

HABITUATION PROGRAM MANAGEMENT READ ASMAUL HUSNA BASED AUDIO VISUAL LEARNING FOR EARLY CHILDHOOD

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Abstract. This article discuss about management of habituation programs read for child age early based Asmaul Husna audio visual learning. the program aim For introduce the 99 names of Allah to children through reading and audio visual media. Study This use method study descriptive analysis with variation studies case. This method more emphasizes effort For obtain information regarding status or symptoms at the time research, provide description to the phenomenon is also illuminating relationship and interest meaning from something desired problem. Result of study This that habituation program management Asmaul husna in management the program covers stage planning, implementation, and evaluation. Stage planning involve determination program objectives, target audience, and program activities. Stage implementation covers proper media selection, setup materials, and program delivery. Stage evaluation involve evaluation effectiveness of the program in reach the goal. The program results show that approach effective audio visual learning in increase interest child in read and understand meaning Asmaul Husna. Program management can made reference For develop similar programs in context other.

Keywords : Early Childhood, Asmaul Husna, Habituation

INTRODUCTION

Education that produces results values, morals, manners character as well as can form character someone who becomes characteristic typical from that person called character education (HH, 2019). Typical characteristics somebody the have Meaning development character towards more good as can be obtained with a good learning process as well as apply in life daily. In character education there is the values contained therein, namely include: religion, honesty, work hard, creative, independent, attitude democratic, respectful performance, attitude friendship, love peaceful, happy read, care to environment. Attitude tolerance, discipline, desire knowledge, sense of responsibility, enthusiasm nationality, cinta homeland and care social (Y, 2019).

For realize that's all lots character on can done through environment education in family, school and community. Third matter the must synergize or not Can separated One each other. For start it can done since early that is ages 0-8 years. Character Good child age early of course it is very related with education child age early. Because of education child age early is Foundation beginning for form character Good children in the future come. Like A House If the foundation formed strong and sturdy so building to be stand up will strong and sturdy. (Munawaroh Ijudin, 1907) Likewise with character good child age early when formed with Good so will good character too someone in the future come.

As organizer of children's education age early, there is institution unit education child age early NU Muslimat Education Foundation Coordinator Purwokerto, one of them is RA Muslimat NU Kembaran. One of unit education that has commitment For put forward values ahlussunah wal Jamaat An Nahdliyah in every load the learning. Not only character religious that 's all there is in ASWAJA values, but rather mark social emotional, love homeland, honesty and character Good other.

Learning patterns used naturally full innovations new For adapt current development. Learning patterns used always get used to the amaliyahs contained in values Aswaja an Nahdliyah. Like sing song Syubbanul Wathon, activities religious like read and memorize letter short in the

Koran, Asmaul Husna, Tahlil, practice pray and still Lots pattern learning carried out in form habituation daily.

In pattern the lesson was RA Muslimat NU Kembaran do good habit For create and improve good character in everyone participant educate child age appropriate early with values Aswaja an Nahdliyah. Activity what is done every day that is habituation or habituation hearing and reading asmaul husna along with It means. So that participants educate interested so innovation done in matter delivery accompanied by an appropriate chanting tone with accompanied movement that shows the meaning of the word asmaul husna is spoken.

In post- pandemic times like Now This Lots very challenges faced by teachers in carry out learning at school. If it was before moment pandemic The teacher's challenge is more about activities required learning done online, however moment post pandemic more teacher challenges to problem conditioning children and synergy between activity school and home. Naturally matter the No easy thing Because objective from management habituation carried out is do habituation Good For create and improve good character in everyone participant educate child age appropriate early with values Aswaja An Nahdliyah.

With thereby need held teacher empowerment, involvement student Guardian as well as cooperation with institution related to the learning that takes place own innovations For every habituation everyday in every learning provided . Related with good character every child, of course sustainable with aspect development child age early. Then activity everyday that will be done in accordance with values Aswaja and Nahdliyah that is habituation or habituation hearing and reading Asmaul husna along with It means accompanied with movement For makes it easier memorize It means . With points the on writer interested For lift with title "Habituation Program Management Read Asmaul Husna Based Audio Visual Learning for Early Childhood"

Researcher's objectives do study This is For identify and analyze the effectiveness of habituation programs , increasing interest and motivation child, improve Skills communication and expression child as well as measure effectiveness deep audio visual learning help child age early remember and understand Asmaul Husna. Besides that study this is also purposeful For develop learning models innovative For help child age early Study Asmaul Husna with more effective. In terms of This approach habituation and use of audio-visual media can used as base For develop learning models that are adopted by educational institutions and society in teach Asmaul Husna to child age early.

