DESIGN OF INTERACTIVE STORY BOOKS WITH THE 5W+1H METHOD AS MORAL EDUCATION TEACHING MATERIALS FOR CHILDREN AGED 4-6 YEARS AT TK YOS SOEDARSO BLITAR

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Abstract

Fable story books as a medium of moral education for children aged 4-6 years in Indonesia are urgently needed considering the increasing cases of moral degradation among the younger generation. This study aims to design an interesting story book with content that focuses on developing children's morals. This book takes fables as the main material that describes the life of animals with human characteristics. Through fables, children can get moral messages that can help them understand important values such as integrity, responsibility, respect and respect for others.

This book emphasizes the important role of parents in setting a good example, in raising awareness and consequences of actions, developing a culture that supports morality, and encouraging active participation in social activities. In designing this book will provide interesting illustrations and in accordance with the theme of the story to attract children. This book will also be equipped with several interactive games such as coloring and connecting lines to get children interested in reading.

The purpose of this design is to create an effective story book as a medium of moral education for children aged 4-6 years. This book has 40 pages measuring 20 x 20 cm with a hardcover cover. In addition, supporting media such as Instagram feeds and posters will also be used to promote works. With this storybook, it is hoped that children can more easily understand moral values and strengthen the relationship between parents and children.

Keywords: story books, moral education, fables, children aged 4-6 years.