

## Utilization of used media to increase children's creativity

Shuhfa Arsyani<sup>1</sup>, Sariah<sup>2</sup>, Heldanita<sup>3</sup>, Norhaizian Seman<sup>4</sup>

<sup>1,2,3</sup> Pendidikan Islam Anak Usia Dini Fakultas Tarbiyah dan Keguruan Universitas Islam Negeri Sultan Syarif Kasim Riau

<sup>4</sup>IPG Kampus Perempuan Melayu Melaka, Malaysia

e-mail corresponden: [sariah@uin-suska.ac.id](mailto:sariah@uin-suska.ac.id)

**ABSTRAK.** Latar belakang penelitian ini adalah karena kreativitas anak kurang optimal sehingga mendapatkan perlakuan khusus. Penelitian ini bertujuan untuk mengetahui pengaruh pemanfaatan media barang bekas kardus, botol plastik dan tutup botol dengan populasinya berjumlah 11 anak didik. Waktu pelaksanaan penelitian ini dilakukan pada bulan April sampai Mei 2024. Subjek dalam penelitian ini adalah anak didik kelas B TK 011 Permataku, objek penelitian adalah Pengaruh Pemanfaatan Media Barang Bekas Terhadap Peningkatan Kreativitas Anak Usia 5-6 Tahun di Kelompok B Taman Kanak-Kanak 011 Permataku Desa Merangin Kecamatan Kuok Kabupaten Kampar. Penelitian ini termasuk penelitian kuantitatif dengan menggunakan metode eksperimen desain one grup pretest dengan t-test atau dengan uji  $t_{hitung} > t_{tabel}$ . Jika  $t_{hitung} > t_{tabel}$  maka  $H_0$  ditolak dan  $H_a$  diterima dengan bantuan olahan program aplikasi SPSS. Adapun teknik pengumpulan data menggunakan observasi, wawancara, tes dan dokumentasi. Berdasarkan data pretest rata-ratanya sebesar 42,5 % berada pada kategori MB (Mulai Berkembang), data sesudah posttest rata-ratanya sebesar 84,0 % berada pada kategori BSB (Berkembang Sangat Baik). Hal ini menunjukkan bahwa dengan diterapkannya pemanfaatan barang bekas dapat mempengaruhi peningkatan kreativitas anak-anak TK 011 Permataku. Dengan berdasarkan analisis hasil data pada kelas eksperimen diperoleh hasil nilai uji statistik  $t_{hitung}$  untuk variabel barang bekas sebesar 9,453 sedangkan  $t_{tabel}$  adalah sebesar 2,178 ini berarti  $t_{hitung} > t_{tabel}$  atau  $(9,453 > 2,178)$ . Maka dapat disimpulkan bahwa terdapat pengaruh yang signifikan setelah menggunakan media barang bekas kardus, botol plastik dan tutup botol pada peningkatan kreativitas anak usia 5-6 tahun di TK 011 Permataku.

**Kata Kunci:** Media Barang Bekas, Kreativitas, Anak Usia Dini

**ABSTRACT.** The background to this research is that children's creativity is less than optimal so they receive special treatment. This research aims to determine the effect of using used cardboard, plastic bottles and bottle caps on a population of 11 students. The time for carrying out this research was from April to May 2024. The subjects in this research were class B students at Kindergarten 011 Permataku, the object of the research was the effect of using used media on increasing the creativity of children aged 5-6 years in Group B Kindergarten 011 Permataku Merangin Village, Kuok District, Kampar Regency. This research is quantitative research using the one group pretest experimental design method with a t-test or a calculated t test  $>$  t table. If t count  $>$  t table then  $H_0$  is rejected and  $H_a$  is accepted with the help of the SPSS application program. The data collection techniques use observation, interviews, tests and documentation. Based on the pretest data, the average was 42.5% in the MB (Starting to Develop) category, after posttest data the average was 84.0% in the BSB (Very Well Developing) category. This shows that implementing the use of used goods can influence the increase in creativity of the children of Kindergarten 011 Permataku. Based on the analysis of the data results in the experimental class, the t count statistical test value for the used goods variable was 9,453, while the t table was 2,178, this means t count  $>$  t table or  $(9,453 > 2,178)$ . So it can be concluded that there is a significant influence after using used cardboard, plastic bottles and bottle caps on increasing the creativity of children aged 5-6 years at Kindergarten 011 Permataku.

