ABSTRAK

Viviana Christy Angelina Pasaribu, NIM 4193141001 (2023). Pengembangan E-LKPD Berbasis Canva Dengan Model Pembelajaran Problem Based Learning Pada Materi Sistem Gerak Di Kelas XI MIA SMA Negeri 13 Medan.

Penelitian ini bertujuan untuk mengembangkan sumber belajar berupa lembar kerja perserta didik elektronik berbasis *canva* dengan model pembelajaran *Problem Based Learning* pada materi sistem gerak. Tempat penelitian ini dilaksanakan di SMA Negeri 13 Medan dengan waktu penelitian dari bulan Desember 2022-Juni 2023. Penelitian ini menggunakan metode ADDIE yang terdiri dari lima tahap, yaitu *analyze, design, develop, implement,* dan *evaluate*. LKPD yang dikembangkan selanjutnya divalidasi oleh validator ahli dua ahli materi dan dua ahli media. Kemudian LKPD diimplentasikan di sekolah dengan sampel satu guru bidang studi biologi dan 27 siswa. Instrumen yang dipakai yaitu instrumen validasi untuk validator dan lembar respon guru dan peserta didik dan soal tes untuk melihat keefektifan LKPD. Hasil dari penelitian ini menunjukkan E-LKPD yang dikembangkan dikategorikan sangat valid (95,5%) oleh ahli materi, menurut ahli media dikategorikan sangat valid (91%). Sedangkan hasil respon guru dikategorikan sangat valid (99%) dan hasil respon peserta didik dikategorikan sangat valid (81,5%) serta hasil tes yang diberikan kepada siswa menunjukkan rata-rata perolehan nilai peserta didik sebesar 89,4. Dan yang memperoleh nilai yang sama dengan atau melampaui KKM ($\geq$ 75) yaitu sebanyak 26 peserta didik. Sehingga keefektifan E-LKPD dapat dilihat dari hasil persentase ketuntasan sebesar 96,3% yang menunjukkan bahwa E-LKPD tergolong sangat efektif untuk dipergunakan dalam pembelajaran.

Kata Kunci : LKPD Elektronik, *Canva*, *Problem Based Learning,* Sistem Gerak

ABSTRACT

Viviana Christy Angelina Pasaribu, NIM 4193141001 (2023). Development of Canva-Based E-LKPD with Problem-Based Learning Models on Motion Systems Materials in Class XI MIA SMA Negeri 13 Medan.

This study aims to develop learning resources in the form of canva-based electronic student worksheets with the Problem Based Learning learning model on motion system material. The location of this research was carried out at SMA Negeri 13 Medan with research time from December 2022-June 2023. This research used the ADDIE method which consisted of five stages, namely analyze, design, develop, implement, and evaluate. The developed LKPD was then validated by expert validators, two material experts and two media experts. Then the LKPD was implemented in schools with a sample of one biology teacher and 27 students. The instruments used are validation instruments for validators and teacher and student response sheets and test questions to see the effectiveness of LKPD. The results of this study show that the developed E-LKPD is categorized as very valid (95.5%) by material experts, according to media experts it is categorized as very valid (91%). While the teacher's response results were categorized as very valid (99%) and the student response results were categorized as very valid (81.5%) and the results of the tests given to students showed an average student score of 89.4. And those who obtained scores equal to or exceeded the KKM ($\geq$ 75) were 26 students. So that the effectiveness of the E-LKPD can be seen from the results of the completeness percentage of 96.3% which indicates that the E-LKPD is classified as very effective for use in learning.

Keywords: Electronic LKPD, Canva, Problem Based Learning, Motion System