



Management of the Use of Educative Game Equipment in Improving Children's Fine Motor Skills In Ra Fathul Hikmah Jelekong

Nuron Rhamdani^{1*}, Rudi Alam², Muhammad Faiz Habibi³, Deti Rostini⁴, Emay Mastiani⁵

(Universitas Islam Nusantara, Indonesia)

*Corresponding Author. E-mail: chevoemroh@gmail.com

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Abstrak

Latar belakang penelitian ini adalah keterampilan motorik halus dibutuhkan media tertentu untuk meningkatkan motivasi dan menarik minat anak dalam belajar. Untuk itu diperlukan sumber belajar yang dapat membantu guru dalam mengajar dan melatih perkembangan keterampilan motorik. Akan tetapi, guru jarang memanfaatkan penggunaan media secara maksimal. Penelitian ini bertujuan untuk mendeskripsikan manajemen penggunaan alat permainan edukatif (APE) dalam meningkatkan motorik halus anak. Penelitian ini menggunakan metode kualitatif deskriptif. Subjek dalam penelitian ini adalah manajemen pembelajaran, motivasi belajar, dan peserta didik. Deskripsi hasil penelitian disajikan dalam uraian kata-kata. Hasil penelitian menunjukkan bahwa manajemen penggunaan alat permainan edukatif (APE) untuk Meningkatkan Motorik Halus Anak di RA Fathul Hikmah, secara umum ditemukan bahwa manajemen penggunaan alat permainan edukatif yang dilaksanakan di RA Fathul Hikmah Jelekong sudah cukup baik, dari mulai perencanaan, pengorganisasian, pelaksanaan hingga pengawasan.

Kata Kunci: Manajemen, Alat Permainan Edukatif (APE), Motorik Halus Anak.

Abstract

The background of this research is that many students lack motivation to learn due to several factors, one of The background to this research is that fine motor skills require certain media to increase motivation and attract children's interest in learning. For this reason, learning resources are needed that can help teachers in teaching and practicing the development of motor skills. However, teachers rarely make maximum use of the media. This research aims to describe the management of the use of educational game tools (APE) in improving children's fine motor skills. This research uses descriptive qualitative methods. The subjects in this research are learning management, learning motivation, and students. A description of the research results is presented in a description of words. The results of the research show that the management of the use of educational game tools (APE) to improve children's fine motor skills at RA Fathul Hikmah, in general it was found that the management of the use of educational game tools carried out at RA Fathul Hikmah Jelekong was quite good, from planning, organizing, implementation to supervision.

Keywords: Management, Educational Game Tools (APE), Children's Fine Motor.

Introduction

In accordance with Law Number 20 of 2003 concerning the National Education System Article 1 Paragraph 14, it is stated that: "Early childhood education is a coaching effort aimed at children from birth

to the age of six which is carried out through providing educational stimulation to help growth and development physically and spiritually so that children are ready to enter further education.

It can be said that early childhood education is a form of education that has a very important role in developing children's personalities, as well as preparing them to enter the next level of education. Early childhood education is also a bridge between the family environment and the wider community, namely other environmental elementary schools (Arifudin, 2022).

Early childhood is children aged between 0 and 7 years, when they are experiencing a period of very rapid growth and development. The implementation of early childhood education prioritizes cognitive development (thinking abilities, creativity, emotional intelligence, and spiritual intelligence), social-emotional development (attitudes and behavior, as well as religion), language mastery, and communication (Mulyani, 2016).

According to Mansur, quoted in (Supriani, 2023), early childhood is a group of children who are in a unique process of growth and development. They have specific growth and development patterns according to their level of growth and development.

Slamet Suyanto as quoted (Ulfah, 2021) stated that this period is a golden age, because children experience very rapid growth and development and cannot be replaced in the future. According to various studies in the field of neurology, it has been proven that 50% of children's intelligence is formed within the first 4 years. After a child is 8 years old, brain development reaches 80% and at the age of 18 years it reaches 100%.