**Keywords:** Used media, creativity, early childhood

## INTRODUCTION

The level of creativity of Indonesian children still needs to be improved because it is still at a low to medium level (Fitriana, 2022). Environmental problems have become a global issue, after almost all elements of society are aware of the dangers posed by environmental damage. One of the causes of environmental damage is environmental pollution caused by the accumulation of waste produced by humans. Waste is anything that is no longer used as production or consumption goods, which if thrown directly into the environment without prior processing can become a burden on the environment, one of the wastes that increases every day is plastic. Since it was first discovered in 1907, the use of plastic and plastic-based items has increased. This increase in plastic use is a consequence of developments in technology, industry and population. Indonesia is the country with the largest use of plastic in the world, the need for plastic continues to increase to an average increase of 200 tons per year. In 2010, there were 2.4 million tonnes of plastic users recorded and in 2011, this had increased to 2.6 million tonnes. The result of this increase in plastic use is an increase in plastic waste (Kemenko PmK, 2023).

Based on the assumptions of the Ministry of Environment (KLH), every day the Indonesian population produces 0.8 kg of waste per person or a total of 189 thousand tons/day (CNN Indonesia, 2020). Of this amount, 15% is in the form of plastic waste or 28.4 thousand tons of waste/day. Waste has a negative impact on the environment because it cannot decompose quickly and can reduce soil fertility. Garbage that is thrown away carelessly can also clog drainage channels, ditches and rivers, causing flooding. Apart from that, burning waste can release substances that are dangerous to human health (Surono Untoro Budi 32-34). Utilization is the activity of using processes and resources for learning, those involved in utilization have the responsibility to match learning with specific materials, prepare learning so that it can interact with the selected materials and activities, provide guidance during the activity, provide assessment of the results achieved by the learner, and include it in ongoing organizational procedures.

According to the Big Indonesian Dictionary, goods are defined as tangible objects (<https://kbbi.kemdikbud.go.id>, 2016). Meanwhile, used is something that remains for use. So used goods can be defined as objects that have been used and can be reused. According to Anwar, used media are leftover objects found around the child's environment that are no longer used and then converted into objects that can be used as media in order to develop children's creativity. Used goods are goods that have previously been used or leftover or waste goods. In the Indonesian dictionary, used materials are defined as objects that have been used. Used materials are also known as waste, namely leftover materials produced by factories or households. Used materials are materials that are no longer used if thrown away, but can be used again and can be processed into new items to make new items and can be reused. So here used goods are used to increase children's creativity by cutting, sticking, folding, coloring and so on.

Used goods are goods that have been used or are old goods that the owner no longer needs, but this does not necessarily mean that they cannot be used anymore. Apart from that, used goods are goods that are no longer used and their function is not the same as before or in their new form. There are many used items around us that we can use as media. Used goods can be used as learning media by processing them into learning media that have high value so that they can be used as aids or teaching aids in the learning process. Utilizing used goods is one way of processing objects that are considered waste into objects that have value again. When children play using used media, children have the opportunity to express what they feel and think. By using used media, children

will show skills and children will get satisfaction from used media through creativity that children are proud of their own creations. With this used media, children can develop all aspects of early childhood development.

Recycling used goods activities is the right activity to use in the learning process by implementing innovative projects that can develop children's creativity. Art from used goods is a type of artistic work produced by individuals or groups that uses materials from used goods. There are several conditions so that used goods can be used or recycled again, the following are the conditions so that used goods can be used and recycled again; It is not dangerous and contains chemical elements. Used goods that are still suitable for use. Used goods that do not contain glass and mirror elements. Mursid explained that various media certainly cannot be used all at once in learning activities. To create learning media, you must consider the media. In the criteria for considering teachers or educators in selecting appropriate learning media for children.

