

IMPLEMENTATION OF CREATIVITY-BASED LEARNING METHODS IN INCREASING INTEREST IN EARLY CHILDHOOD LEARNING IN ECCE

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ABSTRACT

Project-based learning is important for children because they can explore knowledge by exploring their curiosity to find solutions to the problems they face. Implementing project-based learning can make children feel directly involved so that learning is more meaningful for them. Project-based learning provides opportunities for children to communicate, realize and develop their ideas in the form of real work. This learning method is applied in the early childhood learning process because this learning method is believed to increase children's creativity. The next stage is data collection, processing and analyzing data, drawing conclusions, and the final stage is presenting the results and discussion. Data collection techniques in this research used participatory observation, interviews, and documentation. Participatory observation is observation carried out by researchers who are directly involved in daily activities. Participatory observation to determine the flow of learning, limitations, obstacles and students' enthusiasm for learning. The implementation of learning using the project method in this research is an investigation-based approach to physics concepts based on the application of technology and engineering as scientific engineering which is adapted to the child's age. It can be seen that the children's argumentation skills have improved and the children's creativity has increased. The articles obtained and used in this research were 7 national journal articles that could be obtained from the Google Scholar database.

Keywords: Application of learning methods

INTRODUCTION

In addition to improving the learning environment in the classroom, active learning strategies can help students concentrate on paying attention and understanding the information that has been conveyed by the teacher (Pertiwi et al., 2022). The difficulties that often arise in educational institutions today are the reason for the use of this teaching strategy. Teachers usually use a boring and monotonous approach when doing learning. The lack of learning media and the lack of creativity of educators in presenting the curriculum are the root causes (Aprian, 2022). As a result, students become isolated, interaction with other children becomes difficult, and teachers often ask the same questions, thus hindering children's creativity and weakening their sense of freedom (Primajano, 2020). Therefore, it is difficult to increase students' enthusiasm for learning and not being able to achieve their goals. The use of early childhood approaches and child growth and development has a strong linkage, and the learning strategy chosen must pay attention to child development milestones (Amelia and Aisya, 2021).

According to Hairiyah and Mukhlis (2019), children are basically imaginative, very interested, active, and like to experiment and express themselves artistically. They are also happy to talk. To encourage the development of imagination and creativity in early childhood, the educational approach chosen should be presented in an interesting way.

Students at PAUD Tunas Insan Kamil vary widely; Some are usually very passionate and love to play games and run with their friends. However, not all ECCE children are sociable; Others are more reserved and prefer not to socialize with their peers. Extracurricular dancing activities can make students who are usually active channel their energy towards the process of self-development (Rosmaladewi, Haila, Darmawan, 2019).

Children benefit from project-based learning because it allows them to use their curiosity to learn information and find answers to the challenges they face (Prima and Lestari, 2021). By using project-based learning, educators can give children a sense of direct involvement and increase their understanding of the material. Children can express, implement, and develop their ideas through project-based learning by producing real work (Pertiwi et al., 2022). Because it is considered to foster children's creativity, this teaching approach is used in early childhood education.

A project-based learning approach is used in KBIT Al Amin's education, based on preliminary research and director interviews. KBIT Al Amin incorporates a project learning approach into its regular learning activities because it allows children to use their own initiative to research and solve problems related to topics that they, teachers, or other educators have focused on exploring children. With the help of the teacher, students engage in the discovery process through inquiry. From the description above, it is clear that project-based learning can be used to try to increase the creativity of early childhood learners and foster innovation in the learning process, so that it will improve the learning process of early childhood education. In essence, early childhood education is a basic education, advancing children.

According to Adhani et al. (2017), creativity is the ability to produce completely new items and modifications, as well as change changes by combining existing elements. Because childhood is the best time for a person to develop his creative abilities, it should start as early as possible. The best time to develop children's skills is during the golden era which only occurs once in a lifetime (Furi and Harmawati, 2019). Children can acquire new abilities in various methods, such as through playing, feeling, experimenting, exploring, and engaging with others to learn and feel their surroundings and foster more creativity. Children's creativity increases when project-based learning is used in the classroom because it fosters students' understanding of subject matter and ideas and gives them opportunities to think.

