

ABSTRAK

INDRI PURNAMA SARI. Pengembangan Media *Flashcard* Berbasis *Canva* pada Pembelajaran Bahasa Inggris Kelas V Sekolah Dasar Swasta Budisatrya Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk mengetahui validitas, praktikalitas dan efektivitas. Terdapat 24 orang siswa kelas V SD Swasta Budisatrya yang dijadikan sampel dalam pengujian produk yang dikembangkan untuk menghasilkan produk yang layak peneliti menggunakan berbagai instrumen yaitu instrumen validasi ahli, praktikalitas dan untuk menguji efektivitas media *Flashcard* peneliti menggunakan instrumen tes sesuai dengan materi pembelajaran bahasa Inggris kelas V yaitu materi *How tall are you*. Adapun pendekatan yang digunakan dalam penelitian ini adalah penelitian kuantitatif sedangkan model pengembangan yang diterapkan dalam penelitian ini adalah model Borg & Gall (2016). Hasil penelitian menunjukkan bahwa: (1) Media *Flashcard* berbasis *Canva* pada materi *How tall are you* siswa kelas V SD Swasta Budisatrya adalah Sangat Valid atau Sangat Layak dengan nilai persentase 90%; (2) Media *Flashcard* berbasis *Canva* pada materi *How tall are you* siswa kelas V SD Swasta Budisatrya adalah Sangat Praktis dengan nilai persentase 95%; (3) Media *Flashcard* berbasis *Canva* pada materi *How tall are you* siswa kelas V SD Swasta Budisatrya adalah signifikan yang dibuktikan dengan nilai *Sig. (2-tailed)* lebih kecil dari nilai *alpha* ($0,000 < 0,05$).

Kata Kunci: Media, *Flashcard* Berbasis *Canva*, Pengembangan.

ABSTRACT

INDRI PURNAMA SARI. Development of Canva-Based Flashcard Media in English Learning for Grade V of Budisatrya Private Elementary School, Medan. Thesis. Medan: Faculty of Education, State University of Medan, 2024.

This study aimed to determine the validity, practicality and effectiveness. There were 24 class V students of Budisatrya Private School who became the sample in product testing which developed to produce the worth product using some instruments such as expert validation instrument, practicality and in testing the effectivity of *Flashcard* media the learning test was used based on English learning material of class V which was How tall are you material. This research was classified as quantitative research meanwhile the development model applied in this study was the Borg & Gall (2016) model. The results of the study showed that: (1) Canva-based Flashcard media on the “How tall are you” material for class V students of Budisatrya Private Elementary School was Very Valid or Very Appropriate with a percentage value of 90%; (2) Canva-based Flashcard media on the “How tall are you” material for class V students of Budisatrya Private Elementary School was Very Practical with a percentage value of 95%; (3) Canva-based Flashcard media on the “How tall are you” material for class V students of Budisatrya Private Elementary School was significant as evidenced by the Sig. value. (2-tailed) was smaller than the alpha value ($0.000 < 0.05$).

Keywords: Media, Canva Based Flashcards, Development.