Early childhood is the nation's next generation who must be educated well. The importance of the nation's next generation having high quality begins with providing educational stimulus as a provision to become a better generation. Providing stimulus to children can be provided through PAUD services which are provided from age zero to age six. The period of early childhood growth and development is called the golden age, the period when

children are able to optimize their growth and development to the maximum. Therefore, it is hoped that children will be able to receive special education and guidance by providing good direct stimulus.

Early Childhood Education is the most important education. Where to prepare children aged 0-6 years to be ready to enter higher education. In the educational process, producing quality student output does not just happen (Irwansyah, 2021). But institutions need something that is successful and effective. Good quality in an educational institution is determined by good planning and management. Therefore, educational institutions need good management in determining goals in order to produce quality student output.

Early childhood education is based on a very unique learning system, namely "playing while learning". Therefore, there are important facilities in early childhood education institutions, namely educational games. School facilities must be managed, maintained and maintained well by the school so that the facilities can be used and enjoyed by students. In this case, good management by the institution is needed.

Management is a comprehensive element and cannot be separated from the educational process. Without management it is impossible for educational goals to be realized optimally, successfully and effectively. This concept applies to all educational institutions or institutions that require successful and effective management. Management's goal is to implement all work programs successfully and efficiently.

According to Massie and Douglas in (Hadiansah, 2021) stated that management is a process when a group of people work together to direct other people to work to achieve the same goal. According to Luther Gulick in (Hasbi, 2021) that management as a field of science that seeks systematically to understand human cooperation to achieve goals through other means to achieve goals makes this cooperation system more beneficial for humanity.

According to Keitner in (Mayasari, 2021) that management is a process of working together with others to achieve organizational goals effectively and efficiently using limited resources in a changing environment. Educational Game Equipment (APE) are tools or objects used for play and contain educational values and can also stimulate children's interests and talents.

Educational game equipment management is tasked with organizing and maintaining educational game equipment to provide optimal contributions in supporting children's play activities. In this case, the development of educational game management tools for early childhood is very necessary. For planning, organizing, implementing and supervising in a PAUD institution. This cannot be separated from the attention of all components involved in it.

The word management comes from the English language, namely manage, which means the art of managing, arranging, implementing and administering. The term management is referred to in the large English dictionary as management meaning directors, leaders. Management in terms of an activity that regulates, manages so that something can run well and correctly in accordance with the goals to be achieved (Bairizki, 2021).

According to (Handoko, 2014) the definition of management is the planning process, organizing process, directing and supervising the efforts of the members of the organization that have been determined. Management is a processing, maintenance and safeguarding process carried out by an individual, organization or institution to achieve predetermined goals.

Educational Game Tools (APE) are tools used by children to play while learning, meaning the tools and play itself are a fun learning tool. Children will not get bored of playing, besides that, playing will bring children positive experiences in all aspects, such as aspects of developing religious and moral values, cognitive

aspects, physical motoric aspects, social emotional aspects, language aspects, artistic aspects, and other aspects. With educational game tools, all aspects of children's development can develop optimally (Yasbiati dkk, 2019).

In conclusion, management of educational game tools is an activity carried out by groups or organizations to manage educational game tools for children in optimizing six standard aspects of child development (moral and religious values, motor physical, cognitive, language, social emotional and artistic).

APE is anything that can be used as a means or equipment for playing that contains educative (educational) value, and can develop all students' abilities according to Minister of Education and Culture Regulation Number 11 of 2020 concerning Operational Guidelines for Special Allocation Funds for Physical Education, APE is a set of learning materials and media To support learning activities through play, so that they become more effective in optimizing student development, it can be concluded that APE can be concluded that APE is a play tool that is provided and prepared for students to optimize their growth and development according to the standard level of child development achievement.

Anything used for play that is also good for children's development is considered an educational game tool. What is meant by "educational game tools" are all game tools that are made with the aim of educating children as well as stimulating their cognitive and physical growth. Educational game tools (APE) consist of three words, namely tools, games and educational. In the Big Indonesian Dictionary, a tool is defined as an object used to do or achieve a goal; Game comes from the word "main" which means doing activities that please the heart; while educative is related to education or is educational in nature.

