

## **Financial Literacy for Children (Educational Games)**

**by Muniya Alteza, Lina Nur Hidayati, Arum Darmawati, Setyabudi Indartono dan Nindya Nuriswati Laili**

### **ABSTRACT**

The purpose of this activity is to increase financial literacy insights for SDIT Luqman Al Hakim students through educational games and foster simple financial management habits for SDIT Luqman Al Hakim students. This service activity uses 2 methods in the process. The first method is through lectures and the second uses educational games. In the initial stages students are given an understanding of financial literacy. Submission of material about finance in a way that is easily understood by children, through pictures, music, videos and interesting figures. Through this method can provide capital for students to continue the game at a later stage. Through the game students are given a test about their understanding of financial literacy that they have learned before. The tests given are made according to their age and abilities.

The results of this PPM activity show that students who follow can understand knowledge about financial literacy well. Students are quite cooperative when the process of giving material uses the lecture method. The students also give a response when asked questions by the speakers. When the game process the students can show an understanding of financial literacy. This is indicated by the results of a pretty good game from each group formed in the game. Students can understand the different needs and wants, and they can consider some of the money they have to save. The target in this activity has been achieved because students can already understand how they manage their finances even though it is simple. Students also understand about various financial institutions and payment instruments that exist today, ranging from cash to e-money that is often used in everyday life.

*Kata Kunci: Financial Literacy, Education for Children, Educational Games*