Abstract

School is center the source of human power, the function for make up source of human power will be excellent qualify. Proper of some school else generally, elementary school III of Bulak Lor is once of school put English into curriculum as competence of learning. But, it's nothing easy to apply this program. Many troubles and problems, because many student often feel boring and just want to play when learning English. So that concentration to process of teaching learning so difficult to understanding vocabulary, spelling and speech in English.

Development of software for learning English using java for Elementary school, used prototype develop method and method of planning system. Used the planning system method to object orientation. This approach to be effective because the object can be presentation part from external of world. Narrow of asymmetry conceptual between external of world and components of software.

The product is software, base of desktop and this product easy to used. And help in teaching and learning English will be easy to understanding, so that able to use in teaching and learning English. With these software base of computer , hoped makes learning English easier to user learning all about English. This product gives materials such as learning English, quiz, and simple dictionary English-Indonesia.

Keywords : primary school, learning English, software, prototype, dictionary.