In terms of terminology, there are several definitions of educational game

tools, as stated by Riany in (Sulaeman, 2022) who states that educational game tools are anything, whether originating from nature or made by humans, that can be used as a means of playing that contains educational value as well as can develop various aspects of child development.

According to Mayke, educational game tools are tools specifically designed for educational purposes which aim to help children's development. In line with the opinion above, Guslinda and Kurnia in (VF Musyadad, 2022) also define educational game tools as tools or objects that can be used for play in order to stimulate all aspects of a child's development. Andang Ismail defines APE as a tool specifically designed with the aim of assisting education aimed at helping children's development. Meanwhile, the Directorate of Early Childhood Education states that APE is anything that is used as a means of play that contains educational value and can develop all children's abilities.

From the explanation above, it can be concluded that an educational game tool is an object or tool that contains educational value and is used for play activities which aim to develop various aspects of children's development consisting of moral, religious, physical motoric, cognitive, language, social emotional and artistic. . Educational game tools can be traditional or modern game tools using technology.

Educational game tools are one type of learning resource that can be used in early childhood learning. This type of learning resource is very common in various early childhood education units, both indoor and outdoor, and provided by nature or man-made. Educational game tools are important to use as learning resources because of the characteristics of children learning while playing. Therefore, according to (Supriani, 2020) the presence of educational game tools really supports children's learning activities and children's play to achieve various aspects of their development.

Utilizing educational game tools used in the process of playing activities is an additional effort so that a child can develop his/her abilities through the game tools he uses. The management of educational game tools in the world of early childhood education is given great attention by the institution. An early childhood education institution that manages its educational play equipment well and provides adequate play equipment for use by children, will have a large opportunity for children to learn while playing. The opportunity for an educator to utilize game tools in the learning process as a learning medium, educational game tools have added value for a child.

Management is a comprehensive element and cannot be separated from the educational process. Without management it is impossible for educational goals to be realized optimally, successfully and effectively. This concept applies to all educational institutions or institutions that require successful and effective management. Management's goal is to implement all work programs successfully and efficiently. Educational game equipment management is tasked with organizing and maintaining educational game equipment to provide optimal contributions in supporting children's play activities. In this case, the development of educational game management tools for early childhood is very necessary. For planning, organizing, implementing and supervising a PAUD institution. This cannot be separated from the attention of all components involved in it.

Educational game equipment management is an activity carried out by groups or organizations to manage educational game equipment for children in optimizing six standard aspects of child development (moral and religious values, motor physical, cognitive, language, social emotional and artistic). In learning activities about fine motor skills, certain media are needed to increase motivation and attract children's interest in learning. For this reason, learning resources are

needed that can help teachers in teaching and practicing the development of motor skills. However, teachers rarely make maximum use of media.

Fine motor skills are defined as the organization of use of small muscle groups such as fingers and hands, which require precision and eye-hand coordination, and utilization with tools for work, and small objects, or control of machines such as typing and sewing (Sumarti, 2014). Hurlock in (Mukaromah, 2015) claims that the brain functions as a center and the element of maturity that regulates body movements is the beginning of motor development. Because children with high motor skills will more easily acquire new things related to their fine motor skills, motor development is a very important development for children.

Fine motor movements, such as young children moving their fingers, only use a few parts of the body and are driven by small muscles. As a result, in practice, fine motor movements only require eye-hand synchronization. Sujiono believes that children's ability to use their fingers and wrists is an example of fine motor skills, namely actions that only use certain body parts and certain small muscles in children. Hurlock said that the brain functions as a center for motor development, namely the maturation of the components that regulate body movement. The fine motor development stages of children aged 4-5 years include; Building a Tower with 10 or more blocks, imitating several shapes and writing several letters, Holding a crayon or marker with a 3 finger grip, Coloring and drawing, Getting more accurate in hitting nails with a peg, stringing beads with thread.

Raudhotul Atfal (RA) Fathul Hikmah is one of the early childhood education units which is the focus of research conducted by researchers. Where this educational unit is one of the learning groups that experiences problems in terms of fine motor development in children in the learning process.

