

# Introduction

[Literature](#), [Play](#)



INTRODUCTION Education is a process wherein a child learns something new and progressive and it is an important factor in a child's development. This will help them to prepare for the near future. Pre School is extremely beneficial for early childhood development. It provides both an academic and social foundation that can give a child a leg-up in future scholastic areas. Children during the preschool years are growing so fast and have the ability to learn and grow in leaps and bounds. A quality preschool or even the childcare can give a younger child numerous experiences that only this type of environment can provide. It prepares them for a future of education and it is proven that children who attend in preschool are more likely to go on to receive a college education. Learning something new is a good catch for the children. A little child that discovers a new thing fascinates him. This makes him more curious about his environment and pushes them to become enthusiastic about learning. Some children need to be pushed and motivated in order to motivate a child educationally is introduced. Educational games are games that teach and help kids to develop their learning skills. It is important that games are educational especially when they are implemented in a school. They should develop their cognitive skills and logical reasoning. According to Gibson (2006) games are educational when they provide new information and develop a child's memorization and show context and cognition, gender and ethnic.

PROJECT OBJECTIVES

General To develop an educational game for the pupils of Little Star Pre School.

Specific

1. To develop games that care for the feelings of the pupil who are unable to play games because of their handicaps.
2. To develop games that will rate the performance of the pupils.
3. To develop games that will be enjoyable for the kids and will be full of fun.

**PROJECT SCOPE** This project is only applicable on preparatory schools. It covers the subject English, math, science, Filipino, MAPEH and Sibika at Kultura. There are three levels for each of these games where the first level is the easy level, the second is the average level and the third is the difficult level. The game has the ability to capture the pupils score as when the pupil played the games and store it on the database. In addition, these recorded scores can be posted on a web based score board. The game can also rate the pupil's performance, thus helping the pupils to determine their errors while playing the game. The system has the ability to add and update student records.

**SIGNIFICANCE OF THE PROJECT** The project is introduced to have educational, fun loving games to the Little star pre school. Through this project, boring types of games will be replaced by games full of fun. If a game is educational it is important to have games that are not boring to the kids because it might not catch their interest thus they will not absorb the lesson the game that is teaches. This is the reason why the researchers propose this kind of system. A game is also a past time and an extra activity in school. Vacant time can be a perfect time to play some games. Instead of playing games that lack educational ideas kids can play the educational games, they can have fun and the most important fact is that they learn something through these games. Students that have a health problem in heart and lungs are not capable to play physical games because they are easy to get tired or they might have an asthma attacks. Kids that have this kind of problems are envious to the physically fact kids, because they can play physical game, in order to supply some of each excitement when playing this game. The proposed system does not need physical cooperation

but it can supply some of the excitement of the physically related games.

**BACKGROUND OF THE STUDY** Little star Pre School is a school which offers nursery, kinder, preparatory and Grade 1. It is located at Isok 1, Boac Marininduque. It started on year 2000. It is a private school, but the curriculum was patterned to the curriculum enforced by the Department of Education (DepEd) like what they do in public schools. So far LSPS has produced nine commencements on preschool from the year started. The preparatory school of LSPS teaches the subject, sciences, language, reading Filipino, mathematics science and MAPEH. Only one teacher teaches all of these subjects. Games are being developed for it subject. Games are being developed for each subject. These games may be categorized as Educational and non — Educational depending on the type of games. This type of games categorized our educational games that are related to the subjects and it should have a known that will be learned by the pupils, Non — educational games that are just for fun, and it does not teach any lesson to the students. The games are played every Friday. The teacher uses visual aids like charts and flash cards. Other than that, the teacher also uses balls and puzzles. Guessing between an object shown in a chart is an example of the game. Others are adding and subtracting digits printed on the flash cards.

**GENERAL INSTRUCTION** The user must first log — in in the system before playing the game, otherwise the result of the game without logging in will not be submitted to the database. After logging in, the pupil will be presented with the list of subjects as well as the button that will prompt him to play the games. Then when he clicked the button, the system will open a window that shows a menu where he can choose a subject and their levels.

When a level on a subject was clicked the games start. After playing the games the pupils will be presented with a score board which can be submitted to the database.