

## **ABSTRACT**

*In the world of early childhood education, learning while playing is a way for children to acquire knowledge, skills, and values. Routine activities in the classroom are usually in addition to learning children are directed to recognize various types of sensory toys ranging from letter recognition, puzzles, lego, and others. After finishing playing, children don't clean up and return their toys to their original place because of that. make children less self-disciplined. The purpose of the design is to provide storage on the table that can help children store their belongings and children also become more aware of their own needs. When he wants to write, color, and play he will take his things in the storage table. . In this study using a qualitative method approach, data were collected from field surveys, literature data and interviews with kindergarten teachers. The purpose of this study is to provide storage on the table to help children so that their toys and items are not confused with their friends.*

**Keywords :** *Kindergarten, desk storage, discipline*