**ABSTRAK**

**MENINGKATKAN KEMAPUAN MOTORIK KASAR ANAK**

**MELALUI BERMAIN DENGAN MEDIA *HULAHOOP* PADA ANAK KELOMPOK B DI TK PAGAR MERBAU**

**SHERINA**

Penelitian ini bertujuan untuk meningkatkan disposisi meningkatkan kemampuan motorik kasar anak melalui bermain dengan media *hulahoop* di kelompok B di tk pagar merbau kecamatan lubuk pakam. Jenis penelitian ini adalah penelitian tindakan kelas yang dilaksanakan dalam 2 siklus, dimana setiap siklus terdiri dari 6 pertemuan. Instrumen pengumpulan data adalah data yang di proleh dianalisis dengan cara analisis kuantitatif untuk menghitung persentase ketuntasanya. Berdasarkan analisis data ternyata bahwa disposisi meningkatkan kemampuan motorik kasar anak peningkatan pada setiap siklusnya. Hasil angket dari siklus I ke siklus II terjadi peningkatan sebesar 67,75% menjadi 88,33% pada hasil siklus II terjadi peningkatan besar untuk peningkatkan motorik kasar anak melalui bermain dengan media *hulahoop* pada siklus I anak tuntas bermain *hulahoop* sebesar 40% kemudian meningkat pada siklus II menjadi 80%. Kesimpulan penelitian ini adalah : (1) meningkatkan kemampuan motorik kasar anak melalui bermain dengan media *hulahoop* di tk pagar merbau kecamatan lubuk pakam. (2)untuk melakukan bermain media *hulahoop* ini maka guru harus mampu membimbing anak menjadi lebih aktif agar pembelajaran berjalan dengan efektif.

**Kata Kunci :**  Meningkatkan kemampuan motorik kasar anak melalui bermain *hulahoop*

**ABSTRACT**

***IMPROVE CHILDREN'S GROSS MOTOR SKILLS THROUGH PLAYING HULAHOOP MEDIA IN GROUP B AT SCHOOL TK PAGAR MERBAU***

**SHERINA**

*From observations at the fence Merbau Kindergarten, Deli district, Serdang, researchers saw that there were still many children who had not yet developed their gross motor skills, this could be seen from the varied physical activities carried out. This is an impetus for researchers to conduct classroom action research. This study aims to determine the improvement of children's gross motor skills before the hulahoop game is carried out. The implementation of the hulahoop game after the hulahoop game is carried out at the fence merbau kindergarten, Deli Serdang district. The second cycle of this research used the opinions of experts regarding children's gross motor skills, playing hulahoop and the steps for playing hulahoop. The subjects in this study were children in group B at Pagar Merbau Kindergarten, Deli Serdang Regency, totaling 12 children. Data collection was carried out through observation and documentation. The results of the study the percentage of children's gross motor skills through playing hulahoop media is increasing and developing very well in each indicator, reaching 75% or even more, namely children are able to move the body smoothly 100% children are able to rotate the hulahoop 7-8 times 75% rotation and children are able to move up to 5 minutes 100% this shows a change in the increase in the child's gross motor skills compared to the first cycle, so there is no need to take action in the third cycle.*

***Keywords :*** *improve children's gross motor skills through playing hulahoop.*