

## **ABSTRACT**

### **DESIGN OF EDUCATIONAL TOY WITH A PATTERN ARRANGING SYSTEM TO STIMULATE FINE MOTOR SKILLS OF CHILDREN AGED 4-6 YEARS OLD**

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*Motor development includes gross and fine motor development that has an important role, because it will affect various aspects of the child's development at a later age. Sandhy Putra Dayeuhkolot Kindergarten is an educational institution that educates early childhood, where children learn and play to develop their motor, cognitive, language, and social abilities. However, based on the results of preliminary studies through interviews and observations, the fine motor skills of children aged 4-6 years in Sandhy Putra Dayeuhkolot Kindergarten are still not optimally stimulated. This study aims to design an educational game tool to stimulate the fine motor development of children aged 4-6 years old with the concept of connecting dots. The research method used is qualitative through a case study approach with descriptive analysis. Design methods using SCAMPER. Data collection was carried out through interviews, observations, and literature studies. The results of this design are expected to provide a variety of educational game tools to optimize fine motor stimulation for children aged 4-6 years old.*

**Keywords:** *Early Childhood, Educational Toy, Fine Motor*