

**SCIENCE FOR KIDS ON ANDROID: SCIENCE LEARNING  
RESOURCES BASED ON JOYFUL LEARNING IN ANDROID GADGET  
TO INCREASE INTEREST AND SCIENCE LITERACY OF  
ELEMENTARY SCHOOL STUDENTS**

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**ABSTRACT**

The purpose of this study are to: 1) Develop an application "Science for Kids on the Android" as a Learning media based on joyfull learning that can be accessed through the android gadget, 2) Examine the feasibility of application "Science for Kids on the Android" as a Learning media-based on joyful learning seen from aspects content and media,

The method used is Reasech and Development (R&D) with the models offered by Borg and Gall. 1) Research and information collecting, 2) Planning, 3) Develop preliminary form of product, 4) Preliminary field testing, 5) Main product revision. 6) Main field testing, 7) Operational product revision, 8) Operational field testing, 9) Final product revision, 10) Dissemination and implementation. The research instrument used is the expert assessment sheet material, sheet media expert assessment, questionnaire responses of teachers, and questionnaire responses of students.

Through research and development in the first year obtained the following conclusions: 1) Has generated Application of "Science for Kids on Android" as a science learning media that can be accessed through the Android gadget, 2) Application of "Science for Kids on Android" declared eligible to be used as a learning media from the perspective of content and strategy of presentation of the material, as evidenced from the results of the expert (lecture) and practitioners (teachers) assessment in the category of "very good". While the students' response to the product in the category "Good".

Keywords: Science for Kids, Android Apps