

TAHFIDZ GO GAME IN DEVELOPING EARLY CHILDHOOD CREATIVITY

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ABSTRAK

Penelitian ini dilatarbelakangi oleh perkembangan permainan yang bisa menghambat kreativitas anak, seperti penggunaan *gadget* sehingga bisa menghambat tidak hanya kreativitas tetapi aspek perkembangan anak yang lain. Penelitian ini bertujuan untuk menumbuhkan kreativitas anak melalui permainan *tahfidz go* di TK Bungong Seurune. Metode penelitian kualitatif deskriptif, teknik pengumpulan data menggunakan teknik observasi. Hasil penelitian menunjukkan bahwa penelitian menunjukkan permainan *tahfidz go* menumbuhkan kreativitas anak usia dini. Permainan *tahfidz go* merupakan permainan edukasi yang didesain untuk anak usia dini. Peran lingkungan baik orang tua ataupun sebaya dalam kegiatan bermain tidak hanya meningkatkan satu kecerdasan kognitif, tetapi bisa meningkatkan kecerdasan matematika dan sosial anak. Karena, Ketika anak bermain anak terlibat langsung dalam permainan tersebut dari komunikasi dan interaksi dengan lingkungannya.

Kata kunci: permainan tahfidz go, kreativitas, anak usia dini

ABSTRACT

This research is motivated by the development of games that can inhibit children's creativity, such as the use of gadgets so that they can inhibit not only creativity but other aspects of child development. This study aims to foster children's creativity through the game tahfidz go in BungongSeurune Kindergarten. Descriptive qualitative research method Data collection techniques using observation techniques. The results show that research shows the game of tahfidz go fosters the creativity of children at this age. Tahfidz go game is an educational game designed for early childhood. The role of the environment, both parents and peers in playing activities, not only increases cognitive intelligence, but can increase children's mathematical and social intelligence. Because, when children play children are directly involved in the game from communication and interaction with their environment.

Keywords: tahfidz go, creativity, early childhood.

INTRODUCTION

Learning process in early childhood should be organized in a fun, inspiring, challenging,

motivating children to participate actively provide opportunities to be creative and independence in accordance with the stage of physical

and psychological development of children. The quality of learning is measured and determined by the extent to which activities certain learning can be a tool to change children's behavior to children in accordance with the goals or competencies that have been set.

Basically every human being has creative potential. It's just that in the course of his life there are those who get the opportunity to develop their creative potential. There are also those who lose their creative potential because they do not get the opportunity or do not find an environment that facilitates the development of creative potential. It is very unfortunate if the creative potential disappears in humans.

Creativity is a dynamic process within a person that can produce several choices or alternatives to a problem, and questions that a person faces. Creativity will be born if creative and innovative rich are useful in human life. Creativity is actually an internal phenomenon in human life that has existed throughout human history.¹

¹Sujiono, Bambang, *Creative Play*, (Jakarta: Index, 2010.), p. 21.

In everyday life the development of creativity is very important because creativity is a very meaningful ability in human life. Creativity is not just luck but a conscious hard work. Failure for creative people is a confounding variable for success. Creative people usually always try something to achieve success.

Based on observations at the Bungong Seurune Kindergarten school, children play with their peers using gadgets where the applications available on these gadgets are only able to increase one intelligence, such as cognitive intelligence. The game lacks children's creativity and lacks interaction with other peers, therefore it will affect the development of children including stunted children's creativity and children's social emotional development is also neglected. Based on this description, the author is interested in conducting research at Bungong Seurune Kindergarten by focusing on the game Tahfizh Go. This game can attract children's attention by fostering creativity and interaction with their peers. The author raises the title *Growing Early Childhood*

Creativity Through Tahfidz Go Games.

DISCUSSION

Definition of Creativity

Creativity is the ability to initiate ideas by seeing new or unexpected relationships and the ability to understand concepts that are not just memorizing, creating new answers to existing problems, and getting new questions that need to be answered.²

Rodhes groups the definitions of creativity into four categories, namely product, person, process, and press. Product emphasizes creativity from creative works, both completely new and a combination of old works that produce something new. Person views creativity in terms of individual characteristics that mark the personality of a creative person or are related to creativity. Process emphasizes how the creative process takes place from the start of growth to the realization of creative behavior. The press emphasizes the importance of factors that support the emergence of creativity in individuals.

²Priest, Musbikin, *Educate Creative Children Like Einstein*. (Yogyakarta: Mitra Pustaka, 2007), p. 6.

