

ABSTRAK

Budaya antre merupakan bagian dari nilai sosial yang perlu dibiasakan sejak usia dini karena berkaitan dengan kemampuan anak dalam mengendalikan diri, bersikap sabar, serta menghargai hak orang lain. Berdasarkan hasil pengamatan selama kegiatan pembelajaran di POS PAUD Cempaka, masih terdapat anak yang mengalami kesulitan dalam menerapkan perilaku antre, seperti tidak sabar menunggu giliran, menyerobot antrean, dan mudah terlibat konflik kecil dengan teman sebaya, sementara upaya pembiasaan yang dilakukan sebelumnya belum memberikan perubahan perilaku yang optimal karena kurang didukung media yang dapat diamati secara langsung oleh anak. Oleh karena itu, penulis mengembangkan dan menerapkan inovasi media Rantik (Rantai Antre Magnetik) sebagai alat permainan edukatif untuk menanamkan budaya antre pada anak usia dini yang diterapkan selama satu semester kepada 49 anak usia 3–6 tahun melalui kegiatan rutin harian, seperti mencuci tangan, pembagian makanan, serta kegiatan masuk dan keluar kelas. Hasil penerapan menunjukkan adanya perubahan sikap anak, yaitu anak mulai mampu menunggu giliran, mengikuti urutan antrean, berkurangnya konflik antar anak, serta munculnya inisiatif untuk mengantri tanpa harus selalu diingatkan oleh tutor. Media Rantik dapat digunakan sebagai sarana pembiasaan perilaku sosial karena bersifat visual, dapat dimanipulasi secara langsung, dan sesuai dengan karakteristik perkembangan anak usia dini.

Kata kunci: alat permainan edukatif, anak usia dini, budaya antre, media pembelajaran inovatif

ABSTRACT

Queueing culture is part of social values that need to be habituated from an early age because it is related to children's ability to control themselves, be patient, and respect the rights of others. Based on observations during learning activities at POS PAUD Cempaka, there were still children who experienced difficulties in applying queueing behavior, such as being impatient while waiting for their turn, cutting in line, and being easily involved in minor conflicts with peers, while previous habituation efforts had not produced optimal behavioral changes due to the lack of media that could be directly observed by children. Therefore, the author developed and implemented an innovation called Rantik (Magnetic Queue Chain) as an educational play tool to instill queueing culture in early childhood. The media was implemented for one semester with 49 children aged 3–6 years through daily routine activities, such as handwashing, snack distribution, and classroom entry and exit activities. The implementation results showed changes in children's attitudes, indicated by their ability to wait for their turn, follow the queue order, reduced conflicts among children, and the emergence of initiative to queue without constant reminders from the tutor. The Rantik media can be used as a tool for habituating social behavior because it is visual, manipulable, and appropriate to the developmental characteristics of early childhood.

Keywords: *educational play tools, early childhood, queueing culture, innovative learning media*

