



Supporting Six Aspects of Development of Children 3-6 Years Through Educational Educative Tools Smart Book

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Abstract

Educational play equipment (APE) is a tool that was made intentionally so that it can be used as a means or play tool, which contains several educational values, and can develop several aspects of child development in a single, multipurpose and safe tool for children. The purpose of this research is to apply and apply an APE named Smart Book, which can support six aspects of the development of children aged 3-6 years. The study was conducted in November and carried out at the Playgroup and Kindergarten Star Kids Yogyakarta. Smart book APE has been designed and in it there are several materials such as the introduction of colors, numbers, letters, professions, prayer times, sequence Sholat, ablution and so on. The focus of this research is to describe the facts of the use of APE smart books that can support six aspects of the development of children aged 3-6 years. The results obtained were based on observations of the implementation of the use of APE smart books in Palygroup and Kindergarten Star Kids Yogyakarta, that six aspects of child development can be developed through smart books, namely cognitive, fine motor, language, religious, and social emotional aspects

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INTRODUCTION

Cognitive-developmental theory from Jean Piaget (in Fauziddin, 2014), said that playing is able to activate the child's brain, integrate the structure of the functions of the right and left hemispheres in a balanced way and form a neural structure, and develop nerve pillars of understanding that are useful for the future. For young children playing has become a necessity in increasing knowledge, they can find something new through play activities both individually and in groups. Play is very important for early childhood, because through playing children can develop aspects of its development such as physical, social emotional, language, creativity, art, religious, and cognitive aspects. All aspects of development are very important and there is a need for stimulation given to children so that their development develops optimally according to their age. While playing is one of the activities that can stimulate all aspects of the child's development, because in play activities children are free to imagine, explore and create something. One of the game tools commonly used by early childhood, especially in PAUD, is the Educational Game Equipment (APE).

According to Nelva Rolina (in Mukhtar, 2018), APE is a tool designed to optimize the development and intelligence of pre-school age children (early childhood) and is of educational value. Existing APEs do not have to be expensive, but can be made from surrounding materials and used to develop not only on one aspect of development. Whereas Syamsuardi (2012) argues that educational games are all forms of games designed to provide educational experiences or learning experiences to the players, including traditional and modern games that are charged with education and teaching. One of the characteristics of the use of early childhood APE is that it can develop aspects of development or even several aspects of development at once in children. Then it can involve the child completely during play, so that the child becomes more active and free of expression.

The use of APE as a learning tool can be used optimally if the instrument is able to stimulate all early childhood development. Media that is feasible and can build a fun learning atmosphere for children is the main task of an educator to create it. The learning process is one of the psychic or mental activities that take place in active interactions, as well as the environment that results in changes in knowledge, understanding, and attitude values

(Chairul Anwar, 2014). APE as we know it has various types, namely: APE outdoor and Indoor (natural materials, used materials), mixed APE, and ready-to-use APE. Each APE can be functioned in a multipurpose manner (developing various aspects of child development) even though each instrument has the specificity to develop certain aspects of development.

However, it is not uncommon for an educational play tool to support more than one aspect of child development. Smart book is one example of APE that can support six aspects of child development that can be used by children aged 3-6 years. This APE has been designed in such a way and shaped like a book, and in it there are several materials such as the introduction of colors, numbers, letters, professions, prayer times, order Sholat, ablation and so on. How to use a smart book This is quite easy, because it contains various kinds of introductory images that can be played by children such as matching, arranging puzzle pieces, number cards, and so on. Smart books are made using materials that are easily available in the environment, inexpensive and safe for children. Then the smart book can be used by children individually, in groups and classically.

Based on the description above about the smart book educational game tools The researcher made observations on Playgroup (3-4 years) and Kindergarten (4- 5 years) Star Kids Yogyakarta. Learn while playing using APE smart books as learning media. The aim is to support six aspects of child development, such as cognitive, fine motor, language, religious, and social emotional aspects.