This can be seen in the pre-writing learning activities carried out in educational units, with there still being children who cannot hold writing tools correctly, focusing on the shape and stiffness of the children's hands during these pre-writing activities.

From the results of initial observations and interviews with the principal of RA Fathul Hikmah on November 20 2023, data on the total number of TK A and B students was 61 students, with details for Kindergarten A 41 students and Kindergarten B 20 students. Of the total number of students, researchers conducted research in Kindergarten classes A and B. From a survey conducted at RA Fathul Hikmah, TK A class 25 children amounted to (45%) and TK B 5 children amounted to (10%) who experienced fine motor disorders characterized by stiffness on the fingers when holding a pencil. According to teachers at RA Fathul Hikmah, the assessment of students' fine motor skills is carried out by looking at whether they are capable or not and whether their writing, drawing and other fine motor stimulation activities are good or not without special instruments.

One of the causes of slow development of a child's fine motor skills is tone disorders, neuromuscular diseases, spinal cord disorders, environmental factors, and the child's personality. According to (Lindawati., 2013) in her research, there are several factors that can influence the development of a child's fine motor skills. These factors are divided into two, namely internal factors and external factors. Internal factors are genetic factors, gender, health factors in the prenatal period, difficulties in giving birth, prematurity and abnormalities. Meanwhile, external factors are health and nutrition, stimulation, protection, and socio-economic status.

Based on the descriptions above and also the problems that arise in the educational unit, the researcher decided to carry out research at RA Fathul Hikmah by focusing on the management of the use of

Educational Game Tools (APE) which can support solving problems that arise in the educational unit the. And the researchers took the title of the research "Management of the Use of Educational Game Tools (APE) in Improving Children's Fine Motor Skills at RA Fathul Hikmah Jelegong."

Methodology

This research seeks to analyze and describe the management of the use of educational game tools (APE) in improving children's fine motor skills at RA Fathul Hikmah Jelegong. The type of research used in this research is a descriptive analysis method. According to (Mayasari, 2023), descriptive analysis is empirical research that investigates a specific symptom or phenomenon in a real life setting. The results of this research were collected using primary data and secondary data.

The approach used in this research is a qualitative approach. According to Bogdan and Taylor in (Arifudin, 2023), a qualitative approach is a research procedure that produces descriptive data in the form of written or spoken words from people and observable behavior. According to (Rahayu, 2020) the method is to transcribe the data, then coding the notes in the field and interpreting the data to obtain conclusions.

This research uses qualitative research with field research methods (field research). According to (Haris, 2023) this approach is adapted to the main aim of the research, namely describing and analyzing the management of the use of educational game tools (APE) in improving children's fine motor skills at RA Fathul Hikmah Jelegong. So that this method will be able to explain the problems of the research (Hanafiah, 2021).

Determining appropriate data collection techniques greatly determines the scientific truth of a research. The data collection techniques used in this research

are observation, interviews and documentation.

Engineering can be seen as a means of carrying out technical work carefully using the mind to achieve a goal. Even though the study is actually an effort within the scope of science, it is carried out to collect realistic data systematically to realize the truth. Research methodology is a means to find a cure for any problem. In this case, the author collected information about the management of the use of educational game tools (APE) in improving children's fine motor skills from books, articles, journals, theses, theses, ebooks, etc (Fitria, 2020).

Because it requires material from the library as a data source, this research utilizes library research. Researchers need books, scientific articles and other literature related to the topics and problems they explore, both print and online (Mardizal, 2023).

Searching for information from data sources requires the use of data collection techniques. Amir Hamzah in (Nasser, 2021) claims that data collection is an effort to collect information related to the subject under study. The author uses library research methods to collect data. Specifically, the author started with the library to collect information from books, dictionaries, journals, encyclopedias, papers, periodicals, and other sources that share management views on the use of educational game tools (APE) in improving children's fine motor skills.

Amir Hamzah further said that data collection means various efforts to collect facts related to the topic or discussion that is being or will be explored (Ulfah, 2023). These details can be found in scientific literature, research and scientific writings, dissertations, theses and other written sources. According to (Hanafiah, 2022) data collection can be carried out in various circumstances, using different sources, and using different techniques.

