ABSTRACT

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MAKING A SIMPLE GAME WITH SCRATCH FOR CHILDREN EDUCATION

During the implementation of professional work, the practitioner was placed as a grade 2 teacher at Sinar Cendekia School. Practitioners work as IT teachers. This professional work report discusses making mini games as education for children. Scratch is a visual programming language that uses blocks, and was developed by the MIT Media Lab. It was created specifically for children and beginners who want to learn programming without having to face the difficulties of writing complex code syntax. In the implementation of this professional work, the methods used include analyzing the needs of teachers and students related to material that can be integrated into the game, designing storylines and simple game mechanisms, and implementation using an intuitive Scratch interface. The testing phase involved the participation of elementary school students to evaluate the functionality, ease of use, and impact on their concept understanding and interest in learning. Students were guided to understand the Scratch interface and the functions of essential code blocks and then applied them to create a simple game project. In addition, the results achieved showed that students were able to actively participate, show creativity, and successfully create a functional simple game product. The program proved effective in improving students' understanding of logic flow and simple algorithms. Thus, the use of Scratch as a teaching tool in the creation of mini games is a successful approach to making programming learning accessible, engaging, and meaningful for young children.

***Keywords**: Scratch, Programming Logic, Elementary School, Project-Based Learning, Mini Game, Educational Technology.*