

**PENGARUH METODE ALAT PERMAINAN EDUKATIF PUZZLE
TERHADAP PERKEMBANGAN MOTORIK HALUS ANAK
USIA 12-18 BULAN**

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ABSTRAK

Metode bermain *puzzle* diduga dapat memengaruhi perkembangan motorik halus anak, sebab bermain *puzzle* dapat mengkoordinasi gerak mata dan tangan anak, dengan demikian tanpa mereka sadari motorik halus mereka terus berlatih dan berkembang dengan bagus. Penelitian ini bertujuan untuk mengetahui pengaruh metode alat permainan edukatif *puzzle* terhadap perkembangan motorik halus anak usia 12-18 bulan di Praktek Mandiri Bidan Cut Nurasma. Desain penelitian ini menggunakan quasi eksperimen dengan rancangan *one-group pretest-posttest design*. Teknik pengambilan sampel dalam penelitian ini menggunakan teknik *total sampling* dimana besar sampel sama dengan besar populasi dengan jumlah sampel sebanyak 30 orang. Analisa data dilakukan secara univariat dan bivariat menggunakan uji *wilcoxon*. Hasil penelitian menunjukkan bahwa sebelum bermain permainan edukatif *puzzle* perkembangan motorik halus anak usia 12-18 bulan sebagian besar dalam kategori meragukan sebanyak 22 anak (73,3%) dengan rata-rata skor perkembangan motorik halus adalah 7. Sesudah bermain permainan edukatif *puzzle* sebagian besar dalam kategori sesuai sebanyak 14 anak (46,6%) dengan rata-rata skor perkembangan motorik halus adalah 8. Ada pengaruh metode alat permainan edukatif *puzzle* terhadap perkembangan motorik halus anak usia 12-18 bulan dengan *p-value* 0,000 ($p < 0,05$). Kesimpulan penelitian ini adalah ada pengaruh metode alat permainan edukatif *puzzle* terhadap perkembangan motorik halus anak usia 12-18 bulan di Praktek Mandiri Bidan Cut Nurasma. Disarankan kepada orangtua agar dapat melakukan simulasi permainan *puzzle* ini setiap harinya dalam melatih perkembangan motorik halus anak sebagai sarana untuk meningkatkan perkembangan anak.

Kata Kunci : Permainan Edukatif Puzzle, Perkembangan Motorik Halus, Usia 12-18 Bulan

**EFFECT OF PUZZLE EDUCATIVE GAME TOOL METHOD ON THE
DEVELOPMENT OF CHILDREN'S FINE MOTORCYCLE
AGE 12-18 MONTHS**

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ABSTRACT

It is thought that the puzzle playing method can influence the development of children's fine motor skills, because playing puzzles can coordinate children's eye and hand movements, so that without them realizing it, their fine motor skills continue to practice and develop well. This study aims to determine the effect of the educational puzzle game tool method on the fine motor development of children aged 12-18 months at the Midwife Cut Nurasma Independent Practice. This research design uses a quasi-experimental design with a one-group pretest-posttest design. The sampling technique in this research uses a total sampling technique where the sample size is the same as the population size with a sample size of 30 people. Data analysis was carried out univariate and bivariate using the Wilcoxon test. The results showed that before playing the educational puzzle game, the fine motor development of children aged 12-18 months was mostly in the doubtful category, as many as 22 children (73.3%) with an average fine motor development score of 7. After playing the educational puzzle game, the majority in the appropriate category were 14 children (46.6%) with an average fine motor development score of 8. There was an influence of the puzzle educational game tool method on the fine motor development of children aged 12-18 months with a p-value of 0.000 ($p < 0.05$). The conclusion of this research is that there is an influence of the puzzle educational game tool method on the fine motor development of children aged 12-18 months at Midwife Cut Nurasma's Independent Practice. It is recommended that parents carry out this puzzle game simulation every day to train children's fine motor development as a means of improving children's development.

Keywords : Educational Puzzle Games, Fine Motor Development, Age 12-18 Months