

ABSTRAK

Kemampuan visual-spasial merupakan salah satu aspek penting dalam perkembangan kognitif anak usia dini, yang berperan dalam memahami bentuk, ukuran, posisi, dan hubungan ruang. Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran Team Games Tournament (TGT) terhadap kemampuan visual-spasial anak usia dini. Model pembelajaran TGT dipilih karena berbasis permainan kelompok yang menuntut anak untuk berkolaborasi, memecahkan masalah, dan mengasah keterampilan visual spasial melalui media seperti puzzle, balok, ukuran, dan petunjuk arah.

Penelitian ini termasuk penelitian eksperimen yaitu Quasi eksperimental design. Rancangan yang digunakan yaitu Non-Equivalent Control Group Design. Pengumpulan data menggunakan metode observasi, wawancara dan dokumentasi. Subjek penelitian ini adalah Kelompok B TK Satya Dharma yang terdiri dari kelas kontrol dan kelas eksperimen.

Data hasil analisis menunjukkan $t_{hitung} = 2,323$ sedangkan pada taraf signifikansi 5% dengan $dk = 50$ diperoleh nilai $t_{tabel} 1,676$ sehingga $t_{hitung} 2,323 > t_{tabel} 1,676$. Dapat dilihat bahwa $t_{hitung} > t_{tabel}$ yaitu $2,323 > 1,676$ yang berarti H_0 ditolak dan H_a diterima. Berdasarkan hasil perhitungan uji-t menunjukkan bahwa model permainan Team Games Tournament dapat meningkatkan kemampuan visual spasial anak usia dini.

Kata kunci : Team Games Tournament, Visual Spasial. Anak Usia Dini

ABSTRACT

Visual-spatial ability is one of the important aspects of cognitive development in early childhood, which plays a role in understanding shapes, sizes, positions, and spatial relationships. This study aims to analyze the influence of the Team Games Tournament (TGT) learning model on the visual-spatial abilities of early childhood children. The TGT learning model was chosen because it is based on group games that require children to collaborate, solve problems, and hone visual-spatial skills through media such as puzzles, blocks, measurements, and directions.

This research includes experimental research, specifically a quasi-experimental design. The design used is the Non-Equivalent Control Group Design. Data collection used observation, interviews, and documentation methods. The subjects of this research are Group B of Satya Dharma Kindergarten, which consists of a control class and an experimental class.

The analysis results show that $t_{hitung} = 2.323$, while at a 5% significance level with $dk = 50$, the t_{tabel} value is 1.676, so $t_{hitung} 2.323 > t_{tabel} 1.676$. It can be seen that $t_{hitung} > t_{tabel}$, namely $2.323 > 1.676$, which means H_0 is rejected and H_a is accepted. Based on the results of the t-test calculation, it shows that the Team Games Tournament model can improve the spatial visual abilities of early childhood children.

Keywords: *Team Games Tournament, Visual Spatial. Early Childhood*