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Children's Creativity in Making Things from Used Items

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Abstract

The spread of the Corona virus disease (Covid 19) has paralyzed all aspects of life as a result of this pandemic and has an impact on various fields, one of which is education. Almost all over the world requires schools to be closed and teaching and learning activities to be carried out at home via online or online systems, because all activities involving mass gatherings must be stopped in order to break the chain of spread of the Corona virus. The aim of this research is to increase creativity through illustrated stories. The research subjects were children aged 5-6 years, namely group B who had the problem of lack of activities that could stimulate the development of creativity. This research was carried out at PAUD Perdana in May 2020. This research is declared successful if the average ability reaches a percentage of 75%. The research results show that there is an increase in children's creativity through picture stories. This was proven in pre-action at 45%, an increase of 19% in cycle I to 64% and an increase of 13% in cycle II to 77%.

Keywords: Creativity, Early children, Used items.

1 INTRODUCTION

Provide In art lessons given to early childhood, sometimes a teacher does not provide activities that can stimulate the development of children's creativity, on average they are only given monotonous activities, namely collage activities using tools and materials that have been determined by the teacher.

The story telling material that is now given uses more improvisations from teachers, so that it makes children bored and tired of hearing it. At this saturation point, it is this that prevents children from being creative and being creative.

For this reason, researchers are trying to apply picture stories to increase children's creativity at PAUD Perdana.

The aim of this research is to find out how picture stories can increase the creativity of children aged 5-6 years in group B at Paud Perdana. The results of this PTK expected create possible activities stimulating child so that can increase creativity child from come up with ideas, create works , and builds believe himself until embedded in his mind For create A work later He adult.

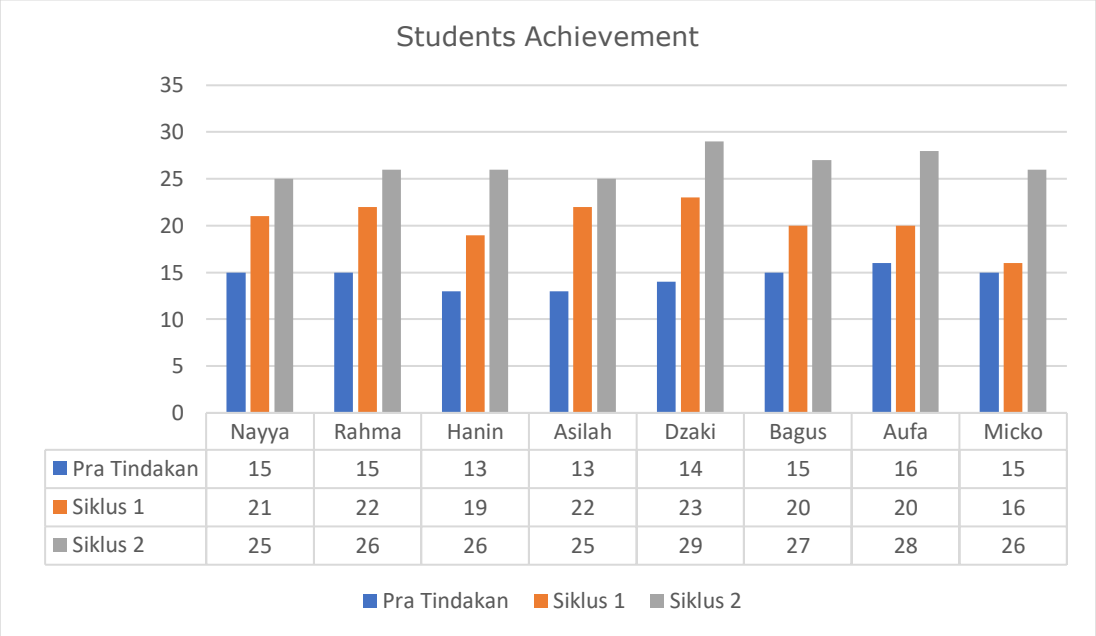
2 RESEARCH METHODS

The research method used is classroom action research. Action intervention design uses the Kemmis and Mc, Tanggarrt model. The research was carried out through two cycles consisting of two meeting stages. Each cycle consists of planning, acting, observing and reflecting. Data collection techniques are carried out using observation and documentation. The data analysis technique was carried out descriptively quantitatively. This research is declared successful if the average ability reaches a percentage of 75%. This research was

carried out at Paud Perdana Citra Indah Bukit Rasamala, Singajaya Village, Jonggol District, Bogor Regency for one (1) month, namely May 2020 The research subjects were 8 group B students and girls aged 5-6 years in the 2019/2020 academic year and a group B teacher or homeroom teacher.

3 RESULT AND DISCUSSION

The initial condition of children's creativity is still low, they do not have imagination such as generating ideas, thinking innovatively and creatively. This is used as a benchmark for improving other activities that can stimulate children's creative development. Conditions in cycle I began to see an increase in children's creativity, imaginative ideas began to emerge, building their thinking and imagination to become innovative and creative. This was used as a benchmark to improve in subsequent activities if they had not reached the maximum score, namely 75%. Research results showing that happen enhancement creativity child through story illustrated. This thing proven in pre-action at 45%, an increase of 19% in the cycle I to 64%. Conditions in cycle II greatly increased children's creativity scores, not only did they start to emerge brilliant ideas which were put into work and had value, as well as building imaginative and creative thinking power, the score gains increased from 13% in cycle II to 77% then this is the benchmark for completing this research because it has reached the maximum value of 75. The following table shows the results of children's creativity development in cycle II.



	Nayya	Rahma	Hanin	Asilah	Dzaki	Bagus	Aufa	Micko
Pra Tindakan	15	15	13	13	14	15	16	15
Siklus 1	21	22	19	22	23	20	20	16
Siklus 2	25	26	26	25	29	27	28	26

Figure 1. Graph of Overall Value Acquisition

4 CONCLUSION

It turns out that the creativity process of children in group B KB Perdana can be done through picture stories. Picture stories are fun learning for children. Children's creative mastery can be honed in the activity of recycling existing objects into new works, and with the right direction and focus on an activity it influences the success of the learning process, by using illustrated stories. Activities that trigger children's creativity can be done in a fun way, and make children more creative.

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