

ABSTRACT

Increasing interest in children's learning really is not too difficult but not too easy. A simple way to improve is to identify the child's interest in learning what things honored by the child and ask him to do so. Combine things like adding in his education. One way is to use the media or interesting learning tools and interactive learning in mobile applications such as today's children are used to operate the phone so that by using this mobile application on children can be aroused and attracted interest in learning. Therefore, in this final task created an Android app as a learning medium for children.

Android applications are made in this final project is an application for recognition of animals and plants in children. The main menu is the menu in the application of animal grouping, grouping plants, dictionaries, quizzes, animal sounds and do you know the menu. To facilitate the understanding of children in learning the system of grouping of animals and plants in this application does not use a complicated system of taxonomy. This application is built using Eclipse software and has a display in the form of images, text, and sound.

From the results of tests performed showed that this application can run all the functions and features are as expected. Then this application can help children in learning the introduction of animals and plants.

Keywords: *medium of learning , Animal, Plant, Eclipse, Android*