's analysis from James stated, it can be concluded that creativity is the cultivation of character education psychologically for the child, through the idea and product that he did eventually become habits and personality of the child that cannot be separated again.

Based on the first observations results of students in PAUD Plamboyan 3 Karawang, creativity development of children aged 5-6 years through collage game using natural materials running less than the maximum, because collage game usually only use home materials or used materials. collage game using natural materials not only can develop children creativity, but also can recognize and enrich the knowledge about plants surrounding the natural environment.

Collage game using natural materials made by children aged 5-6 years in early childhood of Plamboyan 3 Karawang not just stick or glue the collage, but the activity can form their independent characteristics.

Based on the above presentation, the researchers tried to explore how to develop the creativity of children aged 5 to 6-years through collage game using natural materials. The formulation of the problem in this research are as follow:

1. How is the process of creativity of children aged 5-6 years in PAUD Plamboyan 3 Karawang can be developed through collage game using natural materials?
2. Is the process of creativity can be developed by children aged 5-6 years in PAUD Plamboyan 3 Karawang through collage game using natural materials?

Research Method

The method used in this research is action research method (Action Research). Children Problems faced by researcher vary according to level of ability and knowledge. Therefore, each problem requires different approaches and solutions according to capacity. The result of the researcher's observation looks creativity of children aged 5-6 years in PAUD Plamboyan 3 Karawang through collage game using natural materials has not been maximal so it needs efforts for improvements. As in the aspects of: fluency, flexibility, originality and elaboration. Every aspect of the researcher gives action through the media according to that aspect. So, researchers trying to plan, implement, observe and reflect. This study aims to improve the effectiveness of collage learning process, especially collage game using natural materials because during this only collage by using recycled materials or used materials, but it is necessary to understand that this collage game can use natural materials from surrounding environment.

Results

Based on the achievements in the last cycle of creativity development of children aged 5-6 years through collage game using natural materials in PAUD Plamboyan 3 Karawang which consist of 14 children with details of 6 boys and 8 girls. The problem focus is the development of children creativity aged 5-6 years through collage game using natural materials.

Based on the field findings, data analysis of research results and reflection results with the observer, from two cycles implemented it can be concluded that there is a change both individually and the average class

significantly. In the first cycle has not reached the maximum completeness expected, but on the second cycle the expected achievement occurred. The following is children creativity of development action result in cycle I.

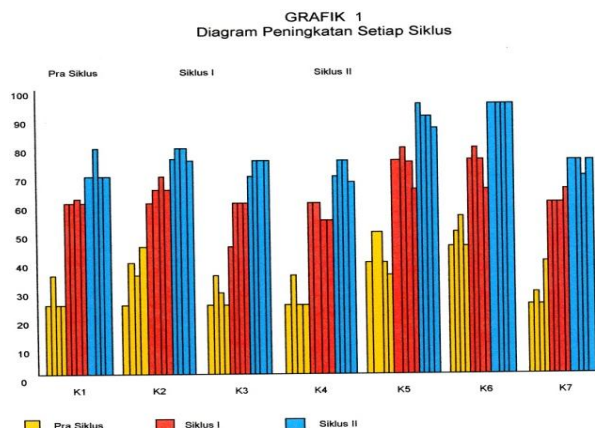
(1) Naufal; fluency aspect 60, flexibility aspect 60, original aspect 60, elaboration aspect 60 (2) Syamie; fluency aspect 60, flexibility aspect 65, original aspect 70, elaboration aspect 65 (3) Eugene; fluency aspect 45, flexibility aspect 60, original aspect 60, elaboration aspect 60 (4) Arya; fluency aspect 60, flexibility aspect 60, original aspect 55, elaboration aspect 55 (5) Widya; fluency aspect 75, flexibility aspect 80, original aspect 75, elaboration aspect 65 (6) Falesha; fluency aspect 75, flexibility aspect 80, original aspect 85, elaboration aspect 75 (7) Hooriyah; fluency aspect 60, flexibility aspect 60, original aspect 60, elaboration aspect 65 (8) Rahma; fluency aspect 65, flexibility aspect 65, original aspect 60, elaboration aspect 70 (9) Khansa; fluency aspect 60, flexibility aspect 65, original aspect 65, elaboration aspect 65 (10) Anwar; fluency aspect 40, flexibility aspect 55, original aspect 50, elaboration aspect 45 (11) Ghaaly; fluency aspect 70, flexibility aspect 70, original aspect 65, elaboration aspect 65 (12) Naura; fluency aspect 70, flexibility aspect 70, original aspect 75, elaboration aspect 70 (13) Nessya; fluency aspect 70, flexibility aspect 75, original aspect 65, elaboration aspect 70 (14) Yuki; fluency aspect 65, flexibility aspect 65, original aspect 65, elaboration aspect 65.