Widyaning Hapsari and Itsna Iftayani in his research entitled "Early Childhood Character Education Model Through the Islamic Habituation Program "explains that planting character Good child No just done with series activity Study teach, will but with activity habituation in encompassing life religiosity, discipline, honesty and tolerance. Research result they show that with carrying out a habituation program This internalization of character education more easy and child with awareness self do various character good role models set by teachers at school. In this article Not yet discuss about habituation programs mark Aswaja An Nahdliyah like read Asmaul husna along with the meaning with movement .

In the report end devotion community entitled "Character Education Habituation Program Through reading and writing the Koran for early childhood in Canoco Village Anjir Muara Barito Kuala District" Dr. Bambang Subiyakto, M. Hum et al explain that education character aim for make somebody become good human in a way Intellectual (IQ), spiritual (SQ). emotional (EQ) as well as intelligence understand all difficulty (AQ). Teaching read writing the Koran was held aim For grow faith, devotion and morals glorious. In research this is the focus is teaching read wrote the Koran.

Ahmad Susanto in his research entitled "The Habituation Process of Discipline Values in Early Childhood Within the Framework Formation Character Nation" explained that habituation discipline in children age early possible will built virtuous person noble, praiseworthy and carrying character them on behavior Good. Habituation disciplined self is in frame formation character glorious ie a whole person who is skilled speak. Focus of the research carried out Ahmad Susanto is more about habituation behavior discipline in children age early.

From third research above Not yet found research that focuses on discussion about habituation of reading Asmaul Husna with using audio visuals with children age early. Based on matter the researcher interested For do study more continued at RA Muslimat NU Kembaran.

RESEARCH METHOD

Study This done with use method study descriptive analysis with variation studies case. This method more emphasizes effort For obtain information regarding status or symptoms at the time research , provide description to the phenomenon is also illuminating relationship and interest meaning from something desired problem. With method This writer show exists interaction with moderate people researched, everyday their , learning model them and effectiveness use of applied media.

As for studies case (case study) is method For collect and analyze relevant data with something case. Case study is something research conducted to One unified system can in the form of program activities , events or group individuals bound by place, time and ties certain. In terms of This writer do study to an activity program that is habituation reading Asmaul husna. Case study generally produce a longitudinal picture, namely results collection and analysis case on one period time.

Use method descriptive analysis type willing case in research conducted is For research about the effectiveness of habituation programs , increasing interest and motivation child, improve Skills communication and expression child as well as measure effectiveness deep audio visual learning help child age early remember and understand Asmaul Husna.

Study carried out at the location of RA Muslimat NU Kembaran which is located at JL. KH Hasyim Asy'ari Gg Johar RT 06 RW 01 Kembaran Village Subdistrict Twins Regency Banyumas. Researcher interested do research at school the Because the location is close with place stay the author is also a number student from year to year always still even increase.

RESULT AND ANALYSIS

1.1 Habituation Program Planning Read Asmaul Husna Based Audio Visual Learning for Early Childhood

Planning is one of aspect important in function management and ownership impact significant to success something activity school . Plans drawn up with Good will become strong foundation For operate activity in a way effective . Planning own role crucial in direct the steps that will be taken , determined desired target achieved and identified in a way necessary concrete carried out (Sahnan, 2017) .

In habituation program activities read Asmaul husna This head school in a way collaborative with the teacher preparing procedure implementation , includes content Asmaul appropriate husna with the world of children as well as distribution portion each the week. Apart from that, the teachers also agreed movement Asmaul Husna who describes It means.

this program that becomes agreement together between head schools and teachers are: implementation of the habituation program This done at the start learning before children enter to group learn each, portion each Sunday is four (4) asmaul husna along with movement and meaning, gift portion will improved in accordance with ability child.

