

ABSTRAK

Afifa. 2025. *Pengembangan Media Interaktif Berbasis Canva Pada Pembelajaran IPAS Materi Siklus Hidup Hewan Kelas III SDN Kebonsari Kulon 1 Probolinggo*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Ribut Prastiwi Sriwijayanti, S Pd. I, M.Pd., Pembimbing (II) Faridahtul Jannah, S.Pd.M.Pd.

Kata Kunci: Pengembangan, Media Interaktif, *Canva*.

Penelitian pengembangan ini bertujuan untuk menghasilkan produk berupa media interaktif berbasis *canva* materi siklus hidup hewan siswa kelas III SDN Kebonsari Kulon 1 Probolinggo yang teruji kelayakan dan kepraktisan berdasarkan penilaian dari ahli media, materi, praktisi pembelajaran, dan angket respon siswa. Penelitian dilaksanakan dengan menggunakan metode *Research and Development* (R&D) yang dikemukakan oleh William Lee. Penelitian ini dilatarbelakangi karena media yang digunakan kurang bervariasi hanya menggunakan buku teks, media *powerpoint* (PPT), gambar-gambar, dan lebih sering menggunakan metode ceramah dalam menjelaskan materi siklus hidup hewan sehingga membuat siswa cenderung lebih cepat bosan dalam belajar.

Jenis penelitian ini adalah penelitian pengembangan yang menggunakan model ADDIE. Model ADDIE ini memiliki 5 tahapan, yaitu: 1) analisis (*analysis*), 2) desain (*design*), 3) pengembangan (*development*), 4) implementasi (*implementation*), dan 5) evaluasi (*evaluation*). Penelitian ini dilaksanakan pada kelas III SDN Kebonsari Kulon 1 Probolinggo. Teknik analisis data yang digunakan dalam penelitian ini adalah wawancara dan observasi sebagai analisis kebutuhan awal, validasi angket dan angket respon peserta didik.

Hasil penelitian uji coba produk yang telah peneliti lakukan kepada ahli media, materi dan praktisi pembelajaran jika di rata-rata mendapatkan skor 94,51% yang berada pada kategori sangat layak. Jika dijabarkan hasil validasi dari ahli media mendapat skor 96%, validasi ahli materi mencapai skor sebesar 89,09%, dan validasi praktisi pembelajaran sebesar 98,46%. Sedangkan hasil respon siswa jika dilihat dari skala kecil tingkat kelayakan media mencapai nilai 96,3% dan jika dilihat berdasarkan skala besar tingkat kelayakan mencapai nilai 94,1% dengan kategori persentase sangat layak. Berdasarkan hasil penelitian dapat disimpulkan bahwa pengembangan media pembelajaran interaktif berbasis *canva* pada materi siklus hidup hewan layak dijadikan referensi media pembelajaran.

ABSTRACT

Afifa. 2025. Development of Canva-Based Interactive Media in Science Learning of Animal Life Cycle Material for Grade III SDN Kebonsari Kulon 1 Probolinggo. Thesis, Elementary School Teacher Education Study Program, FKIP, Panca Marga University Probolinggo, Supervisor (I) Ribut Prastiwi Sriwijayanti, S Pd. I, M.Pd., Supervisor (II) Faridahtul Jannah, S.Pd.M.Pd.

Keywords: *Development, Interactive Media, Canva.*

This development research aims to produce a product in the form of interactive media based on Canva for animal life cycle material for grade III students of SDN Kebonsari Kulon 1 Probolinggo which has been tested for feasibility and practicality based on assessments from media experts, materials, learning practitioners, and student response questionnaires. The research was conducted using the Research and Development (R&D) method proposed by William Lee. This research was motivated because the media used were less varied, only using textbooks, powerpoint media (PPT), pictures, and more often using the lecture method in explaining animal life cycle material, so that students tend to get bored more quickly in learning.

This type of research is development research using the ADDIE model. The ADDIE model has 5 steps, namely: 1) analysis, 2) design, 3) development, 4) implementation, and 5) evaluation. This research was conducted in class III of SDN Kebonsari Kulon 1 Probolinggo. The data analysis techniques used in this study were interviews and observations as initial needs analysis, questionnaire validation and student response questionnaires.

The results of the product trial research that researchers have conducted on media experts, materials and learning practitioners if on average get a score of 94.51% which is in the very feasible category. If described the results of the validation from media experts got a score of 96%, validation from material experts reached a score of 89.09%, and validation from learning practitioners was 98.46%. While the results of student responses when viewed from a small scale the level of media feasibility reached a value of 96.3% and when viewed on a large scale the level of feasibility reached a value of 94.1% with a very feasible percentage category. Based on the research results, it can be concluded that the development of interactive learning media based on Canva on the animal life cycle material is worthy of being used as a reference for learning media.