

ABSTRACT

In the vulnerable age of toddlers, the exploration power are growing very rapidly. Children will begin to absorb and receive all information at the level of basic educational. Toys are activities that support educational media for the development of the child's brain furthermore if the toy suitable to the tastes of children and there is knowledge in it. One of them is knowledge of the animals introduction that can make children know about the animal world and respect animals. But the fact is, there is many animals toy that are still less support for children ranging in terms of from, shape and function. This was followed by a study of animal introduction games design with an observation and field survey, literature review and questionnaire distribution. The results of this design is an animal recognition game that provides education, safety, and comfort.

Keywords: Children, Toys, Animals.