Educative Game Tools With Origami Media For Increasing Creativity Of Class-Children In Elementary School

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Abstract: Creativity is very important for the growth and success of individuals in creating their quality and meaning. When elementary school children can communicate well and can give each answer to one question, and even children can provide solutions when facing problems.One way to improve children's creativity is that parents can introduce children to educational games such as puzzle games, or practice playing with origami. Through games like this, children will learn to hone and improve their ability to solve problems. Do not help children when they finish the game, because helping children will not become independent and dependent on others, which can cause children to be less creative in overcoming problems.

Index Terms: APE Origami, Children's Creativity, Educative Game Tools

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1. INTRODUCTION

Creativity is essential for the growth and success of individuals in creating their qualities and meanings.So creative children can be said to be children who have quality resources in themselves and those resources can be channeled into activities and ideas that come out of children's thoughts and actions. Children's creativity can develop and be honed if supported by the surrounding environment. Therefore, for children to be creative, it is important for parents and the school to support elementary school-age children in improving their abilities and talents.When elementary school children can communicate well and be able to give each answer to one question, and even children can provide solutions when facing problems. Thinking of children like this can be said that elementary school children have a pattern of thinking that is very open and he is able to develop his thoughts into a work or creativity such as providing solutions to problems to the ability of children to answer problems that he / his friend is facing.One of the ways to improve children's creativity is that parents can introduce children to educational games such as puzzle games, or practice playing with origami. Through games like this, children will learn to hone and improve their ability to solve problems. Do not help children when they are completing the game, because by helping children will not become independent and dependent on others, which can lead to less creative children in overcoming the problem.

Regarding the discussion, the art of origami is the art of folding paper and making it into a form. Forms made can be inanimate objects or living things. Nowadays there are a lot of marketable origami paper types. from plain, colored on one side, colored on both sides, patterned or patterned, patterned arise and you can also use wrapping paper or even other paper, as long as the shape is square.

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The level of difficulty to make this paper folding art from very simple to complicated. Because you will make simple origami flowers, the way to make them is relatively easy and can be done anywhere. The art of folding paper can be done by anyone from children to adults.Based on the information that has been presented, the activity is carried out with the theme "Child Creativity Training Through Media Origami (Folding Paper) for Low Class Students at Kupang SDN Bondowoso Regency".

2. REVIEW OF LITERATURE

2.1 UNDERSTANDING CREATIVITY AND SELF SKILLS

James J. Gallagher in Yeni Rachmawaty said that "creativity is a mental process carried out by individuals in the form of new ideas or products, or combining the two that will eventually be attached to him". Meanwhile Supardi revealed that creativity is the ability of a person to give birth to something new, both in the form of ideas and real works that are relatively different from what already exists, and is a high-level thinking ability that implies escalation in thinking abilities characterized by succession, discontinuity, differentiation, integration between each stage of development.Creativity is "the ability to create something new. Another opinion states that creativity is "an ability that reflects fluency, flexibility and originality in thinking and the ability to elaborate on an idea". Based on the theories above, it can be understood that creativity is the ability to create something new, which reflects fluency, flexibility and originality in thinking and the ability to elaborate on an idea. Something new here does not mean it must be completely new, but it can also be a combination of elements that already existed before. Therefore creativity is one of the potentials owned by children that need to be developed from an early age.Every child has a creative talent, in terms of education, creative talent can be developed and needs to be nurtured from an early age. If a child's creative talents are not fostered then these talents will not develop optimally, even become hidden talents that cannot be realized. Therefore education efforts are needed that can develop children's creativity.

3 RESEARCH METHOD

This research includes the type of development research. Sugiyono (2010: 407) argues that research and development methods (Research and Development) are research methods used to produce certain products, and test the effectiveness of these products. Research Model Development in this study uses the Plomp development model (2010). There are 3 phases in the development of Plomp (2010), namely: (1) preliminary research (initial research), (2) prototyping phase (development phase), and (3) assessment phase (assessment phase). The reason for using the Plomp development model in this study is a systematic sequence of activities so that it is easily understood in carrying out the development research process.

4 DISCUSSION

Based on the results of the analysis, the implementation of the study carried out 2 cycles and each cycle consisted of four stages, namely: planning, implementation, observation, and reflection. In the first cycle researchers applied the basic origami paper folding game to improve children's creativity. While in cycle II, researchers focused more on using origami paper folding games in developing children's creativity. Among them are using various media related to creativity abilities such as: origami paper folding games that can develop children's creativity.