1.2 Organizing a Habituation Program Read Asmaul Husna Based Audio Visual Learning for Early Childhood

Organizing the program is an important process For involve preparation and arrangement environment possible learning children learn funds to develop optimally. Organizing is activity intertwine communication and coordination between stakeholders for interest implementation an activity program (Novan Ardi Wiyani, 2021). Research result can described a number of inner teacher agreement managing the program viz between others: 1). Environment support, create safe , comfortable and attractive environment for children like circulation good air , sufficient lighting , appropriate fixtures and equipment. 2). Distribution time , arrange timetable consistent daily as well as enclose time For apperception . 3). Learning based play , child age early Study with method play . In implementing the program, it always starts with an ice breaker from the teacher. 4) evaluation

based observations, in this program the teacher agrees adopt method nature evaluation formative and based observation. Notice development child in a way overall and take notes progress they. 5). Involvement parents, this program always involve parent in its implementation. Every Sunday the teacher sent a video of Asmaul husna along with the Movement and its meaning to parent and deliver regularly development student every three month very. Apart from being event involvement learning as well event good communication between school and home (Learning et al., 2018).

1.3 Implementation of the Habituation Program Read Asmaul Husna Based Audio Visual Learning for Early Childhood

Based on results study program implementation is carried out with several steps as follows following: 1). Teacher prepares all Required materials and equipment, incl suitable audio recording, audio player as well conducive room. 2). The teacher explains rules for implementing the program at the beginning activity 3). Introduction voice starting from Asmaul husna accompanied by movements and their meanings, students mimicking asthma accompanied movement and its meaning repeatedly. 4). Variations, throughout the program sometimes interspersed related story with asthma is being taught. 5). Continuity, this program held in a way continuous, regular and consistent, also involving role parent At home.

1.4 Supervision Habituation Program Planning Read Asmaul Husna Based Audio Visual Learning for Early Childhood

Supervision of one program very important thing For ensure success and effectiveness of the program. Several steps taken by teachers and heads school between others: 1). Selection of teaching teachers, selection of teaching teachers This consider Skills Good communication and ability give clear directions to students. 2). Observation straight away with method see direct moment session habituation For ensure that participant involved in a way active and earning proper guidance. Notice is student show understanding and progress. 3). Evaluation done in a way periodically. 4). Bait return, collection bait come back done with method listen input from them and communicate regularly development student At home.

1.5 Understanding Program Management

Management originate from English namely the word management which means management. Verb *to manage* which means organize, implement, treat and manage. (Wiyani, 2015) Arrangement done through processes and arrangements based on sequence and functions management. So management That is a process for realize desired goal through aspects include: planning, organizing, actuating and controlling. (Wiyani, 2015) In the Big Complete Indonesian Dictionary mentioned that management is a process or method deed manage or the process of doing activity certain with move other people's energy, helpful processes formulate wisdom and purpose organization or the process that delivers supervision of all things involved in implementation wisdom and accomplishment objective. (No Title, nd)

Management is the process of planning, organizing, directing and controlling source Power For reach objective organization in a way effective and efficient. (Sulistiyorini, 2019). Management involve management of people, resources Power financial, source Power materials and sources Power other in something organization or institution education. By general management involve activities like:

- 1.5.1 Planning: determining program objectives, identifying required Actions For reach objective the, planning and use source Power.
- 1.5.2 Organizing: determining structure organization, divide duties and responsibilities as well as coordinate individual or team effort For reach program objectives.
- 1.5.3 Direction: directing, motivating and coordinating people within organization to work going to achievement goals that have been set
- 1.5.4 Control: monitor progress organization, compare with goals that have been set and take action corrective If required.

Management is also involved interpersonal, conceptual and technical aspects. The interpersonal aspect involves internal managerial skills interact with others, building connection good work and motivating team. Aspect conceptual involve ability For understand problem

holistically, looking description big and develop strategies. Aspect technical involve understanding and mastery to skills relevant technical matters with field Work certain.

Program management is approach structured in manage group related and mutual projects depends For reach more goals big . The program is gathering coordinated and mutual projects connected with objective the same general .

Program management involves control, coordination and supervision all related aspects with projects in a program. The goal is For ensure that projects the held in a way coordinated and efficient For reach desired result. A number of element key in program management includes: 1) Determination purpose , determine desired goals and objectives achieved through this program. this goal must clear, measurable and related tightly with organizational strategy, 2) planning, creating plans that include schedule, allocation source power, management risk and identification responsibility For every project in the program. Plan This must consider dependency between project and ensure harmony program objectives, 3) Management program, supervise and control every project in the program, incl implementation tasks and monitoring program progress for confirm the program walk in accordance with plan and achieve expected results, 4) Coordination, ensuring that mutual programs integrated and mutual support, 5) Measurement and evaluation, carrying out monitoring to program progress organized and doing evaluation to achievement objective. Measurement This help in identify problems, take corrective action and optimize program performance

Program management usually involve manager (Head School) is responsible on program management whole. The program manager must own Skills in management project, coordination team, communication and solving problem.

