

ABSTRACT

Playing is an activity favored by children. One of the games that have been encountered by children in the 90s is the game "Bongkar Pasang Kertas". According to read surveys and articles, a few years back this game has rarely been played by children because of their interest along with technological developments and other factors that have replaced the system of the game. Learning is a way for someone to add insight and knowledge, including children. In addition to games, technological developments also accompany the development of educational media or learning media that can be accessed through computer devices to smartphones. This affects children's interest in physical books. In addition to technology, children's interest in physical books is also influenced by several other factors such as images or illustrations contained in books, colors used, easily understood texts, and images given by books. This will affect the level of use of physical books, which will have an impact on the lack of self-habituating of children to learn through books that should have clearer content. Religious education with forms of prayer learning Islam is one way to shape morality in children. However, for its application in learning to pray, it returns to the problems faced by children against the attraction of physical books. From the three aspects above, which are playing, learning, and praying, the author gives an idea to unite these three aspects in the form of a prayer book design using the media game that is a game of "unloading paper", where children can play while learning. The prayers that will be included in this book are daily prayers that can be directly applied in life. The game in this book can be played by girls and boys. This book will not only be readable later, but can be an entertainment medium to children's interactive media to play. It is expected that the design of this prayer book can be used as a learning media for Islamic prayer for children that is both efficient and enjoyable.