

ABSTRAK

PEGGY ELFISA BR SEMBIRING MILALA. Pengembangan Media Pembelajaran Animasi Menggunakan *Software* Canva pada Pembelajaran IPAS untuk Meningkatkan Hasil Belajar Siswa Kelas V di MIS Al-Washliyah Kabanjahe. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2025.

Penelitian ini bertujuan untuk menghasilkan sebuah media pembelajaran animasi menggunakan *software* canva yang layak, praktis dan efektif digunakan dalam kegiatan pembelajaran. Jenis media pembelajaran yang dihasilkan yaitu media pembelajaran animasi yang dirancang dengan menggunakan *software* canva. Metode yang digunakan dalam penelitian ini adalah metode *research and development* (R&D) dengan model penelitian dan pengembangan ADDIE (*Analysis, Design, Development, Implementation and Evaluation*). Data penelitian dikumpulkan menggunakan empat teknik pengumpulan data yakni observasi, wawancara, pengisian angket validasi dan tes. Selanjutnya data dianalisis dengan pendekatan kuantitatif dan kualitatif. Data kuantitatif diperoleh melalui hasil validasi ahli materi, ahli media, respon praktisi dan hasil belajar *pretest-posttest* siswa kelas V-A MIS AL-Washliyah Kabanjahe. Sedangkan data kualitatif diperoleh melalui wawancara dengan guru serta masukan dan saran melalui angket para validator. Hasil validasi media yang dilakukan dengan pengisian angket skala likert (1-4) menunjukkan bahwa media pembelajaran animasi menggunakan *software* canva layak digunakan dengan tingkat kelayakan materi mencapai 91,3% kategori “Sangat layak” dan tingkat kelayakan media mencapai 91% kategori “Sangat layak”. Hasil penilaian kepraktisan media oleh guru sebesar 95% dengan kategori kepraktisan “Sangat praktis” digunakan dalam pembelajaran. Kefektifan media diperoleh berdasarkan hasil *pretest* dan *posttest*. Hasil *pretest* sebesar 55,83% meningkat menjadi 83,33% pada *posttest* yang kemudian dianalisis dan memperoleh hasil skor sebesar 87,5% dengan kategori “Sangat efektif”. Berdasarkan hasil analisis tersebut, dapat disimpulkan bahwa media pembelajaran animasi menggunakan *software* canva sangat layak, praktis, dan efektif digunakan dalam kegiatan pembelajaran dan disarankan agar guru dapat menggunakan media pembelajaran animasi menggunakan *software* canva pada pembelajaran berikutnya.

Kata Kunci : Pengembangan, Media Pembelajaran Animasi, Canva, IPAS

ABSTRACT

PEGGY ELFISA BR SEMBIRING MILALA. Development of Animation Learning Media Using Canva Software in Science Learning to Improve Learning Outcomes of Grade V Students at MIS Al-Washliyah Kabanjahe. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2025.

This study aims to produce an animation learning media using Canva software that is feasible, practical and effective to use in learning activities. The type of learning media produced is animation learning media designed using Canva software. The method used in this study is the research and development (R&D) method with the ADDIE (Analysis, Design, Development, Implementation and Evaluation) research and development model. Research data were collected using four data collection techniques, namely observation, interviews, filling out validation questionnaires and tests. Furthermore, the data were analyzed using quantitative and qualitative approaches. Quantitative data were obtained through the results of validation by material experts, media experts, practitioner responses and pretest-posttest learning outcomes of grade V-A students at MIS AL-Washliyah Kabanjahe. Meanwhile, qualitative data were obtained through interviews with teachers and input and suggestions through questionnaires from validators. The results of media validation carried out by filling out a Likert scale questionnaire (1-4) showed that animation learning media using Canva software was feasible to use with a material feasibility level reaching 91.3% in the "Very feasible" category and a media feasibility level reaching 91% in the "Very feasible" category. The results of the media practicality assessment by teachers were 95% 95% with the practicality category "Very practical" used in learning. The effectiveness of the media was obtained based on the results of the pretest and posttest. The pretest results of 55.83% increased to 83.33% in the posttest which was then analyzed and obtained a score of 87.5% with the category "Very effective". Based on the results of this analysis, it can be concluded that animation learning media using Canva software is very feasible, practical, and effective to use in learning activities and it is recommended that teachers can use animation learning media using Canva software in subsequent learning.

Keywords: Development, Animation Learning Media, Canva, IPAS