

ABSTRACT
DESIGNING AN INTERACTIVE STORY BOOK OF BIBLE STORY AS A
TEACHING MEDIA FOR SUNDAY SCHOOL CHILDREN AT GKI
MAULANA YUSUF

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Sunday School is not only a church's formality and utility, but also a place for children to learn about Christianity foundation of faith. However, Sunday School teaching at GKI Maulana Yusuf faces some challenges that could affect the children's presence and faithfulness during the worship. For the writing of this article, the age range of Sunday School children that the writer observe is specifically for 6 to 12 years old. Based from James Fowler's theory of faith development, 6 to 12 years old are categorized to the third stage of faith development, the literal-mystical belief. One way to increase the enthusiasm of Sunday school children who are at the stage of developing literal-mystical beliefs is by facilitating the children with interesting books that children might like. Qualitative data collection methods by observing the GKI Maulana Yusuf Sunday School children and teachers, interviewed the priest and teachers, and literature studies by studying the bible and some journals/book. The data is analyzed by comparison matrix method to compare the visual and content aspects. The result of analysis is used as the basis for designing interactive storybook to achive research objective. The objective of this research is to design an interactive storybook to support the teachings of bible stories for GKI Maulana Yusuf Sunday School children.

Keywords: *Interactive Storybook, Bible Stories, Sunday School Children, Sunday School Teacher*