

TRAINING OF SCIENCE EDUCATIVE GAME CREATING BY 'FUN CHEMISTRY' AND COOKING CLASS' AS MEDIA RECOGNITION OF CHEMICAL SCIENCES FOR EARLY CHILHOOD

by Siti Marwati, Erfan Priambodo, Annisa Fillaeli, Marfuatun

ABSTRACT

The PPM program was intended for the purpose of disseminating the kindergarten teachers about ingredients safe that can be used to create science educative games, conduct technical guidance on ways of making the game of science educational fields of chemistry through the "Fun Chemistry and Cooking Class", provide knowledge of chemistry concepts in this activity. These activities include methods such as lectures, technical guidance and practical about materials and tools that are safe for science educative games creating, chemistry concepts in this activities. Fun chemistry activities directly on the practice of Chemistry includes experiments with a catchy title for kids. Cooking class activities through direct practice includes making of ice cream to introduce colloidal system, decorating biscuits with icing sugar to introduce a melting process and emulsions, making banana chocolate to introduce the freezing process.

The results of the implementation of PPM were socialized to teachers of kindergarten groups at Sedayu totaling 32 people about safe ingredients that can be used to create an educational science games chemistry. Participants have made technical guidance on how to make chemistry educational science games that easy and safe for children kindergarten through Fun Chemistry and Cooking Class. Participants Have been given the knowledge of chemistry concepts in this activities. More than 80% of participants have mastered the material presented and could make the game an educational science in chemistry for early childhood.

Keywords: game, educational science, early childhood

Kata Kunci: game, educational science, early childhood