

ABSTRAK

Veni Aulia Pratama Putri 2026. Pengembangan Video Pembelajaran Animasi Berbasis Canva Pada Pembelajaran Ips Kelas 3 Sdn Gayam 1. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti,M.Pd. Pembimbing (II) Vivi Rulviana, M.Pd.

Penelitian ini bertujuan untuk mengetahui: (1) Mengetahui pengembangan pembelajaran video animasi berbasis canva siswa SDN Gayam 1 (2) Mengetahui pengembangan video pembelajaran animasi berbasis canva untuk meningkatkan belajar siswa SDN Gayam 1 (3) Mengetahui keefektivitasan pengembangan pembelajaran video animasi berbasis canva dalam meningkatkan prestasi belajar siswa SDN Gayam 1. Jenis penelitian ini menggunakan Research and Development dengan metode yang digunakan untuk pengembangan yakni model 4D yang terdiri dari 4 tahapan yaitu, melalui tahap Define, Design, Develop, dan Disseminate dan

Evaluasi (evaluation),. Subjek dalam penelitian adalah Peserta Didik kelas 3 SDN Gayam 1. Teknik pengumpulan data yaitu observasi, wawancara, Lembar validasi, tes hasil belajar dan angket atau kuisioner. Teknis analisis data menggunakan skala likert dan kriteria penilaian dibantu dengan software Microsoft Excel. Hasil penelitian ini menunjukkan Video Pembelajaran Animasi Berbasis Canva yang telah dikembangkan dinyatakan valid, praktis dan efektif meningkatkan minat belajar peserta didik.

Kata kunci : Pengembangan, video pembelajaran animasi, canva, IPAS, sekolah dasar, Hasil belajar

ABSTRACT

Veni Aulia Pratama Putri (2026). Development of Canva-Based Animated Learning Videos for IPAS (Natural and Social Sciences) Lessons for Grade 3 Students at SDN Gayam 1. Undergraduate Thesis. Primary School Teacher Education Study Program, Faculty of Teacher Training and Education (FKIP), Universitas PGRI Madiun. Supervisor (I): Dr. Endang Sri Maruti, M.Pd. Supervisor (II): Vivi Rulviana, M.Pd.

This study aims to: (1) determine the development process of Canva-based animated learning videos for students at SDN Gayam 1; (2) determine the development of Canva-based animated learning videos to enhance student learning at SDN Gayam 1; and (3) determine the effectiveness of the developed Canva-based animated learning videos in improving student learning achievement at SDN Gayam 1. This study employs the Research and Development (R&D) method, specifically the 4D model, which consists of four stages: Define, Design, Develop, and Disseminate (including evaluation). The subjects of the study were Grade 3 students at SDN Gayam 1. Data collection techniques included observation, interviews, validation sheets, learning achievement tests, and questionnaires. Data analysis utilized a Likert scale and assessment criteria, supported by Microsoft Excel software. The results indicate that the developed Canva-based animated learning videos are valid, practical, and effective in increasing students' learning interest.

Keywords: Development, animated learning video, Canva, IPAS, elementary school, learning outcomes