

Sa'adah. 2023. "***Effectiveness Of Early Reading Skills Through Busy Book Educational Game Tools For Group A Childern At Paud Mutiara II Perumnas Made Lamongan***". Skripsi. Lamongan Islamic University.

This research is entitled "Effectiveness of Beginning Reading Ability Through Busy Book Educational Games for Group A Children at Paud Mutiara II Perumnas Made Lamongan". The background of this research is the low ability to read at the beginning which is caused by the lack of concentration in children due to the lack of interest in the learning activities provided by educators. The purpose of this study was to determine the effectiveness of early reading skills through the busy book educational game tool for group A children at Paud Mutiara II Perumnas Made Lamongan. Beginning reading ability has an important role for children in aspects of language. It is known that the average level of initial reading ability in group A is still low. So we as teachers must use interesting ways to improve children's early reading skills through the busy book educational game tool because it is one of the interesting educational game tools. This study used a quantitative approach with the one group pretest-posttest-design experimental method. The data analysis technique in this study used paired samples t-test, paired sample t-test with a significance level of 5% ($\alpha = 0.05$) the test criteria are as follows if the value (Sig) ≤ 0.05 then H_0 is rejected, if the value (Sig) ≥ 0.05 then H_a is accepted. Based on the value of T count $\geq T$ table, it shows that there is a difference between the pretest and posttest results where the posttest results are higher than the pretest results. And it was also proven through hypothesis testing through paired samples t-test using SPSS 26 which showed the results of the research pretest score 172, posttest score 406 which experienced a significant increase so that H_0 was rejected and H_a was accepted.

Keywords: *Beginning Reading Ability, Busy Book Educational Game Tool*

ABSTRAK

Sa'adah. 2023. “Efektivitas Kemampuan Membaca Permulaan Melalui Alat Permainan Edukatif *Busy Book* Pada Anak Kelompok A Di PAUD Mutiara II Perumnas Made Lamongan”. Skripsi. Universitas Islam Lamongan.

Penelitian ini berjudul “Efektivitas Kemampuan Membaca Permulaan Melalui Alat Permainan Edukatif *Busy Book* Pada Anak Kelompok A Di Paud Mutiara II Perumnas Made Lamongan”. Penelitian ini dilatar belakangi oleh rendahnya kemampuan membaca permulaan yang disebabkan karena faktor kurangnya konsentrasi anak disebabkan karena kurang menariknya kegiatan pembelajaran yang diberikan pendidik. Tujuan penelitian ini untuk mengetahui efektivitas kemampuan membaca permulaan melalui alat permainan edukatif *busy book* pada anak kelompok A di Paud Mutiara II perumnas made lamongan. Kemampuan membaca permulaan mempunyai peranan penting bagi anak dalam aspek bahasa. Diketahui bahwa rata-rata anak kelompok A tingkat kemampuan membaca permulaan masih rendah. Maka kita sebagai guru harus menggunakan cara menarik untuk meningkatkan kemampuan membaca permulaan anak melalui alat permainan edukatif *busy book* karena merupakan salah satu alat permainan edukatif yang menarik. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen *one group pretest-posttest-design*. Teknik analisis data dalam penelitian ini menggunakan *paired samples t-test*, Uji paired sample t-test dengan taraf signifikansi 5% ($\alpha = 0.05$) kriteria uji sebagai berikut jika nilai (Sig) $\leq 0,05$ maka H_0 ditolak, jika nilai (Sig) $\geq 0,05$ maka H_a diterima. Berdasarkan nilai T hitung $\geq T$ tabel menunjukkan adanya perbedaan antara hasil *pretest* dan *posttest* dimana hasil *posttest* lebih tinggi dari hasil *pretest*. Dan juga dibuktikan melalui uji hipotesis melalui uji *paired samples t-test* menggunakan SPSS 26 yang menunjukkan hasil penelitian skor *pretest* 172, skor *posttest* 406 yang mengalami peningkatan yang signifikan sehingga H_0 ditolak dan H_a diterima.

Kata Kunci : Kemampuan Membaca Permulaan, Alat Permainan Edukatif *Busy Book*