ABSTRACT

Teaching children to recognize alphabets, numbers, pictures and shapes should be given with an interesting way. In common way, the children will learn about it from kindergarten, doing some private lesson, learning from books or television. Nowadays, there are some learning applications that can help parents teach their children attractively. In this learning application children will learn about alphabets, numbers, animal's pictures and shapes. Parents can see how far they can recognize that things with the test menu.

This learning application can be an effective way to give knowledge to the children. But sometimes, parents could be very difficult to give the right application that can show their children's progress in learning. The test menu which is provided by this learning application, hopefully can answer this parent's doubt.

Learning application to recognize alphabets, numbers, animal's pictures and shapes for 4-6 years old build with animation software like Macromedia Flash MX 2004 with ActionScript as programming language and other software which is designed to make an interesting interface like FlaX, Macromedia Fireworks MX 2004, etc.

Keyword: Learning application, Alphabets, Numbers, Pictures, Shapes, Test menu, Animation, Programming Language