Popularly, creativity can mean the process of causing something new to be born. In this sense, creativity is more emphasized on actions that can produce rather than the final result of an action. In creativity, the “process of becoming” is more important than the “end result”. Whatever the shape or form of the final result will not be questioned. Because creativity can be an activity with which something new is born. Children as the most creative creatures prove this concept a lot.³

So, what is meant by creativity are the characteristics possessed by individuals that mark the ability to create something completely new or a combination of works that have been there before, into something new that is done through interaction with the environment to deal with problems, and look for alternative solutions through divergent ways of thinking.⁴

Stages of Creativity

The development of creativity takes place quickly when children

³Andang, Ismail. *Education Games become smart and cheerful with educational games*. Yogyakarta : Pilar Media 2006) page 130.

⁴Ngalimun, et al. *Development and Development of Creativity*, (Yogyakarta, Aswaja Pressindo, 2013), p. 46.

enter kindergarten age. Pay attention when kindergartners explore something. Through all the five senses, they use these activities to develop themselves, satisfy curiosity, conduct experiments, and practice courage and sincerity.

When imagining, sometimes they bother teachers, parents, and adults. Because, at that age (3-6 years) the child's brain works optimally. The two hemispheres of the brain always work well together. That is what separates children from adults.⁵

Wallas stated that there are four stages of the creative process, namely preparation, incubation, illumination, and verification.⁶

Cultivating Creativity through Games

Creativity is very important for a child's future, some of the reasons include; First, because with creativity people can manifest themselves, and self-realization is one of the basic needs in human life. Second, creativity or creative thinking, as the

⁵Andi Yudha Asfandiyar, *Creative parenting today: practical ways to trigger and stimulate children's creativity through creative parenting*, (Bandung: Kaifa, 2012), p. 19

⁶Ngalimun, p. 53.

ability to see various possible solutions to a problem, is a form of thinking that until now has received less attention in formal education. Third, being creatively busy is not only beneficial, but also gives satisfaction to the individual. Fourth, it is creativity that enables humans to improve their quality of life.

Creative behavior is the result of creative thinking. Therefore, the education system should be able to stimulate creative-productive thinking, attitudes, and behavior, in addition to logical thinking and reasoning.⁷

Every parent must cultivate children's creativity. Creativity must be applied in parenting and child education patterns from an early age. That way, children will learn and develop optimally with their respective styles. All approaches and cars are unique, creative, unusual, imaginative, and so on, which will later become a strong foundation for children.⁸

⁷Utami Munandar, *Developing Talent and Creativity of School Children*, (Jakarta; PT Grasindo, 1992), p. 47.

⁸Andi Yudha Asfandiyar, *Creative parenting today: practical ways to trigger and stimulate children's creativity through creative parenting*, (Bandung: Kaifa, 2012), p. 18.

The game provides a pre-training opportunity to get to know the rules (before going to the community), comply with norms and prohibitions, be honest, be loyal (loyal), and so on. In the game, children will use all psychological/psychological functions with a varied atmosphere.⁹

In fact, creative talent is owned by everyone indiscriminately, and what is more important from an educational point of view is that creative talent can be improved, and therefore needs to be nurtured from an early age.¹⁰

The many benefits of playing for children include the following:

- a) Optimizing children's physical and mental development.
- b) Meet the emotional needs of children.
- c) Develop children's creativity and language skills.
- d) Helping the child's socialization process.¹¹

⁹Diana Mutiah, *Psychology of Early Childhood Play*, (Jakarta, Kencana, 2010), p. 113.

¹⁰UtamiMunandar, *Developing Talent and Creativity of School Children*, (Jakarta; PT Grasindo, 1992), p. 52.

¹¹Maimunah Hasan, *Early Childhood Education*, (Jogjakarta: DIVA Press, 2013), p. 272.

There are various games that can develop the ability to innovate in children. for example, games develop imagination, and focus attention, take gist and evidence, be alert, and find alternatives in some pressing situations and help them to develop their talents.

Thus, the pillars of creativity that numbered a lot. Among them; environment, society, school, family, the children themselves, the method of their growth and maintenance.

1. Principle of Creativity

Through experimentation in play, children discover that designing something new and different can lead to satisfaction. Furthermore, they can shift their creative interest to situations outside the world of play. For that, the right tool to develop children's creativity is an easy and simple design.¹²

2. Playing Characteristics

- a. It is carried out based on intrinsic motivation, meaning that it arises based on personal

¹²Andang, Ismail. *Education Games become smart and cheerful with educational games*. yogyakarta : Pilar Media 2006) page 177.

