

ABSTRACT

Applications for Android-Based Learning jurisprudence 4th grade elementary school is a kind of game application that is designed to be able to introduce the lessons of jurisprudence and practice knowledge in particular children 4th grade elementary school.

Learning Fiqh application is built using the Java programming language and using Sqlite database. System design in this final project uses the concept of object orientation, namely to describe the actors and functionality with Use Case diagram.

In this application, there are three main functionalities are learning, exercises and videos. At first functionality that is learned, in this process the child will be introduced to the Fiqh lessons learned in grade 4 elementary school. For the second functionality that exercise, in this process the child will be given training in the form of multiple choice results in accordance with the value of the answers are already managed by the child to give good impact to the child. For the third functionality that video, in this process the child will see the video - a video in accordance with the pre-selected subjects, such as zakat, alms and donations, and also provide a good example to the children through songs with video.

Keywords: Learn, Play, Video, Game