RESEARCH METHOD

Research conducted by researchers uses a descriptive type of research with a qualitative approach. The study was conducted at Playgroup and Kindergarten Star Kids Yogyakarta, which is located on Jl. Janti No. 89A, Jaranan, Banguntapan, Kec. Banguntapan, Bantul, Special Region of Yogyakarta. The study was conducted on 11-15 November 2019. The research subjects were Playgroup children (3-4 years) and Kindergarten A (4-5 years) Star Kinds. In this study the data analysis uses data collection techniques, reduction, documentation, and drawing conclusions from the research that has been carried out.

RESULTS AND DISCUSSION

Early childhood is a child who needs handling as early as possible, because at this time the development grows very rapidly and is fundamental for the next life. Kids have their own world and their characteristics are very different from the world and characteristics adults. Children aged 3-6 years are very active, dynamic, enthusiastic, and have a great curiosity for what they see and hear, as if they never stop learning.

Therefore, before an educator makes APE must first plan. This planning is used as a decision making from the results of thinking reasonably. Next determine the target early childhood ranging from 0-6 years, its characteristics, and objectives of making the APE. During the planning process use all existing potentials and various pre-existing sources. Educational game tool is a tool specifically designed as a tool to help the implementation of the learning process and can optimize children's development.

The process of making APE smart books here is quite easy, because the tools and materials used are easily available in the environment and are inexpensive. The steps of making an APE smart book, namely: First, look for some images that will be used as material. In the smart book contains some material such as, introducing 5 prayer times, procedures and order of ablution, prayer, recognition of colors, numbers, letters of the alphabet, green letters'jah, various animals, vegetables, professions, names of months, days, weather and watch games.

Second, if the material has been determined and the pictures are there then the images are printed with A4 paper size. Do laminating on paper so that the image is durable and is not easily torn or damaged when played by children.

Third, namely tools and additives such as scissors, glue, adhesives, plastics, and paper punching tools. the tools and materials used are sought to be safe for children, because the APE smart book is primarily aimed at children aged 3-6 years, the materials used in making APE must be safe and not hurt children.



Fig. 1. Front cover of educative game tools smart book

Implementation of learning in Early Childhood Education (PAUD) cannot be separated from the use of game tools that serve as tools to support the smooth and successful learning process. Therefore, the teacher as a facilitator in every child play activity must have some sufficient skills in processing a number of play tools that can be optimized for the development of students' competencies (Syamsuardi, 2012). The use of educational toys during learning is one of the right ways to encourage enthusiasm in learning and generate a great curiosity, as well as helping to develop aspects of development in accordance with expectations.

Based on observations and documentation regarding the use of APE smart books in learning that have been carried out on 11-15 November 2019 in the Playgroup and Kindergarten Star Kids Yogyakarta. Researchers concluded that playing using the APE smart book and serving as a medium for early childhood learning could support several aspects of the development of children aged 3-6 years. Some aspects of child development that can be stimulated through play using APE smart books, namely: cognitive, language, religious, fine motoric, and social emotional aspects.

a. Aspects of Cognitive Development Cognitive

Development is the growth and maturation of all types of thought processes including receiving, remembering concept formation, problem solving, portrayal, and consideration (Charlesworth, in Setyaningrum, et al., 2014). Cognitive development is also the development of human thinking abilities, including attention, memory, reasoning, creativity, and language. Based on this understanding, it can be concluded that playing is one of the right ways to improve cognitive abilities children's. Play is a very important media in the process of thinking and in

providing experience interacting with the environment.

Through play children will indirectly be trained to face and create real situations through experimentation and planning. Cognitive aspects that can be developed in children through APE smart books, namely: recognizing colors, numbers, letters of the alphabet, green letters, limbs, being able to compare two or more objects, being able to identify simple problems, being able to remember numbers, letters, and so on.



Fig. 2. One of the Activities that Can Support the Cognitive Ability of Children

b. Aspects of Language Development Language

Learning for early childhood is more directed at the ability to communicate, both orally and in writing (symbolically). Language development in early childhood does not start from word to letter then experience, but from actions or experiences to new letters then to words (Ratna, 2016). In creating learning experiences both verbally and verbally APE smart books can be used as a solution to help children's language development. Because in addition to children playing the introduction of letters, numbers, puzzles, etc. teachers can play an active role by providing additional tasks such as telling stories after they succeed from the challenge.

