

ABSTRACT

A healthy environment is free from organic and inorganic waste that is disposed of carelessly. The accumulation of waste in Indonesia reaches 21.1 million tons, with 34.29% not being managed properly. Sorting waste is one way to reduce the accumulation of waste. Organic waste can be used as fertilizer, and inorganic waste can be recycle into valuable items. Involving children from an early age in sorting education is very beneficial, with the hope that it can become one of the changes in the future. The implementation of inorganic waste recycling has been carried out by the non-formal Si Doel Creative School. However, the learning media for children aged 7 to 12 years. The design method used is a qualitative method employing the 5W+1H analysis as a reference in the design. The design method uses the basic game method consisting of mechanics, story, aesthetics, and technology. This design work is in the form of a waste. The result of this design is created as an alternative learning medium that can be usef at Sekolah Kreatif Si Doel, or other elementary school.

Keywords: Board game, waste sorting, environmental education