1.6 Character and Habituation

Character is characteristic typical person and character No can released from socio -cultural context Because character formed in socio- cultural environment. Understanding character according to the Ministry of National Education Language Center is innate, heart, soul, personality, mind character, behavior, personality, nature, character, temperament and character. Character refers to a series attitude, behavior, motivation and skills. Character more near with morals that is spontaneity man in behave, or deeds that have been done merges in self man so that when appear No need thought Again. In the Big Indonesian Dictionary (KBBI) the word character interpreted with character, qualities psychology, morals, mind distinguishing character somebody with others and character. (R, 2010)

With thereby characters can too interpreted as personality or morals. Personality is traits, characteristics and or characteristic characteristic unique to yourself somebody. (Farhurohman, 2017) Character Can formed through Habituation environment Good environment family, community and school. Between various type developed value , then in its implementation started from little, essential , simple , easy held in accordance with conditions of each school /region, for example honest , responsible , intelligent , creative, clean , disciplined, caring, likeable help. (Purwadhi , 2019) School culture is as beliefs and values the common property that becomes binder strong togetherness as inhabitant something public . (Sobri et al., 2019) Habituation is the process of creating and conditions (persistence life situation) that enable students Where just get used to self For behave in accordance value and have become character himself , because has internalized and personified through an intervention process . In practice , habituation done with method over and over again , p this is to make student own good character from what 's been done in a way repetitive . (West, 2017)

1.7 Habituation Process Read Asmaul Husna

Shaping students with character it's not something easy thing , requires effort in a way Keep going continuous and reflection deep For make barrage moral decisions that must be made followed up with action real . character building through habituation (habituation) has very important position as part from the formation process attitudes and behavior that are relatively consistent and automated through processn repetitive learning . (Aziz, 2016)

Habituation / Habituation is repetition . In coaching attitude method This Enough effective For form character child age early . Because with exists repetition is carried out every day can practice child For always read and memorize Asmaul husna along with movement and its meaning . In the

process child must always get direction, guidance and example from source Power related. Starting from saw, directed For imitating it will take a long time become habits and children can memorize even can interpret the meaning of Asmaul husna. Furthermore planting character education can be integrated to in story or stories Islamic.

Motivation is also a thing factor important for child, yes a number of form and manner motivation among others, with give numbers, prizes, rivals or competition, member repetition, knowing results , praise, punishment, Desire for learning, interests , recognized goals. (Hasanah, 2014) Motivating also matters involve child in the Education process, giving chance they For develop optimally and explore its potential. Therefore that's what teachers have to do Be a motivator and always be show empathy to medium child endeavor maximizing the potential it has.

1.8 Audio Visual Media

Deep media perspective education is a very strategic instrument in follow determine success of the learning process teach. Its existence in a way direct give dynamics tgerself to participant educate. Panila media understood outline is human, material or constructive event conditions that create student capable obtain knowledge, skills or attitude. In understanding this is a teacher, a book text, and environment school is a medium. By more special understanding media in the learning process teach tend interpreted tools graphics , photography or electronic For capture, process and reorder visual and verbal information.

Audio Visual already No doubtful Again can help in teaching if chosen in a way wise and used with Good. A number of benefit tool audio visual aids include help give draft First or impression right, push interest, increase more understanding OK, complete source learn others, add variation method teach, save time, increase curiosity intellectual , inclined reduce utterance and repetition of words that are not need , make memory to lesson longer, and can give draft new from something outside experience normal. (Fitria, 2018)

In using learning media teachers should pay attention a number principles for its use can reach good result. Principle the between other :

- 1.8.1 Determine the right type of media
- 1.8.2 Set or consider the right subject
- 1.8.3 Present the right media
- 1.8.4 Put or show media at the right time, place and situation .

Tools or media that include audio visual media are, 1) Audio Visual : media that can displays element sound and moving images, elements voice nor picture the originate from One source, An example of this audio visual media such as : Film, Video and television, 2) Audio Visual : elemental media the sound and picture originate from different sources. this media often called with silent audio visual plus sound. An example of this audio visual media are : slides or film strips and audio tapes. Audio visual media usually own characteristics is linear, presents dynamic visuals , is used with way that has been set previously by the creator , is description physique from real ideas to abstract, developed according to principle psychological behaviorism and cognitive, teacher-oriented with level involvement low student interaction. The benefits of using audio visual media include films and videos complete experiences base from student.

