

Universitas Ngudi Waluyo
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Ilma Khoiron Nisa
121211003

**PENGARUH PENGGUNAAN MEDIA *FUN FUBRIC* DALAM
MENINGKATKAN KEMAMPUAN BERPIKIR SIMBOLIK PADA ANAK
USIA DINI**

ABSTRAK

Kemampuan berpikir simbolik merupakan kemampuan pemahaman terhadap simbol huruf ataupun angka dalam kehidupan sehari-hari. Penelitian ini bertujuan untuk menganalisis pengaruh penggunaan media *Fun Fubric* dalam meningkatkan kemampuan berpikir simbolik pada anak usia 4-5 tahun. Jenis penelitian yang digunakan adalah penelitian kuantitatif dengan pendekatan *Quasi Experimental Design* menggunakan desain *Nonequivalent Control Group Design*. Teknik pengumpulan data dalam penelitian ini adalah menggunakan teknik observasi, wawancara dan dokumentasi. Teknik analisis dalam penelitian ini menggunakan uji paired sampel t-test, uji independent sampel t-test dan uji regresi sederhana. Hasil penelitian menunjukkan : (1) Terdapat peningkatan kemampuan berpikir simbolik pada anak di kelas eksperimen, dibuktikan dengan nilai signifikansi kelas eksperimen $0,000 = 0\% < 5\%$ menggunakan uji paired sampel t-test. (2) Terdapat perbedaan kemampuan berpikir simbolik pada anak di kelas eksperimen dan kelas kontrol, dibuktikan dengan nilai signifikansi $0,000 = 0 < 5\%$ menggunakan uji independen sampel t-test dan diperkuat dengan bukti nilai *mean* kelas eksperimen 11,00 dan kelas control 90,00. (3) Terdapat pengaruh penggunaan media *Fun Fubric* terhadap kemampuan berpikir simbolik pada anak usia dini, hal ini dibuktikan dengan nilai R square 37,7% menggunakan uji regresi sederhana.

Kata kunci : Media Pembelajaran, Berpikir Simbolik, Anak Usia Dini

Ngudi Waluyo University
Study Program of early childhood education teacher education, Faculty of
Computers and Education
Final Project, January 2025
Ilma Khoiron Nisa
121211003

**THE EFFECT OF USING FUN FUBRIC MEDIA IN IMPROVING
SYMBOLIC THINKING ABILITY IN EARLY CHILDREN**

ABSTRACT

Through early childhood education, children are taught by providing stimulation and stimulation at their developmental stage to increase the child's development and growth for future preparation. One of them is increasing the cognitive development of symbolic thinking in children through learning activities that can be developed through interesting learning media. Symbolic thinking ability is the ability to understand letter or number symbols in everyday life. This research aims to analyze the effect of using fun fubric media in improving symbolic thinking abilities in children aged 4-5 years. The type of research used is quantitative research with a Quasi Experimental Design approach using a Nonequivalent Control Group Design. The data collection technique in this research is using observation, interviews and documentation techniques. The analysis technique in this research uses the paired sample t-test, independent sample t-test and simple regression test. The results of the research show: (1) There is an increase in symbolic thinking abilities in children in the experimental class, as evidenced by the significance value for the experimental class of $0.000 = 0\% < 5\%$ using the paired sample t-test. (2) There are differences in symbolic thinking abilities in children in the experimental class and the control class, proven by a significance value of $0.000 = 0 < 5\%$ using the independent sample t-test and reinforced by evidence of the mean value of the experimental class being 11.00 and the control class being 90.00. (3) There is an influence of the use of fun fubric media on the ability to think symbolically in early childhood, this is proven by the R square value of 37.7% using a simple regression test.

Keywords: Learning Media, Symbolic Thinking, Early Childhood