

ABSTRACT

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This study aims to design an Alat Permainan Edukatif (APE) called Walky Mat, specifically designed to stimulate gross motor development in early childhood children aged 4-6 years at TK Al-Azhar, Bandung Regency. Walky Mat is an interactive floor game that incorporates elements to stimulate gross motor skills tailored to the developmental needs of children. The research employs a mixed-method approach, combining qualitative and quantitative methods, with a SCAMPER design framework, involving interviews, observations, and validation from material and media experts. The resulting product is designed to support gross motor stimulation through enjoyable, safe, and educational play activities, meeting the requirements for Alat Permainan Edukatif (APE) and using materials that comply with Standar Nasional Indonesia (SNI). This product is expected to make a significant contribution to children's physical development, particularly in enhancing balance, agility, and strength for early childhood children aged 4-6 years at TK Al-Azhar, Bandung Regency.

Keywords: Alat Permainan Edukatif (APE), Gross Motor Skills, Early Childhood, SCAMPER, Walky Mat