

## ABSTRAK

**EFI RASMASARI BR SINAGA. Pengembangan Media Audio Visual Berbantuan *Canva* Pada Tema 7 Subtema 2 Kelas IV SDN 060857 Tembung T.A 2022/2023. Skripsi, Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2023**

Penelitian ini dilaksanakan bermula dari permasalahan yang dialami pada pembelajaran di kelas IV SDN 060857 Tembung, terkhususnya pada pemanfaatan media dalam proses pembelajaran yang kurang kreatif dan variatif, mengakibatkan peserta didik sulit memahami materi pembelajaran dan selama pembelajaran peserta didik kurang aktif. Penelitian ini bertujuan untuk menghasilkan untuk menguji kelayakan, kepraktisan, dan keefektian media audio visual berbantuan *canva*. Penelitian ini menggunakan model ADDIE yang terdiri dari analisis (*Analysis*), desain (*Design*), pengembangan (*Development*), implementasi (*Implementation*), dan evaluasi (*Evaluation*). Media pembelajaran yang dikembangkan melalui validasi dari validator angket, validator materi, validator media, dan praktisi pendidikan. Hasil Penelitian kelayakan media audio visual berbantuan *canva* ini menunjukkan media “Sangat Layak” dengan rincian perolehan rata-rata persentase angket sejumlah presentase 94% yang masuk kategori “sangat layak”. Validasi materi memperoleh skor 53 dengan presentase 88% yang masuk kategori “sangat layak”. Validasi media memperoleh skor 37 dengan presentase 82% yang masuk kategori “sangat layak”. Kepraktisan media oleh guru kelas IV SDN 060857 Tembung sebesar 97% yang masuk kategori “sangat praktis”. Efektivitas media diperoleh dari uji post-test sebesar 81% kategori “sangat efektif”.

**Kata Kunci : Pengembangan, audio visual, canva**



## ABSTRACT

**EFI RASMASARI BR SINAGA. Development of Audio Visual Media Assisted by Canva on Theme 7 Sub-theme 2 Class IV SDN 060857 Tembung T.A 2022/2023. Skripsi, Medan: Faculty of Education, State University of Medan, 2023**

This research was carried out starting from the problems experienced in learning in class IV SDN 060857 Tembung, especially in the use of media in the learning process which was less creative and varied, resulting in students having difficulty understanding learning material and during learning students were less active. This study aims to produce to test the feasibility, practicality, and effectiveness of audio-visual media based on Canva. This study uses the ADDIE model which consists of analysis, design, development, implementation, and evaluation. Learning media developed through validation from questionnaire validators, material validators, media validators, and educational practitioners. The results of the feasibility study of audio-visual media based on Canva show that the media is "Very Eligible" with details of obtaining an average percentage of the questionnaire with a percentage of 94% which is in the "very feasible" category. Material validation obtained a score of 53 with a percentage of 88% which was in the "very feasible" category. Media validation obtained a score of 37 with a percentage of 82% which was in the "very feasible" category. The practicality of media by class IV teachers at SDN 060857 Tembung is 97% which is in the "very practical" category. The effectiveness of the media was obtained from the post- test of 81% in the "very effective" category.

**Keywords: Development, audio visual, canva**

