

ABSTRACT

At the end of 2021, the government of Indonesia had given permit for schools to open its learning onsite with strict health protocol. The schools of children at the age of 4 to 6 years old had also begun its onsite learning with strict protocol of always wearing a mask and maintain a social distance with each other. Children of 4-6 years of age learn from playing individually and also in groups. With the mask and social distancing protocol children can't play or see the expression of their friends fully which cause a halt of their social skills development. This study uses the mixed method (Qualitative and Quantitative) that gather information about the current phenomenon about limited onsite learning in description and numbers, also in the terms of the product construction this research uses SCAMPER method. This study has hopes of designing an educational toy that is played by multiple people to assist in the social development of children with an implementation of social distancing.

Key Words : Educational Toys, Group, Social Distancing, SCAMPER