ABSTRACT


Keywords: Play, Creativity.

In 2001 (Jalal, 2003: 20) the number of children aged 0-6 years in Indonesia which has a new educational services about 28% (7.34724 million children). Especially for children aged 4-6 years, there are approximately 10.2 million (83.8%) who have not received education services. Still large number of early childhood education services are not received due to the limited number of institutions that provide education for children aged dini. In Indonesia early childhood education services are still very poor, including. Educational services to children of early age is a fundamental and highly influential on subsequent child development into adulthood. Play is something that can not be separated with the children, because the world of children is play. In the game itself is just a regular game conducted by the child but which contains educational games. As has been much in the program by the government for early childhood programs. Creativity as the ability to reflect the smoothness, suppleness (flexibility), and originality in thinking, as well as the ability to elaborate (develop, enrich, refine) an idea. Of this play is one way to develop the creativity of children.

This study aims to determine the level of creativity of early childhood are influenced by the views of the tools to play educational games and to find out is there any influence on the development of creative play of young children. Where acting as an experimental variable is playing while acting as the dependent variable is the creativity. Methods of data analysis using T test with a computer-assisted program SPSS 19 for windows.

The design of this study using Quasy experiment, namely the type of One Shot Case Study Design. The population in this study is early childhood Nurul Islam in Sumenep. While the sample in this study is a class B early childhood Burul Islam in Sumenep with 12 children and the number of students is taken by sampling purpose. While the instruments used in this study is a figural creativity tests.

From the results of research and data analysis has been done can be concluded that there was a positive influence and highly significant correlation between playing against the development of early childhood creativity, who indicated there were creative differences between before treatment and after giving the treatment a highly significant (t = 4.794; sig = 0.000 <0.05). B grade students early childhood Nurul Islam after the issuance of the treatment have a higher creativity (X = 52.92) than students in grade B PAUD Nurul Islam prior to treatment (X = 33.67). This suggests that the play gives an influence on the creativity of young children.