

ABSTRACT

English language is the one of international language that will be needed at this moment. Because of this, english learning need to be introduced to children from an early age. Mostly, children have difficulty for learn it because english language is not language which they are used on everyday. So, they are not usual for speaking and listening the pronunciation with english language. Learning application is the manner or auxiliary tool for children learn english language which is expected can help in english learning. The methodology is used with SDLC (Software Development Life Cycle) methods with Waterfall models. This Learning Application uses Java Language Program because this application is Android based. With this application children can read the materials, listen pronunciation, and answer the quiz as if a game that devoted for fourth grade materials.

Keywords: English Language, Learning Application, SDLC, Java, Android.