This problem raises other problems and challenges, especially when applying what has been learned. Conversely, ECCE children need more attention and direct interaction with adults than students at other levels of education. In the use of the internet or online media, ECCE children have weaknesses. Especially for remote areas. aspirations and needs of students, especially PAs. Early childhood is a beautiful period that only occurs once in a child's life and cannot be repeated if ECCE children are not instructed to learn according to their needs (Eko Suhendro and Syaefudin, 2020, p. 3).

Research by Dewi et al. in 2018 in kindergartens in the Buleleng region revealed that project-based learning strategies significantly increased students' teamwork capacity. According to research conducted in 2023 by Suci and Fathiyah, project-based learning for kindergarten students at Great Rastera School, Sunggal District, Serdang Deli Regency, can increase students' independence by providing them with real-world experiences that can inspire new perspectives in life. children and mindset. Research by Hanun et al. at SMP N 1 Matur VII class A in 2023 shows that the project learning approach can increase student enthusiasm in learning, which is reflected in an increase in learning success.

The process and strategy to prevent children from dropping out of school has been carried out systematically in Indonesia. However, when it comes to the strategy for children returning to school still have difficulties, as well as several obstacles and dilemmas to requites the right strategy. The purpose of this study is to examined the strategies of eradicating out-of-school children and the best practices of alternative schools to provide inclusive and free education Qualitative methods were chosen in the research process, primary data collection was carried out through in-depth interviews and focus group discussions (FGD) with 28 informants, includes policy makers, principals, teachers and students. The data was analyzed using thematic analysis (Rosmilawati, 2024).

Transformative learning is learning that can change students' perspectives in meaning life experience. This transformative learning lead students to have critical awareness in seeing, understanding, or make sense of life experiences or realities what is seen or felt. Transformative learning or transformative learning developed during this time focusing on efforts to resolve internal conflicts within oneself individual to achieve harmony, because the self is a central and integral part of totality of personality (Mustaqin, 2023).

RESEARCH METHODOLOGY

Initial investigations are conducted before research proposals and research equipment are created for the project. The interviewer's design is rooted in creativity and project-based learning. Metrics created by The Lucas George Foundation in 2005 (Sari and Astuti, 2018) provide a foundation for project-based learning indicators. These metrics include test results, expert review, identification of key issues, preparation of project plans, preparation of action plans, monitoring of student and project progress, and so on. Rachmawat and Kurniat (2011) aspects of creativity— openness to new things, flexibility of thinking and responding, freedom to express opinions and feelings, respect for imagination, interest in creation, have opinions, high curiosity, tolerance for differences of opinion, courage to take risks, confidence and independence, dedication and responsibility, and hard work adjusted to creativity indicators.

This study used a literature review methodology. specifically Systematic Review (SR) or, more broadly, Systematic Literature Review (SLR). Methodical approach to data collection and critical analysis. Collect and compile various research findings related to the topic or research problem. Finding publications that are relevant to the research topic is the first step in the research process. Systematic review is a method to examine a particular problem by identifying, assessing, and selecting certain problems and formulating questions that have clear answers based on predetermined standards. This is an excellent result of previous research related to the research problem.

To find, assess, and synthesize research and ideas from researchers and practitioners, this study uses systematic literature review (SLR), a methodical, transparent, and iterative process. The goal of SLR is to find, assess, and evaluate each study.

Data collection, processing and analysis are the following steps, after which conclusions are drawn. The results are then presented and discussed. In this study, data were collected through interviews, documentation, and participatory observation. Researchers who actively participate in Daily activities can make observations.

This practice is known as participatory observation. Participatory observation to determine students' fluency, constraints, obstacles, and enthusiasm for learning (Sugiyono, 2019). The purpose of the author's discussion with teachers and school administrators at KBIT Al Amin was to further understand the application of the project learning approach there and the creative output of young students who had participated in it. Research implementation plans, project research reference books, and learning documentation are examples of how documentation is used to gather data and expertise.

This study used qualitative research methods. The qualitative approach according to Nooren (2011) is a process of study and understanding built on a technique that examines humanitarian problems and social phenomena. Determining the current state of the phenomenon is the goal of the qualitative approach. This type of research is called descriptive research, aiming to characterize events, symptoms, or other phenomena that are occurring. Descriptive research seeks to characterize the current state and how to use environmental media in Nusa Persada Kindergarten to foster children's curiosity in learning. The research was conducted at Nusa Persada Kindergarten. The description of research on the application of environmental media is the main goal. Hiring organically.

