## Universiti Teknologi MARA

# Learning Tajweed for Children using Scaffolding Approach

Noor 'Atiqah Bt Che Juhari

Thesis submitted in fulfillment of the requirements for Bachelor of Computer Science (Hons) Faculty of Information Technology And Quantitative Science

April 2008

#### ACKNOWLEDGMENT

Assalamualaikum w.b.t. In the name of Allah, the Most Gracious, the Most Merciful. This project was made possible by the efforts of many people and parties that were provide valuable information, references material and collaborative support. First of all, thanks to God for giving me a full strength in completing this project. I would like to express my gratitude to my beloved parent, Che Juhari bin Mustafa and

for their inspiration and support. A special thanks and appreciation goes to my project supervisor, Pn Marina bt Ismail for her valuable suggestion topic, check and correct the report and guidance incompleting this project. Thank you also to my project coordinator, Dr Siti salwa bt Salleh for her patience and guideline for the project. A special thanks also goes to Dato' Paduka Syeikh Abdul Majid, the Former Mufti of Kedah for the valuable information to the project. To all my friends, thank you so much for the moral support and idea for the project. Last but not least to any unlisted name here, I really appreciate every single things that you have done in completing the project.

#### ABSTRACT

The revolution of the technology had change the human life. Nowadays most of the works are using technology because with technology, works become easier and efficient. This revolution had change the style of human thinking. People become more open to accept and use the technology in their life because it increases their social level among the others. Computer is one of the technologies that are widely used now in human life. One of the fields that used computer is education field. The use of computer in educational field had brought variety of easy and effective educational technique. This project is about Learning Tajweed for Children Using Scaffolding Approach. This project was used multimedia tools to teach children about tajweed in different way. The project also applied the used of scaffolding approach in the teaching process. Scaffolding approach is used to support the children in understanding the tajweed. This project is focuses on teaching children about tajweed using multimedia application which can be distributed on CDs. This application introduces children about tajweed including the types of tajweed and the rule of tajweed. The types of tajweed that is covered for this application is ikhfa' haqiqi. This application also introduces children about "ikhfa' haqiqi". Besides that children also will be exposed with the questions at the end of the application. The questions are closely related with the topics that are discussed in this application. This application is designed to the children at the age of 5 to 7 years old.

### **TABLE OF CONTENTS**

DECLARATION	i
ACKNOWLEDGEMENT	ii
ABSTRACT	iii
TABLE OF CONTENT	iv

#### **CHAPTER 1**

#### **INTRODUCTION**

1.0 Introduction	.1
1.1 Research Background	1
1.2 Problem Statement	.2
1.3 Objectives	.3
1.4 Scope of Research/Project	.4
1.5 Significance of Research/Project	.4
1.6 Contribution of Research/Project	5

#### **CHAPTER 2**

#### LITERATURE REVIEW

2.0 Introduction	06
2.1 The Importance of Tajweed	06
2.2 The Current Methods Used to Learn Tajweed	08
2.3 Scaffolding Approach	.10
2.4 Learning Theories	12

2.5 ]	The Role of Computer in Learning Process	14
	2.5.1 Sample Application That Used Computer for Learn	ing: Learn
	Mathematic Using Computer	16
2.6 0	Children Interacting With Computer	18
2.7 N	Multimedia in Learning Process	21
2.8 N	Media Specification for E-Learning Courses	23

#### CHAPTER 3

### METHODOLOGY

3.0 Introduction	.27
3.1 Research/Project Formulation Framework	.28
3.1.1 Diagram of the Procedure Involve	.29

3.2 Data	Analysis	.31
3	2.1 Analysis	31
3	.2.2 Design	.31
3	2.3 Development	.32
3	2.4 Implementation	.32
3	2.2.5 Formative Evaluation	32
3.3 Proto	otype Development	.33
3	3.1 The Fundamental Design	.33
	3.3.1.1 User	.34
	3.3.1.2 Window Platform	34