

ABSTRACT

PROCESSING OF ENDEMIC ANIMALS SHAPE IN INDONESIA ON QUIETBOOK AS A LEARNING MEDIA FOR CHILDREN OF 2- 4 YEARS OLD

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Children's aged 2-4 years generally are the age of the child to know animals and objects around them. most of childrens' lives is spent with playing activities. Toys are an important element of their playing activities. According to Friedrich Wilhelm Froebel, he realized if childrens' enjoy playing and toys can be attract attention and develop knowledge. Learn while playing can be an experience if supported by learning methods and media that are appropriate for the child's age. Pestalozzi has the view that education will succeed when based on impressions related to sensory impressions. One of the media that can support children to play while learning is Quiet Book. Queitbook is generally made of cloth (especially flannel and patchwork) which is formed into a book with bright colors, containing simple game activities. This research method is qualitative which consist of literature studies, observation and exploration of child development, inspiration of endemic animals shape in Indonesian and activities in Queitbook. This study produced a fabric-based book with shape of endemic animals in Indonesian so children can carry out simple activities such as arranging touching textures or turning books. hopefully with this research, children can get to know Indonesian endemic animals and can develop children's imagination

Keywords: Motives of Indonesian Endemic Animals, Queitbook, Children 2-4 Years Old