RESULTS AND DISCUSSION

From the results of data collection obtained by researchers at TK Bunga Harapan Muslimat NU, it can be concluded that by using a separate portion method, a separate method is only applied in kindergarten after a student council meeting. The child at first finds it difficult to adjust to the circumstances and get through them. When dealing with children aged four to five, they need time to learn how to apply this method effectively. Usually, natural materials are collected and combined with materials prepared by teachers and available items, such as wood glue, matches, and a box of sticks, to create masterpieces.

To foster creativity in children, this study uses project learning, which is a scientific technique based on the application of technology and technology as scientific engineering on physical principles. Floating, sinking, and floating object inspection lessons are used to carry out learning. When used, the child seems to express his opinion about objects dipped in water. Children who receive instruction from teachers can become more methodical thinkers, logical thinkers, and focused learners. Children's creativity and reasoning skills develop, and they can improve critical thinking and use it in creative learning. STEAM as defined by Apriliana, Ridwani, Hadinugrahaningsih, and Rahmawati (2018) is a project-based, challenge-based, inquiry-based learning approach that encourages children's interest and motivation in higher-order thinking skills.

Ki Hadjar Dewantara revealed how important education is for the development of life. One of the keys to the country's development is the improvement of education. According to Lelgeveld, education is an effort to influence, protect and help children to be able to complete their tasks independently without the help of others (Suriansyah, 2011). Early childhood refers to preschoolers aged 0-8 years (Pebriana, 42 | Ashil: Journal of Early Childhood Education: Volume 2 Number 1, 2022-2017). Etymologically, education is the guidance given to the child, which helps his development and all opportunities to achieve all the goals that have been set in life.

Dewi, Astawan, and Suarjana (2021) explained that the application of project-based learning (PJBL) provides opportunities for students to engage in problem solving and identify solutions to the problems they face. Accept and use creativity to express who you are. Of course to achieve the desired learning objectives, project-based STEAM learning must also be applied at the learning stage. The phases of project-based learning developed by Hartonon and Aisyah (2019) are as follows: Solving simple question questions Set up a project plan Set a schedule Supervise learners in project progress Test results Evaluate experience.

In essence, STEAM is a creation that is said to be able to stimulate children's curiosity about the world around them and help them learn by researching, seeing, discovering, and investigating how everything functions (Munawar, Roshayati, & Sugiyanti, 2019: 283). Students who receive a STEAM education are expected to think more broadly, love learning activities, feel safe and free to express ideas, innovative, and able to work with others Children's learning is positively affected by the use of free learning resources by PAUD Tunas Harapan. The children were quite enthusiastic about participating in the inaugural event. Because freelance material is readily available and highly adaptable, children are also given greater creative freedom. Hahan is one of them; It comes from nature. Because it is deliberately used to improve learning and comes from and is created by the surrounding environment, it is referred to as natural materials.

Table. 1 Research Results on the Implementation of Creativity-Based Learning Methods in Increasing Early Childhood Learning Interest in ECCE

NO	Judul Penelitian Dan Tahun penerbit	Hasil
1.	Strategi pembelajaran: Di masa pandemi COVID-19, pembelajaran melalui bermain meningkatkan semangat pendidikan anak usia dini. Sari & astuti (2018)	Tentukan pertanyaan penting, buat rencana proyek dan tindakan, lacak kemajuan siswa dan proyek, hasil tes, dan evaluasi pengalaman.
2.	Minat belajar anak dapat dikembangkan dengan media lingkungan. Noor, (2011)	Proses penelitian dan pemahaman yang didasarkan pada teknik yang mengkaji permasalahan manusia dan fenomena sosial dikenal dengan pendekatan kualitatif. Menentukan keadaan fenomena saat ini merupakan tujuan dari pendekatan kualitatif. Makalah penelitian adalah studi deskriptif yang mencoba mengkarakterisasi kejadian, gejala, atau peristiwa saat ini. Menentukan keadaan fenomena saat ini merupakan tujuan dari pendekatan kualitatif. Makalah penelitian adalah studi deskriptif yang mencoba mengkarakterisasi kejadian, gejala, atau peristiwa saat ini.

