

CHAPTER IV

CONCLUSION

In my internship at KIDS2SUCCESS from January-February 2009 I faced a problem in handling 3-year-old child name Andini. There are four causes of this problem. The first cause is the 3-year-old child has short attention span. Then, the second cause is there is her elder sister in the same classroom but with different level so Andini is easily distracted. The third cause is the 3-year-old child looks for adult attention, which in this case is me as a teacher. The last cause is the 3-year-old child prefers playing to studying. From this problem there are certain effects that occur. The first effect is the teacher cannot deliver the materials optimally. The second effect is other children including Andini's sister get annoyed. Then, the last effect is frustration for the teacher. To solve the problem I analyze some potential solutions. The first potential solution is giving praises to the 3-year-old child to make her more motivated. The second potential solution is teaching the 3-year-old child discipline to make the child behave well and become independent in the future. The last potential solution is

giving a lot of game activities for the 3-year-old child so the teacher can teach the materials while she is playing.

From my analysis in the previous chapter about the potential solutions, I can conclude that the best solution for the problem is the third solution which is giving a lot of playing activities while teaching the 3-year-old child. As far as I know, Andini really likes playing activity. Such as study number and color during play UNO card and memorizing part of body by using a song. Therefore, when I teach her while she is playing, the result will be optimal. Andini will be happy because she can play, and I will successfully deliver the lessons.

I think by doing playing and studying at the same time in teaching Andini, she will give attention to study, and she is more likely to study while playing. If I force her to study only, she will lose desire to study. I think the potential solution is better than the first potential solution which is giving praises to the child because I cannot always use praises to motivate the child to study. It can make Andini become a retainer. Andini likes it if I give her a gift. When I keep giving her presents then ask her to do something, I am afraid someday she will become a retainer. I also think the third potential solution is better than the second potential solution which is teaching the 3-year-old child discipline because the 3-year-old child is a very sensitive child. She can easily get scared or traumatic. So, I think it is not a wise solution.

While I apply my chosen solution, there must be some obstacles. Andini may enjoy her playing activity too much and she does not want to

do other activities. To prevent that from happening, from the beginning of a class meeting, I will give games activity that contain a lot of lessons. I can teach her while she is playing without changing to another activity. For example I ask her to play UNO so I can teach her numbers and colors in one game. The other obstacle that may happen is because Andini will learn through a lot of game activities, it will make the classroom noisy, and I will get a lot of complaints from other students who are in the same classroom. To prevent it, when I plan to have a game that uses a lot of moves or noises, I will move to another classroom where only Andini and I will be there. That way, Andini and I can do the activity more comfortably and Andini can receive the lessons from the activity more optimally, because there is only me and her in the classroom. Andini can concentrate better on the activity without distracting the other pupils and I can handle her during the lessons.