Observation is part of the research process directly regarding the phenomena

to be researched (Tanjung, 2022). With this method, researchers can see and feel directly the atmosphere and condition of the research subjects (Arifudin, 2020). The things observed in this research were about the management of the use of educational game tools (APE) in improving children's fine motor skills at RA Fathul Hikmah Jelekong.

The interview technique in this research is a structured interview, namely interviews conducted using various standard guidelines that have been established, questions are arranged according to information needs and each question is needed to reveal any empirical data (Fikriyah, 2022).

Documentation is a technique for collecting data through existing documents or written notes (Mawati, 2023). Documentation comes from the word document, which means written items. In implementing the documentation method, researchers investigate written objects, such as books, magazines, meeting minutes and diaries. According to Moleong in (Rahman, 2021) the documentation method is a way of collecting information or data through examining archives and documents. Documentation strategies are also data collection techniques proposed to research subjects. The data collection method using the documentation method was carried out to obtain data about the condition of the institution (research object), namely the management of the use of educational game tools (APE) in improving children's fine motor skills at RA Fathul Hikmah Jelekong.

Muhadjir in (Nurbaeti, 2022) states that data analysis is the activity of conducting, searching and systematically compiling records of findings through observation and interviews so that the researcher focuses on the research being studied. After that, make a discovery material for others, edit, classify, and present it.

Findings and Discussions

Based on the results of research that has been carried out, to obtain data regarding the management of the use of educational game tools (APE) to improve children's fine motor skills at RA Fathul Hikmah Jelekong, the author used observation techniques, interviews and documentation studies to obtain data.

In fact, implementing educational game equipment management is very easy, but in reality educational game equipment must be maintained, cared for, and managed properly so that educational game equipment is not easily lost, damaged and used for a long time. This is in accordance with (Supriani, 2022) who stated that management is the most important thing in managing educational institutions, especially early childhood education institutions. There are also several types of management that are managed. In this research, we take the management of using educational game tools to improve children's fine motor skills.

As answered by the principal RA Fathul Hikmah Jelekong, regarding the importance of managing educational game tools. This is in line with (Adang., 2012) several reasons why educational games are important for young children, namely: 1) Educational games can increase understanding of the totality of oneself or develop a child's personality, 2) Educational games can improve children's communication skills. , 3) Educational games can increase children's ability to create new things, 4) Educational games can improve children's thinking abilities, 5) Educational games can sharpen children's feelings, 6) Educational games can strengthen children's self-confidence, 7) Educational games stimulate children's imagination, 8) Educational games can train children's language skills, 9) Educational games can train children's fine motor and gross motor skills, 10) Educational games can shape children's morality, 11) Educational games can train children's skills, 12) Educational games can develop

children's socialization, and 13) Educational games can shape children's spirituality.

In implementing the management of educational game tools, efforts must of course be made by the RA Fathul Hikmah Jelekong institution. In an interview with the school principal, he gave his answer regarding the efforts made by the institution, namely: "The institution's efforts are to provide good facilities for indoor APE storage. In the last 3 years, new APEs have started to be given inventory stickers. "And the outdoor APE is checked once a year for re-checking, for example if it is repainted or a porous APE is repaired again."

In implementing the management of educational game tools, of course there must be educational game tools themselves. Form of procurement of educational game equipment from any party that has contributed to the procurement of educational game equipment (Mayasari, 2022).

In an interview with one of the teachers, RA Fathul Hikmah Jelekong, regarding the SOP (Standard Operating Procedure) for the management of educational game equipment as follows: "For the SOP for Management of educational game equipment, it is in the meeting book and is aware of every teacher and school employee. During learning activities there are also SOPs, namely: SOP for steps before playing (there is a mutual agreement between the teacher and students to use APE during later learning activities), SOP for steps during play (children apply the agreement, such as not breaking or not taking toys home going home, SOP after playing." This is in line with what is stated that standards are needed in the use of learning media in schools.

The educational game equipment management process carried out by RA Fathul Hikmah Jelekong, there are 4 educational game equipment management processes at RA Fathul Hikmah Jelekong.

