

ABSTRACT

In this present era, before the child enters elementary school its very important to introduction of a number. Early childhood education for children, learn about the number will be very difficult because they have to translate from the symbol language to the logic. Then be made to “*Game Marbela for Toddlers 4-5 Years*” that is implemented on Android.

This application is created using the pattern recognition can be obtained from Google API Gesture thus easily match the pattern application is entered by the user in the system. Thus, the accuracy of the application can be properly secured.

Result of this application is, users can use this application as a learning medium stem numbers directly using the media as an intermediary finger input into the system. With a touchscreen as an input mechanism, users can learn to write like in the real world.

Keyword : *Number, Touchscreen, Android*