- desires and for their own interests.
- b. The feelings of people involved in play activities are colored by positive emotions
 - c. Flexibility characterized by the ease with which activities can switch from one activity to another
 - d. More emphasis on the ongoing process than the final result
 - e. Freedom of choice, and this trait is a very important element for the concept of play in small children
 - f. Has fake qualities.¹³

In cultivating children's creativity, there are many things we can do, as has been explained that the game is one of the effective elements in stimulating the development of creativity in children whose urgency is as a means of playing and being creative in general so that it can arouse in children a sense of happiness, pleasure and unique creativity.

From the above explanation it is clear that games can foster children's

creativity, games that are not burdensome, and are very useful for children because through this game they can realize a broad horizon and make them immersed in imagination and in a nuance full of happiness.

The success of an education certainly cannot be separated from the closest people such as parents, teachers, peers and the environment must create an educational and fun environment for children.

METHODS

This research is classified as a qualitative research type with qualitative descriptive data analysis. Research is an activity that aims to foster children's creativity through the game tahfidz go at Bungong Seurune Kindergarten. Data collection techniques using observation techniques. This research will be carried out at Bungong Seurune Kindergarten. The research location is on JlnTgk. Glee Iniem Tungkop Village, Darussalam District, Aceh Besar. Sources of data obtained by researchers from primary data and secondary data. Primary data are Bungong Seurune Kindergarten children. Secondary data was obtained from supporting data such as

¹³Andang, Ismail. Education Games become smart and cheerful with educational games. yogyakarta : Pilar Media 2006) page 22.

several archives and other documents related to this research.

DISCUSSION

Early childhood creativity is influenced by several factors, one of which is environmental factors. The role of the environment around children is supported by adults, the media used by children and communication support between peers. When children play, they tend to dare to express their ideas with their social friends and express their creations so that the creativity that exists in children can develop optimally. Adaptation to the environment and supported by the innovative tahfidz go game will increase children's intelligence, both cognitive intelligence and social intelligence.

The game of tahfidz go is a game that children do with their peers and are assisted by adults if they need help. However, if they play with their peers, they can increase a child's various intelligences, including cognitive, mathematical and social intelligence. Playing for children is a means to shed active activities in achieving pleasure from the activities

they do. Play also plays a role in generating motor and sensory nerves.¹⁴



Figure 1. Tahfidz Go Game

¹⁴Maimunah Hasan, Early Childhood Education, (Jogjakarta: DIVA Press, 2013), Pg. 287.

Played *tahfidz go* in terms of education is a game activity using educational game tools and tools that can stimulate the development of cognitive, emotional, social, and physical aspects of children. Games not only serve as a means to entertain and fill children's activities. However, the game also serves as an educational tool that can stimulate the development and growth of their imagination.

The game of *tahfidz go* is very simple and easy to teach and uses only a few skills. Most games require basic and locomotor movements and provide an exciting vehicle for practicing movement. Thus, parents and teachers must create games that support creativity and have an educational element.

Based on the description above, it can be understood that what is meant by educational games are all forms of games that can develop certain aspects in children so that children grow up intelligently by playing. One indicator of a game called educative is to develop certain aspects in children, such as cognitive, social, emotional, and so on. These educational games can be created by

making game tools that have properties, such as disassembly, grouping, combining, looking for equivalents, assembling, shaping, knocking, arranging, and so on.¹⁵

Playing *tahfidz go* in childhood is a very serious activity and is a means to develop the power of imagination. In addition, play also plays a role in generating motor and sensory nerves. Various facilities at home can be used as a means of creative play because they are cheap and have many benefits.¹⁶

The use of digital media has an effect on children's attention skills such as increased hyperactivity and difficulty in concentrating and they also feel more sad and bored with their friends.¹⁷ Children tend to spend their developmental period without socializing with their peers, so it will have a negative impact on their interpersonal relationships, and they

¹⁵Ibid., Suyadi, Psychology of Early Childhood Learning,....p. 289.

¹⁶Maimunah Hasan, Early Childhood Education, (Yogyakarta: DIVA Press). 2011. p. 287

¹⁷Yulia Trinika, Thesis, the influence of gadget use on psychosocial development preschool children (3-6 years), Pontianak, 2015.

will withdraw from their peer environment.

Therefore, stimulation is needed that is able to optimize all these aspects so that a child is able to become a mature, responsible person, and able to face all the problems in his life. One way to optimize a child's cognitive, physical, motor and psychosocial abilities is to stimulate them. One of the means of stimulating it is with toys or games.¹⁸

CONCLUSION

Tahfidz go game is an educational game designed for early childhood. The game serves to foster creativity in early childhood by expressing their thoughts and fostering interest through play activities. The role of the environment, both parents and peers in playing activities, not only increases cognitive intelligence, but can increase children's mathematical and social intelligence. Because, when children play children are directly involved in the game from communication and interaction with their environment.

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¹⁸*Ibid*.pp. 271-272