1. Planning (Planning)

According to Henry Fayol in (Arifudin, 2021) that planning is an activity carried out before taking action which is carried out before taking implementation action which includes a series of decisions, policies, creating programs, determining methods and procedures and determining implementation time schedules.

The planning carried out by RA Fathul Hikmah Jelekong, in this case the principal of RA Fathul Hikmah Jelekong, gave an answer regarding planning for the management of educational game equipment, namely that all teachers planned the management of educational game equipment, so that the decisions or policies implemented could be understood and carried out well by all parties.

The school plans several decisions or policies so that the implementation of management of educational game tools runs optimally, namely: a) Planning the procurement of educational game tools, such as planning to make a proposal to the Ministry of Education and Culture, b) Planning organization, such as providing special officers to handle the facilities and infrastructure and educational game tools. with the presence, c) Planning inventory (recording) such as recording APE that has just arrived from the Ministry of Education and Culture, gifts, buying it yourself or making your own APE, d) Planning for deletion, of course with deletion it makes the recording not messy when checking because if items that have been thrown away or that have been damaged are still kept in the register, so when checking, you feel confused about what happened to the absence of APE that has been thrown away or damaged, e) Planning maintenance for both outdoor and indoor APE, such as how to keep the outdoor APE looking good and well maintained. with re-painting once a year or planning the maintenance of indoor APE automatically, the teacher here plays a big role in maintaining maintenance by looking after the APE and working together with the children so that the children take part in maintaining the APE with a sense of

responsibility, f) Planning control, such as once every 6 months, the principal and staff specifically checking inventory records and looking at indoor and outdoor APE conditions, as well as g) Planning evaluations or assessments such that every year there are policies or decisions that are considered not good and will be evaluated again. This is in line with (Hoerudin, 2023) who states that planning is needed in the use of learning media so that it can contribute to improving learning outcomes.

Based on the data above presented by the principal of RA Fathul Hikmah Jelekong, there are similarities between the theory put forward by Henry Fayol regarding management planning for educational game equipment and the implementation carried out at RA Fathul Hikmah Jelekong, being able to apply theory and implementation and even being able to think in very detail about planning in implementation. optimal management of educational game tools. The results of interviews with school principals showed that all management implementations of educational game tools were well planned and detailed. The principal discusses with the teachers what the management process is so that its use is orderly and well directed.

2. Organizing

According to Stoner and Walker in (Nadeak, 2020) organizing is an activity of determining and arranging various activities deemed necessary to achieve goals, assigning tasks to appropriate parties and demonstrating the authority delegated to each individual assigned to carry out these activities. Organizing the management of educational game equipment at RA Fathul Hikmah Jelekong with the authority of someone to take care of educational game equipment so that they are well managed and maintained. Even though all school members are involved, all teachers, employees and students, it is a shared responsibility. Outdoor APE, indoor APE, and APE in the FKG room are the responsibility of all teachers and

employees. Indoor APE is the responsibility of teachers and students. Students are also taught to be responsible for returning and cleaning up after learning or playing activities. There are also special officers here to supervise the management of facilities and infrastructure who help to better monitor the APE facilities, starting from recording inventory, reporting on borrowing APE for learning to labeling stickers.

Based on the data presented above, there are similarities in the theory put forward by Stoner & Walker regarding the management of educational game tools with the implementation carried out by RA Fathul Hikmah Jelekong. Where at RA Fathul Hikmah Jelekong we can really apply theory and implementation regarding organizing or granting authority to regulate the management of educational game tools, so that everything is well coordinated and optimal.

3. Implementation (Actuating)

Based on the results of the interview, the author can conclude that educational game tools are an effective learning medium in improving children's fine motor skills because the educational game tools used are not only easy for children to understand but also provide meaningful learning at the next level of education. For example, as a media game, coloring pictures, this learning media indirectly teaches children how to hold a pencil properly so that when they enter elementary school, students are used to using the pencil to write. This is in line with (Ulfah, 2022) who explains that educational game tools play a role in the growth of students' thinking abilities.

