

ABSTRACT

Education is the human right of every individual, including children with special needs such as tunagrahita, who require different learning approaches according to their characteristics. In Islamic religious education, the introduction of hijaiyah letters is an important first step to help children with disabilities understand the Qur'an. However, conventional learning media that are often used in some SLBs such as SLB Negeri 1 Yogyakarta and SLB Negeri 2 Yogyakarta, such as iqro', worksheets, and cards, are less interactive, resulting in students getting bored quickly and minimal active involvement in the learning process.

This research aims to design an interactive learning media with Puzzle concept that integrates fine motor elements and simple physical activities. This media is designed to help children with mild level of tunagrahita recognise and understand hijaiyah letters interactively. The design process uses the design thinking method which includes the stages of empathise, define, ideate, prototype, and test.

The results of this research are expected to provide solutions for teachers in special schools (SLB) in teaching hijaiyah letters to children with disabilities. The results in the form of learning media products are also expected to increase the active involvement of students, and motivate students to learn Religion.

Keywords: Tunagrahita Children, Hijaiyah letters, Learning media, Puzzle.