

ABSTRACT

Elementary school , is a phase where children will easily tend to play games that are easy to play but also children will easily remember a color that is more attractive and interactive. Based on the results of discussions with religious teachers at Elementary School Negeri Suradinaya, students in grade 2 Elementary school, manual learning methods are not as interesting as games because games will be more fun and more interactive, therefore educational games or games with designs that are not boring for children are expected to stimulate children's mindset towards children's knowledge. Mobile games or games will be implemented into Android. This design is expected to increase children's interest in playing and learning. Thus, teachers will be helped in delivering learning materials that make children easy to understand. In making this game apply the MDLC (Multimedia Development Life Cycle) method which will later be tested and distributed to Suradinaya Elementary School.

Keywords: Making Prayer Games, Education, Android, MDLC