ABSTRACT

Knowing animals is a material that is taught by teachers to children - early childhood in all early childhood in Indonesia, including PAUD Dhiya'Ulhaq. The material is contained in the curriculum early childhood so it is mandatory to be taught to young children. Currently the introduction of animals in schools is done by showing the media such as dolls, pictures, and also the cards. But in kindergarten Dhiya'Ulhaq constrained by shortage of the objects that will be introduced. The solution given is to make an application Introduction of animal objects, which can help and facilitate the teacher in introducing the broader animal objects and more. so the children can get to know more of the animals they learn. Tests on this application use UAT to the teacher and its functionality. From the test results that have been done the application has been able to facilitate teachers in introducing animal objects and can entertain young children with some games from the application.

Keywords: Know Animals, Media, Animal objects