According to Montolalu in Musfiroh and Tatminingsih, he explains the variety of used goods found in the environment around PAUD institutions, including: cardboard, plastic bottles, bottle caps.

The use of used goods to increase the creativity of children aged 5-6 years is nothing new in the world of education. Before modern media came along, teachers used various media and props of their own making to explain their lesson material. Previous teachers may have had more creativity because they were forced by limited circumstances. They have to work hard so that their children can learn and absorb the learning material as much as possible. Used goods that we often ignore can become items that have high value if they are managed well. If you look at the environment around us, there are lots of problems regarding rubbish which causes floods and pollution, so it is important to maintain environmental safety by using used goods as a learning medium. Used goods consist of cardboard, used bottles and bottle caps.

Therefore, item Used goods are one of the problems that is quite difficult to deal with in Indonesia, including in the environment around us, because second-hand goods are anything that is no longer used, utilized or liked, so it must be thrown away. One example of used goods that is often found is inorganic waste such as cardboard, used bottles, bottle caps and others whose decomposition is very difficult and takes approximately 100 years to be decomposed again. Therefore, the effort that should be taken to deal with used goods is recycling. Recycling is a process to reduce environmental pollution due to accumulated waste by changing used items such as cardboard, used bottles, bottle caps into items that can be reused. From this expression, the author can explain that the activity of using used media as creativity can be carried out by children aged 5-6 years. Through methods of using used media such as making vases from plastic bottles, making flower tools from bottle caps and making trees from cardboard. Through the use of second-hand media, children will discover magical and amazing things. This is important, because with a sense of wonder and admiration for the secrets of nature, children will continue to enjoy creative learning.

Creativity has a broad scope of understanding that is important for individuals and society. Creativity is the modification of something that already exists into a new concept. In other words, there are two old concepts combined into a new concept. According to Masganti, "creativity is the ability that a person has to produce a new idea/product that has useful value, where the results of the idea/product are obtained through a process of imaginative activity or synthesis. According to Supriadi in Yeni Rahmawati, creativity is a person's ability to give birth to something new, either in the form of an idea or a real work that is relatively different from what already exists. Creativity plays an important role in a child's subsequent growth. Children aged 5-6 years can do activities to make

houses from cardboard, make transportation from plastic bottles and make bottle caps as a form of recognizing colors and numbers.

One very important concept in the field of creativity is the relationship between activity and self-actualization. According to humanistic theory, Abraham Maslow and Carl Rogers stated that a person uses all his gifts and talents to become what he is capable of becoming, actualizing or realizing his potential. According to Maslow, self-actualization is a fundamental characteristic, a potential that is present in all humans when they are born but which is often lost, hampered or hidden in the process of acculturation. So the source of creativity is the tendency to actualize oneself, realize potential, the urge to develop and mature. Creativity possessed by children aged 4-5 years according to Minister of National Education Regulation No. 137 of 2014 includes children being able to draw according to their ideas, children being able to imitate shapes, exploring with various media and activities, expressing themselves through drawing in detail, planning what activities they will carry out, know the causes and effects of the environment, show initiative in choosing a game theme, solve simple problems in everyday life, have more words to express ideas to others, and be proud of their own work

Judging from previous research related to the use of media from used goods, it is discussed in Hikrawati's research entitled "Development of Used Goods Learning Media to Increase Creativity in Early Childhood" that this research states the need to develop media from used goods to increase creativity in early childhood. to produce meaningful learning and work. By looking at it like this, the author also found problems in Kindergarten 011 Permataku, Merangin Village. It was found that: Children's learning activities in Kindergarten 011 Permataku, Merangin Village seem to be teacher-centered and rely heavily on books such as magazines. Children's imaginative abilities have not developed optimally. Use of Used goods media in developing children's creativity has not developed according to what is desired.

