

ABSTRACT

The early childhood has an absorption higher than adults, also known as the golden age. During the pandemic of covid-19 in Indonesia, the studied of confessional school must be limited and must using the online learning. This phase challenge for teacher to teaching and measure the intelligence of students. One of the important aspect from the intelligence of early childhood students was soft motoric skill. This case affected to Kinder Garden school, where the teacher has difficulty for measure the soft motoric skill. Currently used application test is *Marble Writing* for android smartphone, but the application doesn't have documentation camera and incomplete test result. That matter caused the online test soft motoric done by their parents, so the point of soft motoric skill not on target. On the other hand, many students use smartphone to play video games. As we know the smartphone has many features to improve the student soft motoric skill. To deal with problem the solution is make the soft motoric skill test be more fun and kids friendly by do the test with video game base. Besides that, the application test must have documentation camera to solve not on target test.

Keywords: 4 – 6 years old, soft motoric, marble writing