

ABSTRACT

In this modern era full of new distractions and challenges, we often witness the lack of children's grasp of the Bible stories in religious education settings, including in St. Gabriel Sunday School. Despite continuous efforts to deliver religious messages creatively and engagingly, many children find it difficult to truly understand and internalize the values contained in the Holy scriptures. This leads to the profound question of the way how it can be more effective to reach out younger generations through the religious messages in this increasingly fast-paced complex world. This research aims to design an educational puzzle as a medium of studying the Bible stories which is intended for children aged 4-6 years old. Using the SCAMPER (Substitute, Combine, Adapt, Modify, Put to another use, Eliminate, and Reverse) design method, this research will identify and develop the puzzles that can engage and support children's understanding of the stories in the Bible. The puzzles are going to be designed as it will increase children's engagement and their skills through an interactive and fun learning experience. This research is expected to produce an educational puzzle that is effective and fun for children aged 4-6 years in helping them learning the Bible stories while also supporting their growth development spiritually and cognitively.

Key word: *educational puzzles, Bible stories, 4-6 year olds, learning interaction, children's play tools.*