3.	Persepsi Pembelajaran Berbasis STEAM dengan Media Loose Parts di Kalangan Guru PAUD. Munawar, (2019)	Proses produksi dan penciptaan produk akhir adalah area konsentrasi utama STEAM. Karena proses produksi mencakup komponen penelitian, maka hal ini lebih penting daripada produk jadi. Desain teknis, ekspresi artistik, evaluasi, dan perubahan dikombinasikan dengan pemikiran kreatif.
4.	Manfaatkan konten berbasis STEAM untuk membantu pertumbuhan anak. Hasti Indra Yeni, (13 Februari 2023)	Yang berprofesi sebagai operator sekolah dan guru menjelaskan bahwa ketika pemecahan masalah STEAM digunakan, anak-anak diajarkan sains, pemecahan masalah, aritmatika, bilangan, pengukuran, dan geometri selain pemecahan masalah dan fakta bahwa mereka masih anak-anak. dilatih untuk meningkatkan keindahan, intrik, dan kreativitas seni. Hal ini menginspirasi anak- anak untuk berkolaborasi guna menghasilkan elemen sosial. dari usia muda di kelas di antara teman-temannya. Tujuan STEAM, yang memiliki penerapan yang sangat luas, adalah untuk menjamin siswa belajar secara efektif. dari usia muda di kelas di antara temantemannya. Tujuan STEAM, yang memiliki penerapan yang sangat luas, adalah untuk menjamin siswa belajar secara efektif. dari usia muda di kelas di antara teman-temannya. Tujuan STEAM, yang memiliki penerapan yang sangat luas, adalah untuk menjamin siswa belajar secara efektif. Guru yang menggunakan pendidikan STEAM menyadari bahwa STEAM itu menyenangkan dan tidak membosankan. Anak mampu berpikir kritis hanya dengan melihat sekilas ke papan tulis
5.	Memfaatkan pendidikan STEAM sebagai sarana pembelajaran abad 21 melalui masakan yang menyenangkan Wulandari, N. T., Mulyana, E. H., & Lidinillah, (2020)	yang menyatakan bahwa paradigma pembelajaran STEAM sangat menjunjung tinggi sikap kreatif anak dan mendorong mereka menggunakan imajinasinya untuk menghasilkan karya seni.
6.	menumbuhkan pemikiran kritis dan kreativitas pada anak-anak muda melalui penggunaan STEAM dan teknik berbasis bagian yang longgar. Syamsiatin (2019)	Bidang pendidikan, bisnis, dan pemerintahan di negara-negara industri diyakini sebagai tempat pertama kali munculnya STEAM. Sektor-sektor ini menuntut lulusan yang cemerlang di bidang sains, teknologi, teknik, dan matematika agar mereka mengembangkan pola pikir ilmiah yang relevan dengan bidang pekerjaan mereka. Filsafat menumbuhkan pemikiran kritis dan logis dengan mengintegrasikan pengetahuan dari beberapa bidang akademik.
7.	Penerapan media loose part pada pendidikan anak usia dini PAUD Hopeless untuk menumbuhkan kreativitas Yukananda dalam Safitri D & Lestarinigrum A (2021:42)	Pembelajaran anak-anak terkena dampak positif dari pemanfaatan sumber belajar gratis oleh PAUD Tunas Harapan. Anak-anak cukup antusias mengikuti acara pengukuhan tersebut. Karena materi lepas sudah tersedia dan sangat mudah beradaptasi, anak- anak juga diberikan kebebasan berkreasi yang lebih besar. Hahan

		adalah salah satunya; itu berasal dari alam. Karena sengaja dimanfaatkan untuk meningkatkan pembelajaran dan berasal dari serta diciptakan oleh lingkungan sekitar maka disebut sebagai bahan alam
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The application of teaching methods is a very important activity and application that can have a major impact on students' daily lives and learning, according to research results from seven journals. This article evaluates the use of creativity-based learning techniques to improve early childhood education using ECCE, which influences student creativity both in everyday life and in the classroom. This includes determining key questions, drawing up project plans, drawing up action plans, recording student and project progress, analyzing test findings, and assessing experiences, based on previous studies (Sari and Astuti, 2018).

CONCLUSION AND ADVICE

How important education is for a person's overall development. Improving education is one of the pillars of nation building. Lelgeveld argues that education is an attempt to guide, look after, and assist children in completing their own tasks without the help of others. Children benefit from project-based learning because it allows them to use their curiosity to investigate information and solve the challenges they face. Children who receive instruction from teachers can become more methodical thinkers, logical thinkers, and focused learners. Children's creativity and reasoning skills develop, and they can improve critical thinking and use it in creative learning. How important education is for a person's overall development. Improving education is one of the pillars of nation-building.

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