ABSTRACT

English is one of the languages used as a universal communication tool on the international scope. English is also a foreign language that was introduced in elementary school. One of them is in SDN Ciptawinaya who has studied English from class 2. English is introduced early because children have a brilliant learning period called golden age, age 6-12 years, which enable it to learn language quickly. The learning facilities at SDN Ciptawinaya are still conventional, the teachers deliver the lesson material in front of the classroom with the help of the package book as a teaching guide. Furthermore, learners listen and record the material submitted by the teacher, so that students do not understand the material presented. In addition, English lesson is only held as many as 1 time meeting and lasts for 2 hours in 1 week. Based on this it is deemed necessary to build an application that is expected to solve the problem. Seeing the problem then came the idea to build "Application of English Learning for Students of Primary School Based Android". The method used to build this application is the ADDIE method. This application is tested using User Acceptance Test. The features that exist in this application include learning materials for class 2 semester 1, pronunciation vocabulary in the form of pictures and sounds, learning videos and exercise questions in the form of quizzes. This application is also expected to build student interest in learning English.

Keywords: Applications, Android, English.