

ABSTRACT

In the process of learning mathematics, there are people who easily accept the material in a way to hear from teachers, there were enough to read the inscription, and there is also a way to be demonstrated directly. It shows that human, as well as children, have three types of learning styles which is Visual, Auditory and Kinesthetic. Learning Mathematics in Little Smart kindergarten, using a variety of media such as textbooks, Student Worksheet and the Computer. However, the use of the computer are less interactive, and not covered the three way of child learning (Visual, Auditory and Kinesthetic). With a Flash-based applications are built, will cover the three learning styles. The method used in the development of this application is the multimedia-based development method that consists of six stages: concept, design, collecting materials, assembly, testing and distribution. Tests that have been used are using blackbox testing. Based on test results, the application success to give right output results. As in the application is managed to display the video page if the menu is clicked. Then successfully displayed the score on "Bermain Angka" menu, saved the scores and can be displayed again on "Prestasiku" menu. The conclusion of the test results, this application can help students Little Smart kindergarten to learn mathematics in a third way of learning which include Auditory, Visual and Kinesthetic.

Keywords: Mathematics, Visual, Auditory, Kinesthetic, Interactive, Flash