Habituation Program Planning Read Asmaul Husna Based Audio Visual Learning for Early Childhood

The first thing the teacher does habituation read Asmaul husna based Audio visual learning is planning learning. Planning learning the consists from annual programs, semester programs, syllabus, plan implementation learning weekly (RPPM) and plans implementation learning daily (RPPH).

Drafting planning learning based on Minister of Education and Culture Regulation Number 137 of 2014 concerning National PAUD standards aim For reach quality appropriate learning with draft independent Study . Planning quality learning must fulfil several indicator, namely : 1) Futuristi , plan learning must parading to the future and anticipate current development. This matter ensure that children Ready face future challenges and have relevant skills, 2) Follow developments over time, plans learning must follow development latest in field education. This matter possible application effective and appropriate learning methods and strategies with need children moment

this, 3) In accordance with personality Indonesian nation, plans learning must reflect values and identity Indonesian nation. This matter aim For strengthen the sense of nationality and develop character children as good citizen, 4) Innovative , plan learning must contain element innovation and creativity. This matter push development method interesting, fun and effective learning in reach objective learning, 5) Effective and efficient, plan learning must designed like that in a way that is effective and efficient in reach results desired learning . Utilization time , source power, and approach proper learning must noticed, 6) Prioritize education No teaching, plan learning must focus more on the educational process involved interaction , understanding and formation character, no only teaching limited to knowledge transfer. (Pangestu & Rochmat, 2021)

According to Head of RA Muslimat NU Kembaran, RPPH has very important role in planning learning. RPPH is considered as the most vital instrument in planning learning. Because RPPH becomes guidelines practical in implementation learning habituation Asmaul husna based on audio visuals that will facilitated by the teacher. RPPH created One day before implementation activity learning. RPPH prepared must load: time implementation learning, identity group age, theme and sub- themes, development programs competence basics and indicators, material learning, tools and materials, learning models, learning methods and media, steps learning and evaluation learning.

In the implementation of habituation read Asmaul husna based audio visual learning at RA Muslimat NU Kembaran agreed implemented at the start activity learning with technical implementation every Morning must four Asmaul Husna is an example to child educate. The teacher says Asmaul husna with meaning and movement temporary child educate follow with repeated by the teacher. Portion four Asmaul husna That given during One week (6 meetings) and not yet increase If Still There is child educate Not yet control.

Habituation own important urgency For grow values positive for children age early. Through habituation mark positive in Asmaul husna which includes holiness, power, mercy heart, nobility, justice, knowledge , wisdom, patience, humility heart, love, love love, and mercy. Habituation also helps child hone intelligence emotional and intellectual so that child Keep going develop and achieve potency the best. (Susanto et al., 2017)

Organizing a Habituation Program Read Asmaul Husna Based Audio Visual Learning for Early Childhood

Program organization is series activities carried out For managing , preparing and strengthening habituation programs read Asmaul husna. (Lumapow , nd) In activities habituation read Asmaul husna carried out by school stakeholders (head schools and teachers) ie with create supportive environment , management time , based play , evaluation and involvement parent. In creating supportive environment, teachers use several management models class like circular, lined up, forming letter U, in groups, facing each other, etc. Management Effective and atmospheric classes conducive learning is element important in create atmosphere study well . (South, nd)

Management time in context learning is very important For optimize the learning process and achievements objective learning. Management benefits time in activity Study teach is help optimizing time learning. (Surur & Nadhirin, 2020) In activities habituation This is what the teacher divides time For apperception , addition portion and evaluation.

Learning habituation This done with approach use games and activities play as means mainly with audio-visual facilities . Teachers use card Asmaul husna Then exemplify Movement and its meaning use appropriate image, so visualization child formed and easy adopted by a child. To achieve learning measurable and attainable understanding about progress participant educate then the teacher does evaluation in a way periodically each week at the meeting final habituation. Evaluation carried out in a way formative and observational. The teacher observes ability participant educate with method observe moment activity take place and record it in book evaluation. In this program involvement parent be one matter important For progress child. Apart from teachers doing habituation every morning at school , the teacher also sent material in the form of video or audio for played and taught by parents when is at At home (Rahman, 2014).

