**ABSTRAK**

**PENGARUH SENAM FANTASI HEWAN TERHADAP PERKEMBANGAN MOTORIK KASAR ANAK USIA 5-6 TAHUN DI TK TA’DIBIYAH**

**KHAIRANI**

Latar belakang masalah pada penelitian ini adalah gerakan yang biasanya diajarkan para guru terlalu rumit, dan terkesan monoton karena meniru gerakan senam yang ada pada kaset dan kurang tepatnya stimulus yang diberikan guru. Tujuan penelitian ini untuk mengetahui pengaruh kegiatan senam fantasi hewan terhadap perkembangan motorik kasar anak usia 5-6 Tahun di TK Ta’dibiyah Penelitian ini menggunakan Desain PraEksperimental *(Pre-Experimental Designs)* yaitu dengan Satu Kelompok PratesPostes *(The One Group Pretest-Posttest)*. Teknik pengumpulan data pada penelitian ini observasi dan dokumentasi. Analisis datanya yaitu membandingkan besarnya nilai t yang diperoleh setelah perhitungan (ttabel = 2.042). Peningkatan motorik kasar ini terlihat dari nilai thitung 1.405 < ttabel 2.042. Sedangkan untuk nilai signifikansi (sig.) 0.017 < 0.05 Maka dapat disimpulkan bahwa ada hubungan linear secara signifikansi antara perkembangan motorik kasar anak sebelum perlakuan (*pre test)* dengan perkembangan motorik kasar anak sesudah perlakuan *(post test)*. Hal tersebut dapat dilihat pula dari kelenturan anak, keseimbangan anak, kelincahan anak, anak mampu menirukan gerakan senam, anak mampu berlari secara zig-zag dan anak mampu bermain permainan fisik dengan aturan tertentu

**Kata kunci: Perkembangan Motorik Kasar, Senam Fantasi Hewan**

***ABSTRACT***

***ANIMAL FANTASY GYMNASTICS AFFECT AGAINST GROSS MOTOR DEVELOPMENT OF CHILDREN AGES 5-6 YEARS IN TA’DIBIYAH KINDERGARTEN***

***KHAIRANI***

*Background problem in this research is a movement that is usually taught the teachers are too complicated, and monotonous because it mimics gymnastic movements that exist on tape and less precisely the stimulus provided by the teacher. The purpose of this study was to determine the effect animal fantasy gymnastics against gross motor development of children aged 5-6 years in Ta’dibiyah Kindergarten. This study uses a PreExperimental Design (Pre-Experimental Designs) is the Group One Prates-Postes (The one group pretest-posttest). Data collection techniques in this research observation and documentation. Data analysis that compares the magnitude of "t" obtained after the calculation (ttable = 2.042). This increase in gross motor skills can be seen from the value of 1.405 <t table 2.042. As for the significance value (sig.) 0.017 <0.05, it can be concluded that there is a significant linear relationship between the gross motor development of children before treatment (pre test) with the gross motor development of children after treatment (post test). This can be seen also from the flexibility of children, children's balance, children's agility, children are able to imitate gymnastics movements, children are able to run zig-zag and children are able to play physical games with certain rules.*

***Keywords: Animal Fantasy Gymnastics, Gross Motor Development***