Discussion Research

Based on observations made by researchers collaborators during the research, it was found that collage game using natural materials has a significant role to the development of children creativity aged 5-6 years. Researcher found that collage game using natural materials becomes fun learning activity so that children become motivated in learning process, then there will improve their self-reliance and sense of confidence. As evidence of an increase in the development of children's creativity can be seen in the following table.

Table 1 Data Kuantitatif Peningkatan Perkembangan Kreativitas Pra siklus I dan siklus II

ASPEK	SIKLUS	RESPONDEN														PERINGKATAN %
		K1	K2	K3	K4	K5	K6	K7	K8	K9	K10	K11	K12	K13	K14	
KELOMPOK CARAN	PRE SIKLUS	25	25	25	25	40	45	25	30	30	25	45	40	45	40	45,3
	SIKLUS I	60	60	45	60	75	75	60	65	60	40	70	70	70	65	
	SIKLUS II	70	75	70	70	95	95	75	80	75	65	80	85	85	80	
KELOMPOK TURAN	PRE SIKLUS	35	40	35	35	50	50	30	35	45	30	40	45	40	35	41,6
	SIKLUS I	60	65	60	60	80	80	60	65	65	55	70	70	75	65	
	SIKLUS II	80	80	75	75	90	95	75	75	80	70	80	80	85	80	
ORIGIN AL	PRE SIKLUS	25	35	30	25	40	55	25	25	40	25	40	35	40	40	44,7
	SIKLUS I	60	70	60	55	75	85	60	60	65	50	65	75	65	65	
	SIKLUS II	70	80	75	75	90	95	70	80	80	70	80	85	80	75	
ELABORASI	PRE SIKLUS	25	45	25	25	35	50	40	35	40	25	45	40	45	35	41,4
	SIKLUS I	60	65	60	55	65	75	65	70	65	45	65	70	70	65	
	SIKLUS II	70	75	75	70	85	95	75	80	75	70	75	80	85	80	



Based on the results of field observations in pre-research in cycle I, there is an increase occurred in each indicator of children's creativity, significant increase occurred 29.5%, in smoothness aspect, 26.8% flexibility aspect, 31.2% original aspect, and 27, 5% for elaboration aspect. Quantitatively, the analysis of research data can be seen from the comparison of children creativity before and after the action can be seen from the following table:

Based on the graph above, it shows that the child with code K6 (Falesha) has the highest score and for child with code K10 has the lowest score. Furthermore, based on the percentage value in cycle II, there are 45.3% improvement in the smoothness aspect, 41.6% flexibility aspect, 44.7% original aspect, and 41.7% for elaboration aspect. With the action in cycle II the percentage of improvement in every aspect of the development of children's creativity has increased. Therefore, the development of children's creativity is progressing rapidly and better than before.

Based on the increase of creativity development in the first and second cycle, it can be seen there is an increase. Thus, it can be stated that collage game using natural materials can develop and enhance the children's creativity development. The result of data analysis proves that giving action through collage game using natural materials can improve creativity development of children aged 5-6 years. So the observation activity of this research result is successful.

Conclusion

Based on the results of data analysis from action activities, it can be concluded that collage game using natural materials can develop the creativity of children aged 5-6 years in PAUD Plamboyan 3 Karawang.

Evidenced by the fact that the game collage of natural materials as a medium of learning can develop creativity of children aged 5-6 years, the researchers provide suggestions for improvement of learning.

Suggestion

1. Creativity development Learning of children aged 5-6 years by giving stimulus and space for children to express their idea.

2. Teachers are always innovative in delivering and implementing learning models.
3. Teachers always give appreciation to children to be motivated in improving learning.
4. Teachers are always preparing themselves in activity of learning collage using natural materials.
5. Teachers need to coordinate and communicate between peers and leaders of the institution in learning process.
6. Action Research is one of the methods to improve learning, so it is expected that the atmosphere of the class and the material should be more fun.

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