## **METHOD**

This research is a quantitative experimental researcher using a pre-experimental design method type one group pretest-posttest. According to Sugiyono (Sugiyono, 2021), The experimental research method is a method used to find the influence (treatment) of traffic in a condition that is controlled. Next, the observation activities and measurements are carried out twice, before being given the test (pre-test) and after being given the test (post-test). This desalin product was included in the pretest, before it was administered, in the posttest, after it was administered. In this way, the results of the Dalpalt procedure are known to be more accurate, so that the Dalpalt is considered to be an altalral reliability indicator before it has been carried out.

**Table**  
**One Group Pretest-Posttest Design**

Group	<i>(pretest)</i>	treatment	<i>(posttest)</i>
Ke	O1	X	O2

X is the treatment given and its effect will be known in the experiment. Providing treatment can take the form of using learning models, teaching methods, teaching strategies, research models,

medial teaching, and so on. O1 is a form of test or observation carried out before treatment is carried out, while a form of test and observation is carried out after treatment is carried out. The results of treatment X can be determined by comparing controlled conditions. In the pretest-posttest, this research used an observation sheet to determine the magnitude of the influence of the independent variable (utilization of used media) on the variable (increasing creativity in children aged 5-6 years in group B. The research subjects were children in group B of Kindergarten 011 Permatuku, totaling 11 children. Meanwhile, the object of the research was the effect of using used goods on increasing the creativity of children aged 5-6 years. This research was carried out at Talmaln Kalnalk-Kalnalk 011 Permatuku, Rantau Berangin Village, Kuok District, Kampar Regency. The research study was carried out in May-June 2024. The general population of the region consists of objects/subjects that have qualities in the characteristics that are determined by the researcher to be studied. Then a conclusion was drawn. In accordance with the research problem, the population in this study was all group B students aged 5-6 years in class B Kindergarten 011 Permatuku, totaling 11 children. The data collection technique is a method used by researchers to collect the required data, assisted by a tool that is used in the data collection activities. The aim of the data collection technique is that the activity of collecting data is easier and more systematic (Ahmad Tanzeh, 2011).

Data collection techniques in this research are observation, tests, and documentation. The reliability in validity is an absolute requirement that must be fulfilled in using this research because these two elements will determine the quality of research results and the ability of replication and generalization of users of similar research models. Qualitative research requires the identification of hypotheses in testing which then determines the subsequent analysis, such as determining the internal analysis technique in the statistical formula that is used. The analysis technique in this research is validity, reliability and normality tests.

## **RESULTS AND DISCUSSION**

This research began with initial observations of children's creativity. The results obtained were that the highest final score was in indicators 8 and 9, namely the child completed his work and the child came to the front of the class carrying his work with confidence with a final score of 37, a percentage of 92.5% which was in the BSB criteria, while the lowest final score was in the indicator 4, namely children ask questions using correct sentences and answer the questions given with a final score of 26 with a percentage of 65.5% which is in the BSH criteria. To get an idea of the increase in creativity in children after treatment using used cardboard, plastic bottles and bottle caps, see the following table:

**Table  
(Postest)**

No	Acticity	Skor Aktual	Skor Ideal	%	Kriteria
1.	Children are able to understand command words	36	40	90	BSB
2.	Children are able to understand the use of used goods	35	40	87,5	BSB
3.	Children are able to ask questions using correct sentences and answer the questions given	35	40	87,5	BSB
4.	Children are able to follow the steps for making used items from cardboard/plastic bottles/bottle caps	26	40	65,5	BSH
5.	A'na'k expresses feelings of joy when using used cardboard/plastic bottles/bottle caps	32	40	80	BSB
6.	Children have great curiosity and always actively ask teachers about used cardboard/plastic bottles/bottle caps	35	40	87,5	BSB
7.	Children are responsible for returning the remaining used cardboard/plastic bottles/bottle caps	27	40	67,5	BSH
8.	Children are able to complete their work	37	40	92,5	BSB
9.	Children come to the front of the class carrying their work with confidence	37	40	92,5	BSB
10.	The child shows his work to the teacher with confidence	36	40	90	BSB
<b>Amount</b>		336	400	84,0	
<b>Average</b>				84	BSB

*Source:research colleting data 2024*

Meanwhile, the results of the final test from this research showed that the creativity of children aged 5-6 years increased in group B students at TK 011 Permataku after treatment using used cardboard, plastic bottles and bottle caps. The data obtained for children in the BSB category was 9 people. children with a percentage of 81.8%, and 2 children in the BSH category with a percentage of 18.2%.