One example of material in the APE smart book is the introduction of professions, there are various professions such as police, doctors, firefighters, pilots and others. The real command is that children are asked to match various types of vehicles according to the existing profession. Furthermore, to train the language development of children the teacher can ask children to talk about their experiences related to various kinds of professions.

Ask the children what they know about the work, have they met or visited one of the work offices and so on. Storytelling into one

componen for children to learn the language, because children do need the opportunity to speak and be heard.

c. Aspects of Religious Development

Moral and Religious Values in Permendikmas Number 58 of 2009, the standard level of development achievement for children aged 2-3 years is imitating the actions of adults in the child's environment. actions that can be emulated by children such as adult prayer movements such as prayer, ablution, imitating daily prayer readings, smiles, greetings, greetings, say sorry, thank you, and help. Whereas for children aged 4-6 years to introduce religion to children in more detail, familiarize children to practice and practice worship and get used to behaving commendably when interacting with anyone.

Some methods can be done by parents and educators in introducing religious and moral values to children, namely by the exemplary method. The exemplary is a method method where children are given examples of good behavior continuously by adults until the child wants to imitate it. Because at this time as we know the children are at a stage that still tends to imitate the actions of others.

In the smart book educational game tool one of the material is to introduce 5 prayer times to children, the procedure for ablution, prayer, and hijaiyah letters. Through the game can develop children's religious abilities by adding some material such as, when the child finishes playing, also introduce some of the existing reading. Like reading ablution intentions, prayer intentions, and other prayer readings.

d. Aspects of Fine Motor Development Fine

Motor skills are abilities that require small and light muscles. Fine motor skills require skills such as high eye, hand, and concentration coordination in order to achieve these skills goals. A child's fine motor skills can be said to develop if the child is able to coordinate the eye's hand in a balanced manner. One way to develop children's fine motor skills is to do it in a fun way like playing.

The fine motor skills of children need to be stimulated and trained every day by doing fun activities. Smart book educational game tools become a solution for educators and parents to be able to develop and improve children's fine motor skills. This can happen because the way to play APE involves a lot of eye, hand coordination, and requires high accuracy. One example of a game that is in the

smart book for example playing puzzle. Puzzle is a type of game that can sharpen a child's brain through his fine motor skills and uses his memory.



Fig. 3. One of the activity materials that can develop children's fine motor capabilities

e. The Social-Emotional Aspects of Social Emotional

Development play a very important role in one's life, and basically the ability to interact socially and emotionally already exists in each individual. Educational smart book game tool can improve children's social-emotional abilities, that is, if when playing activities are carried out individually one by one alternately then other children are trained to patiently wait for their turn to play. If the activities are carried out in groups, the children here learn to control their emotions when playing and learn to understand the mindsets of their peers.

Vygotsky (in Elfiadi, 2018) emphasizes that the importance of social context in the learning process of children. the experience of social interaction is very important in developing children's thinking abilities. Even high forms of mental activity are obtained from the social context in which children play and interact with their friends or others. Through social interaction, children can practice expressing their emotions and testing their moral behavior appropriately. Likewise, if a teacher does learning with a game for children who require to group or work together on the mindset of others can enrich their cognitive experience.

Thus the discussion of researchers based on the results of observations and documentation develops six aspects of the development of children aged 3-6 years through educational smart book play tools in Playgorup and Kindergarten Star Kids Yogyakarta. That this APE can be used as a learning medium for children at school or at home with the assistance of parents and teachers. Playing using an APE

smart book can support child development such as cognitive, language, religious, fine motor and social emotional aspects of children aged 3-6 years.

CONCLUSION

Based on the results of research observations and discussions outlined by researchers, it can be concluded that the smart book educational game tool can be used as one of the APEs that can support six aspects of development of children aged 3-6 years. These aspects of development are cognitive, language, religious, fine motor, and social emotional aspects. Some aspects of development owned by children will develop according to their age when stimulated in a fun way such as playing. Through this APE children can play while training some aspects of their development. During play children can be accompanied by both parents and teachers, so that during play the material received by the child increases and is more enjoyable.

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