

ABSTRACT

Java Island has a high diversity of endemic species, including 18 species that are only found in West Java Province. However, development and population growth have caused habitat destruction that threatens their survival. One effort to raise awareness of conservation can be done through early conservation, in line with Merdeka Curriculum, which integrates the theme of biodiversity into the fifth-grade IPAS subject. Based on field studies at SDN ANDIR 01, issues were identified, including a lack of engaging learning materials and limited student knowledge about local endemic species. This study aims to design an educational Board Game as an alternative medium to enhance students' knowledge and engagement in learning. The method used is qualitative with a case study approach, involving observation, interviews, documentation, and literature review. The design process followed the Research and Development (R&D) approach with the 4D model: Define, Design, Develop, Disseminate. This study produced an educational medium in the form of a Board Game designed to introduce endemic animals of West Java. This Board Game will be validated by experts, such as media experts, design experts, and content experts, and will undergo direct testing with fifth-grade elementary school students aged 10-12 years. Based on the validation results from experts and direct testing with students, the Board Game is deemed suitable for use as an educational tool in introducing local fauna diversity.

Keywords: *Endemic animals of West Java Province, Learning Media, Board Game, Elementary School.*