

ABSTRACT

3-dimensional Interactive Application tayamum learning is a media that can assist teachers in presenting the material Islam. Currently teachers in elementary AR RAFI 'Bandung still have difficulties in delivering the bertaharah materials about tayamum. The main cause is the media that is usually done by teachers are less effective, because the delivery of content only use book to explain the contents of the material tayamum and can only practice the movements tayamum concurrently with limited study time and does not explain the whole to each student, and only provide video related to tayamum as a medium to attract student interest. So this makes the students do not understand the material and procedures for the movement of doing tayamum properly and correctly according to the law, and the arguments of the existing pillars. Therefore, through the study of Islamic religious education that is to learn the procedures and requirements of doing tayamum to develop students' skills to play an active role in the learning should be required visualization or simulation more real in the form of animation and 3D images (3D) based on the multimedia content to school students (SD) to enable students to better understand what ordinances did tayamum, the notion of doing tayamum and arguments explain in doing tayamum properly according to Islamic Shari'a and give the game an evaluation form puzzle game to determine the level of mastery of the material in the form of sorting ordinances tayamum correctly. And the results for the research of the satisfaction level and understanding matter is explains that 85.7% of students are satisfied with this learning media.

Keywords: Interactive Applications, Learning Media, Multimedia and Tayamum.