

ABSTRACT

In an era that has been completely developed, the technology used and the complementary needs in every aspect of life. Indonesian culture which allows consumptive use of rapidly evolving technology of the adults to the children. Children are growing and growing mentally and morally very easily influenced by technology. Technology sizeable influence is information technology. The number of media makes the information obtained information becomes more and more also. Conditions such as this has the advantage that, children become aware of what is happening today in the surroundings and what is going to happen in the future someday. Children tend to have a mind that is futuristic. As for drawbacks, one of which could Writer mention is what happened in the past (history) is not considered important to learn so do not know the history of his own nation. Therefore, the author would like to take the children to get to know and learn the history of Indonesia to take the history of one empire that ever existed in Indonesia, namely the Singasari Kingdom.

To attract children's interest in learning the history of the Singasari Kingdom, the author uses the information media technology advances are also popular kids that e-learning with visualization colorful cartoon. History of the Kingdom Singasari pared in e-learning is the location, Kings, relics and also the question to recall and repeat the lessons that have been learned. E-learning is provided in the form of interactive media, so that with the interaction of the children becomes easier to understand and grasp of history. When the children are familiar with and understand the history will be more easily lead to respect for the history of his own nation.