1. 1st Meeting (Cycle I)

a. Planning

The first action preparation is planning. Based on the results of preliminary observations, researchers and teachers in class B2 have prepared and compiled several needs, including:

1) Arrange Weekly Activity Plans (RKM), and Daily Activity Plans (RKH).

2) Prepare origami paper in accordance with the RKM and RKH and the absorption of children.

3) Making observatory sheets to observe student activities, teacher activities and children's creativity development activities.

4) Design evaluation tools that are suitable for the purpose of developing children's creativity.

b. Implementation of Action

This research was conducted on Monday, January 10, 2019. Starting at 07.30-10.00 WIB, with a total of 20 students.

The implementation of this cycle 1 action is held twice. This is in accordance with the research design. At this meeting begins with the introduction, core activities, and closing. Here's the description:

1) First Meeting (Cycle I)

The implementation of the action at this meeting took place on Monday, January 10, 2019. At this meeting researchers became educators in learning activities. The implementation of actions includes:

a) Initial Activities

1) The teacher gives and gives an opening greeting

2) Followed by reading prayer before carrying out learning activities.

3) The teacher expresses appreciation for the delivery of learning facilities

4) The teacher invites students to talk about work (police).

b) Core Activities

The core activity starts at 07.45-09.00 WIB. Components in core activities include:

1) The researcher first tells a job consisting of police, nurses, drivers, farmers, pilots and chefs.

2) The researcher opens the lesson first contained in the picture, namely the police officer and the tools used.

3) The researcher explains the material one by one the material contained in the picture of the police officer.

4) The researcher selects students to tell what is contained in the picture of the police officer.

5) The researcher invites the child to mention and count the number of letters from the gun sentence.

6) The researcher gives examples of ways or stages of making a gun from the origami folding paper game.

7) The next activity is the child coloring the picture of the police officer, and forging a paper fold in the form of a gun on the paper provided by the teacher.

c) Closing Activities

Next after the child completes the task that has been given. The researcher reviews today's learning and explains the learning activities that will be carried out tomorrow. After that pray after carrying out the activities and going home.

2) Second Meeting (Cycle I)

The implementation of the action at this second meeting took place on Friday, January 11, 2017. At this meeting the researchers became instructors in learning activities. The implementation of actions includes:

a) Introduction (Initial Activity)

1) The teacher gives and gives an opening greeting

2) Followed by reading prayer before carrying out learning activities.

3) Giving morning enthusiasm to students to continue core activities by singing a few songs.

4) Giving motivation to learn by doing movements while singing in the classroom and imitating their movements.

b) Core Activities

1) tells about the media that has been provided which is to explain folding origami paper in the form of a nurse's hat as a tool to develop children's creativity.

2) provide opportunities for children to participate in making forms of folding nurses' hats related to daily children's activities.

3) provide an opportunity for children to tell about what the teacher has given.

c) Closing Activities

1) Repeating learning today by observing students in the class.

2) Explain learning the next day.

3) Inviting children to pray after carrying out activities followed by going home.

c. Observation / Observation

At this stage, the observer (researcher) observes the implementation of the action using an observation sheet to develop children's creativity. Besides observing the development of children's creativity, researchers also used observation sheets for children's involvement. In learning activities that are used for students to know the obstacles experienced by students. During the learning process takes place and to find out the ability of children to develop their creative abilities by making origami paper nurse caps according to what is drawn.

From the results of the savings in this first cycle, the researchers concluded that in this cycle the students had been involved quite actively and the creativity they had begun to develop well, but not as a whole, it was seen when the teacher invited them to make nurse hats with origami paper folding

games and issued ideas for the work, some of them still looked confused and yet were quite interested in the use of origami paper folding games.

5 CONCLUSION

Based on the results of data analysis and discussion in the previous chapter, it can be concluded that through origami paper folding games can develop the creativity of students in KUPANG BONDOWOSO SDN. This can be seen from research that shows that the development of creativity of students has increased. In the first cycle, students who have not developed have a percentage value of 30% as many as 6 children, students who have developed 15% as many as 3 children, students who develop according to expectations 25% as many as 5 children who develop very well have a percentage value of 30% as many as 6 children. This is caused by several factors, including students who are less active and less focused on receiving learning, especially folding origami paper.Based on cycle II, students who have not yet developed experience a very low number compared to the previous meeting 0% means there is noChildren who have not developed, started developing 5% as many as 1 child, Developing according to expectations 10% as many as 2 children, and students who develop very well have increased and can be said to be successful because it is in accordance with the achievement indicators of 85% as many as 17 children . So the authors conclude that through origami paper folding games can develop the creativity of children in KUPANG BONDOWOSO

ACKNOWLEDGMENT

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