Implementation of the Habituation Program Read Asmaul Husna Based Audio Visual Learning for Early Childhood

In implementing the program there are 5 steps carried out by the teacher, 5 things the between other: the teacher prepares material to be delivered consists from necessary equipment, audio recording will be rotated and conditioned room. Lineup model child every 3 days change with the goal is for children No bored and studying socialize with others, the audio used also varies , sometimes from youtube , from teacher recording or from videos made by teachers or children's videos At home from parent.

Teachers always do too explain current rules of the game do activities, p This aimed at children train obey Mutually agreed rules and discipline. Rules of the game/ contract Study for child age early too grow and improve development behavior in children, the most prominent behavior is discipline. (Of et al., 2014)

In implementing the program the teacher introduces One one by one Asmaul husna with Movements and their meanings also interspersed related story with asthma the . And the most important Again program continuity . So with limitations available time is plus value for teachers and children. Because it's useful children's limited ability to focus For introduce Asmaul husna with Keep going continuously interspersed game or variation other learning. This is very impactful positive on development child. Apart from getting used to it with hear and do Asmaul movements husna and its meaning children learn too discipline and obey the rules of the game have been agreed.

Supervision Habituation Program Planning Read Asmaul Husna Based Audio Visual Learning for Early Childhood

Importance supervision in habituation program planning child is For ensure that habituation program held in a way consistent and regular . So that objective learning can achieved with more effective. With proper supervision, we can identify error in implementing the program and taking necessary corrective actions. Apart from that, supervision is also possible help ensure that source power required available and used in a way effective in carry out a habituation program. (Rahayu et al., 2022)

In preparing a habituation program read Asmaul husna audio-visual based in children age early, which is necessary noticed is prepare a number of materials and materials as well as settings place . Prepared materials is Asmaul's writing husna and photos depicting movements It means. In preparation naturally involve all teachers to arrange tools and materials. Tools and materials used like cardboard , markers , drawings / photos, tools conducive recording and sound system . Manufacturing steps sentence Asmaul husna written / printed from the internet accompanied by meanings and movements that support the meanings on existing paper provided . Then paper media cardboard the placed in front all over student with safe , comfortable room as well as good lighting.

In its implementation the teacher guides student for together mention Asmaul husna as well as depicting movements It means. Mentoring the held in a way gradually 4 asthma per week. Activity habituation the held every day in each class. With do together child will more enthusiastic , aside Lots his friends can too For motivating child through future competition will given a reward group or active child follow.

Furthermore someone is on duty For record / video activity the. Function from recording the is For documenting video in the form of habituation read Asmaul husna in a way together. Video recording already So can played in a way over and over again every time it is learned and sent to group whatsapp parent student with the purpose of the video can studied and seen by students in a way over and over again continuously.

Excess use of audio visual media can interesting attention For short periods from stimulation other. Difficult demonstration Can prepared and recorded before , so in time teach teachers can center attention and presentation. Save time and recording can played over and over again . Hard weak voice can arranged and adjusted when will be inserted comments that will be heard. Teachers can arrange Where he will stop Image movement This means complete control in the hands of the teacher. Room No need darkened time present it.

There is also the use of audio visual media weakness in its implementation. Weakness use of this media is attention audience / child difficult mastery, participation they rarely practiced. The nature of the communication nature One direction. Therefore That still must balanced with bait detailed feedback from displayed object. Anticipation That Can done through story or tell a story about Asmaul husna.

Apart from the side positives and disadvantages using audio visual media Above, there are more factors important Again that is involvement parents in the neighborhood family. It means must

There is synergy between school programs as well as repetition in the environment family / at home. Children in the process of development get guidance at home with his parents with just that follow the teacher at school without guidance parent At home will be very different the output. Therefore that's very important two- way communication between school and parents , good commitment For synergy learning at home and at school . It's here The role of school stakeholders (heads and teachers) is very important forl always conditioned and capable cooperate with good for making it happen development child in a way maximum.

CONCLUSION

The conclusion of the article is that the Asmaul Husna reading habituation program based on audio-visual learning can be effective in increasing early childhood interest, motivation, communication skills and expression in remembering and understanding Asmaul Husna. However, apart from the audio-visual media factor, the involvement of parents in the family environment is also very important in the synergy of learning at home and at school. Therefore, the role of school stakeholders (heads and teachers) is very important to always be conditioned and able to work together well in order to realize maximum child development.

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