

**UPAYA PENINGKATAN KARAKTER KEPEMIMPINAN
PADA ANAK USIA 5-6 TAHUN MELALUI PERMAINAN TRADISIONAL
UMPET BATU DI BINA KELUARGA BALITA PAUD GARDENIA (2024)**

HILDA ELISTA SARY

NIM : 4012222002

ABSTRAK

Pendidikan anak usia dini adalah jenjang pendidikan yang mempunyai peranan penting dalam upaya pembentukan karakter, khususnya karakter kepemimpinan pada anak, agar di masa mendatang anak dapat menjadi pemimpin yang baik dan bijaksana. Berdasarkan pengamatan awal peneliti di sekolah ini sebagian besar anak masih belum berani memimpin teman-temannya. Hal ini terlihat dari kemampuan anak kurang dalam hal kepemimpinan. Misalnya saat anak memimpin berdoa atau menjadi komandan dalam upacara bendera di kelas, memimpin sebuah permainan. Penelitian ini bertujuan untuk meningkatkan karakter kepemimpinan pada anak usia 5-6 tahun di BKB PAUD Gardenia Kecamatan Pulogadung Jakarta Timur melalui permainan tradisional umpet batu. Metode penelitian yang digunakan adalah Penelitian Tindakan Kelas (*Classroom Action Research*). Subjek yang diteliti adalah anak-anak kelompok B usia 5-6 tahun BKB PAUD Gardenia Kecamatan Pulogadung, Jakarta Timur, berjumlah 12 orang yang terdiri dari 6 anak laki-laki dan 6 anak perempuan. Objek dalam penelitian ini adalah karakter kepemimpinan. Tindakan yang dilakukan berupa permainan tradisional umpet batu. Permainan tradisional umpet batu dilakukan dalam siklus I dan siklus II. Dalam satu siklus terdapat empat kali pertemuan dalam satu minggu. Setiap anak diberi kesempatan untuk menjadi ketua dalam kelompoknya. Teknik pengumpulan data menggunakan observasi dan dokumentasi. Teknik analisa data menggunakan deskriptif kualitatif dan kuantitatif. Hasil penelitian ini menunjukkan bahwa permainan tradisional umpet batu yang dilakukan 2 siklus dapat meningkatkan karakter kepemimpinan pada anak. Indikator keberhasilan siswa ditetapkan sebesar 71%. Hasil penelitian di siklus I didapat karakter kepemimpinan pada anak sebesar 61%. Pada siklus I penelitian belum mencapai indikator ketuntasan yang ditetapkan, sehingga dilanjutkan ke siklus II. Karakter kepemimpinan pada anak di siklus II meningkat menjadi 74%. Penelitian ini dihentikan sampai siklus II karena sudah memenuhi kriteria indikator keberhasilan.

Kata kunci: ***karakter kepemimpinan, permainan tradisional umpet batu.***

**EFFORTS TO IMPROVE LEADERSHIP QUALITIES
FOR CHILDREN AGED 5-6 THROUGH THE TRADISIONAL GAME UMPET BATU
AT BINA KELUARGA BALITA PAUD GARDENIA**

HILDA ELISTA SARY

NIM : 4012222002

ABSTRACT

Early childhood education is a level of education that has an important role in efforts to build character, especially leadership character in children, so that in the future children can become good and wise leaders. Based on initial observation at this school, a large proportion of children were not confident in leading their peers. For example this could be seen in the children's lack of ability in leading prayers, leading the classroom flag raising ceremony, or leading games. The purpose of this research was to improve the leadership qualities of children aged 5 to 6 at BKB PAUD (Bina Keluarga Balita Pendidikan Anak Usia Dini [Education and Development of Children Under Five]) Gardenia in the sub-district of Pulogadung in East Jakarta through the traditional game of Umpet Batu ["Hide Stone"]. The research method used was Classroom Action Research. The subjects studied were kindergarten students aged 5-6 consisting of six boys and six girls. The object of the research was leadership character, while the research action studied was the traditional game of Umpet Batu. The research action was conducted in two cycles: each cycle consisted of four sessions of playing the game during a week. Each time the game was conducted, children were given the opportunity to be the leader of their group. Observation and documentation were used to gather data. Data analysis used qualitative descriptive and quantitative techniques. The results of this research demonstrates that playing the Umpet Batu game for two cycles was able to raise the children's leadership abilities to a successful level as indicated by achieving an instrument test score of at least 71%. Research results showed that the leadership scores reached 61% after cycle one, which is below the level indicated for success. However after completing the second cycle, the leadership score was raised to 74%, thus showing that the group had raised their leadership abilities to a successful level. The research was not repeated after cycle two because the group had already achieved the success criteria.

Key words: leadership qualities, traditional game umpet batu.