**Table  
Posttest**

Number	Criteria	Range	F	%
1	BSB	76%-100%	9	81,8%
2	BSH	56%-75%	2	18,2%
3	MB	41%-55%	0	0%
4	BB	<40%	0	0%
<b>Amount</b>			<b>11</b>	<b>100%</b>

Source: research collecting data 2024

## CONCLUSION

Based on the research results, it can be concluded that there has been an increase in creativity in children as seen from the results of the pre-test and post-test. According to the pre-test data, the average was 42.5% in the MB (Starting to Develop) category and after the post-test the average was 84.0% in the BSB (Very Well Developing) category. Thus, from the analysis of the data results in the experimental class, the tituung statistical test results for the used goods variable were 9,453, while ttable was 2,178, this means  $t \text{ count} > t_{\text{table}}$  or  $(9,453 > 2,178)$ . The highest final scores are in indicators 8 and 9, namely the child completes his work and the child comes to the front of the class carrying his work confidently with a final score of 37, a percentage of 92.5% which is in the BSB criteria, while the lowest final score is in indicator 4, namely the child asks questions. with correct sentences and answered the questions given with a final score of 26 with a percentage of 65.5% which is in the BSH criteria. So it means that  $H_0$  is rejected and  $H_a$  is accepted, which means that in this research there is an influence of using used cardboard, plastic bottles and bottle caps on increasing creativity in children.

## REFERENCES

- Ahmad Susanto, Pendidikan Anak Usia Dini (Konsep dan Teori, (Jakarta: Bumi
- Ahmad Tanzeh, Pengantar Metode Penelitian, (Yogyakarta: Teras, 2009), hal. 19-20Aksara, 2018), hal. 14
- Ahnah Tanzeh, Metode penelitian praktis, (Jakarta: Bina Ilmu,2004), hal. 28
- Badriah Rahmawati, "Upaya Memanfaatkan Kreativitas Anak Usia Dini Melalui Kegiatan Mewarnai Di TK Partawi I Raja Basa Lama" (Skripsi, Institut Agama Islam Negeri Metro, Metro Lampung, 2019), hal. 10-11
- Cyurus T. Lalompoh, Metode Pengembangan Moral Dan Nilai-Nilai Keagamaan Bagi Anak Usia Dini, (Jakarta : Grasindo, 2017), hal.2-3
- Ahmad Tanzeh. (2011). *Metodologi Penelitian Praktis*. Teras.
- CNN Indonesia. (2020). KLHK Target 2025 Sampah Berkurang 30 Persen, Plastik Jadi PR. *Cnnindonesia.Com*.
- Fitriana, D. (2022). Meningkatkan Perkembangan Kognitif Anak Usia Dini Melalui Alat Permainan Edukatif (Ape). *JCE (Journal of Childhood Education)*, 5(2), 580.

<https://doi.org/10.30736/jce.v5i2.726>

<https://kbbi.kemdikbud.go.id>. (2016). Hasil Pencarian - KBBI Daring. In *Badan Pengembangan dan Pembinaan Bahasa, Kementerian Pendidikan dan Kebudayaan Republik Indonesia*.

<https://kbbi.kemdikbud.go.id/entri/integrasi%0Ahttps://kbbi.kemdikbud.go.id/entri/pendidikan>

Kemenko PmK. (2023). 7,2 Juta Ton Sampah di Indonesia Belum Terkelola Dengan Baik. *Kemenko Pmk*, 5–11.

Sugiyono. (2021). *Metode Penelitian Kuantitatif, kualitatif, kombinasi dan R&D*. Alfabeta.