

BUSY BOOK AND EDUCATION VALUES FOR EARLY CHILDREN

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ABSTRACT

This study aims to determine and describe the form of the busy book, the educational value developed in the busy book, and the feasibility of the busy book media for games and learning in early childhood. This study uses qualitative methods to describe and analyze phenomena, events, activities, attitudes, perceptions, thoughts of individuals and groups in early childhood learning using busy book media. Descriptive data analysis presents shapes, colors, and educational values that can be learned for early childhood. The results showed that the visual busy book form is unique in its theme, shape, color, structure which can be removed, pasted, opened, closed like an album book. Busy book games to develop children's logical understanding of shapes, colors, balance, and composition that are sweet and precise. The educational character values in the busy book are accuracy, thoroughness, creativity, appreciation, discipline, responsibility in playing and learning the composition of shapes, colors through playing practices and learning to use the busy book. As a new learning medium, the busy book is feasible, interesting, and appropriate for character play and learning for children. The expression of children in playing and learning with busy book shows their own fun, seriousness, and pleasure which need to be interpreted and interpreted as a good educational process for children. Busy Book game material as aesthetic and ethical learning media to determine the development of children's aesthetic expressions. Development of children's artistic expressions is strongly influenced by the environment and teaching. Therefore, a new learning media with busy book is needed to answer these challenges.

Kata Kunci: Educational value, busy book, early childhood