At RA Fathul Hikmah Jelekong itself, in creating learning, teachers take the initiative to carry out fun learning by using educational game tools to shape children's fine motor development, students will be invited to participate in learning by working on learning media such as puzzles, coloring and folding paper according to child's imagination.

In another interview, fun learning depends on each teacher providing an understanding of learning so that children do not get bored while doing the learning. Children themselves are invited to participate and teachers must also provide an understanding of what is being taught to students so that children can understand and create a pleasant atmosphere. This is in line with (Ulfah, 2019) who states that producing a good learning process requires a pleasant atmosphere in the learning process.

Based on the results of the interviews above, the writer can conclude that in order to create enjoyable learning, teachers should include students in learning and teachers should provide an understanding of learning so that learning goes well.

It can be concluded that the use of media in the form of educational teaching aids in teaching and learning activities has a big influence on aspects of children's development. The use of educational game tools will ensure better understanding and better understanding of the lesson content. Educational game tools are also able to arouse and bring learners into an atmosphere of joy and excitement where there is emotional and mental involvement. The use of educational game tools at the learning orientation stage will greatly help the effectiveness of the learning process and the delivery of messages and learning content at that time. Apart from arousing students' motivation and interest, educational game tools can also help develop all aspects of their development. Play activities are absolutely essential for children, learning while playing is a fun activity and can help the development of children's fine motor skills. This is in line with (Fitria, 2023) that the use of media in the form of educational teaching aids in teaching and learning activities has a big influence on aspects of children's development.

4. Supervision (Controlling)

According to Arifin & Zainal in (Darmawan, 2021), supervision is the

process of measuring and comparing work results that are actually achieved with the results that should be achieved. Supervision is also the initial activity in the evaluation process to find out the extent to which something or work can be implemented or used in accordance with the plan which is realized through action.

Monitoring the management of the use of educational game tools at RA Fathul Hikmah Jelekong is to evaluate the management of the use of educational game tools, because APE is used in scheduled learning activities and according to the theme, this APE is very important in the learning process, especially in improving children's fine motor skills. Of course there is an evaluation in the management of APE use. For example: re-checking the APE used, whether the use of the APE can be seen to improve the child's fine motor skills or not. If not, we try using another APE which of course also has the same function, namely to improve the child's fine motor skills.

Based on the data above, there are similarities in the theory put forward by Arifin & Zainal regarding the evaluation of the management of the use of educational game tools carried out by RA Fathul Hikmah Jelekong. In my opinion, RA Fathul Hikmah Jelekong can really apply the theory and its implementation regarding the management of the use of educational game tools, school principals and teachers assess and measure whether the management implemented is running optimally or not, how deficiencies must be corrected and assess all aspects of the management process of using educational game tools.

Based on the results of the interviews described above, the author can understand the obstacles that teachers still feel among many students at RA Fathul Hikmah Jelekong, most of the children still need help in playing, children also still need to be informed about playing and children are still bored. in playing, while the game tools at RA Fathul Hikmah Jelekong itself are

media related to improving fine motor skills such as parcels, coloring, paper folding, which are still lacking and are often damaged, such as broken parcels, many colored pencils are lost, therefore innovation is needed from every teacher in using them. existing media.

Conclusion

From research data obtained by researchers after carrying out research at RA Fathul Hikmah Jelekong regarding Management of the Use of Educational Game Tools (APE) to Improve Children's Fine Motor Skills at RA Fathul Hikmah, in general it was found that the management of the use of educational game tools carried out at RA Fathul Hikmah Jelekong is quite good, from planning, organizing, implementation to supervision.

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Profil Penulis

Nuron Rhamdani. Penulis merupakan seorang Mahasiswa di Universitas Islam Nusantara.

Rudi Alam. Penulis merupakan seorang mahasiswa di Universitas Islam Nusantara.

Muhammad Faiz Habibi. Penulis merupakan seorang mahasiswa di Universitas Islam Nusantara.

Deti Rostini. Penulis merupakan seorang Dosen di Universitas Islam Nusantara.

Emay Mastiani. Penulis merupakan seorang Dosen di Universitas Islam Nusantara.