ABSTRACT

Abstract - At the age of children 3-5 years who enter the golden age, several things need to be considered, not only about academic education such as learning, writing and drawing but also motor sensors where at this time children's learning activities become an important aspect to be reviewed. such as cognitive and psychomotor development must go hand in hand with the child's motor skills. However, currently not all children's learning facilities are able to meet the needs for motor development. This causes a lack of focus and enthusiasm for learning in children. Therefore, the authors see the potential in designing learning facilities for children with the hope that it will also fulfill motor skills for children aged 3-5 years. This study uses qualitative methods to analyze and determine activities as well as to determine the needs of golden age children, starting with direct observations and interviews with users when carrying out learning activities and motor activities to formulate existing problems, then in the next process the design is developed using the User design method. Centered Design to determine the shape, size, color and material of learning facilities by adjusting the needs of early childhood.

The results of the design in the form of children's learning facilities in addition to meeting children's learning needs, this design is also expected to train motor and cognitive development and encourage children to be more enthusiastic in starting learning activities.

Keywords: *Product Design, Learning Facilities, Learning Activities, Children's Motor*