

ABSTRAK

Viga Adryan Nugraheni, Pengembangan Media Pembelajaran Berbasis *Canhootmotion* Menggunakan Model *Problem Based Learning* (PBL) Pada Pelajaran IPAS Kelas V. Skripsi Pendidikan Guru Sekolah Dasar , Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Pembimbing (I) Dr. Sardulo Gembong, M.Pd., (II) Melik Budiarti, S.Sos., M.A.

Penerapan media pembelajaran yang inovatif diperlukan untuk mengatasi rendahnya keterlibatan siswa dalam pembelajaran IPAS kelas V. Pengembangan media *Canhootmotion* dilakukan dengan mengintegrasikan *Canva Motion* dan *Kahoot* ke dalam model *Problem Based Learning* (PBL), guna menciptakan media yang mendukung keterlibatan aktif dan berpikir kritis siswa. Proses pengembangan mengikuti model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Produk dikembangkan berdasarkan Kurikulum Merdeka dengan fokus pada materi peristiwa alam. Kelayakan media diperoleh dari hasil validasi ahli materi dan ahli media yang menunjukkan kategori sangat layak. Uji coba terbatas di SDN Jiwana 02 Kabupaten Madiun menunjukkan bahwa media ini praktis digunakan menunjukkan bahwa media mudah digunakan, menarik, serta membantu pemahaman konsep secara visual dan kontekstual, berdasarkan respons positif dari guru dan siswa. Hasil ini menunjukkan bahwa *Canhootmotion* mampu menjadi alternatif media pembelajaran yang menarik dan layak dalam menunjang pembelajaran berbasis masalah di kelas V sekolah dasar.

Kata Kunci: *Canhootmotion*, *Problem Based Learning*, IPAS, media pembelajaran.

ABSTRACT

Viga Adryan Nugraheni, Development of Canhootmotion-Based Learning Media Using the Problem-Based Learning (PBL) Model in Fifth Grade Science Lessons. Undergraduate Thesis, Elementary School Teacher Education Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Dr. Sardulo Gembong, M.Pd., (II) Melik Budiarti, S.Sos., M.A.

Keywords: Canhootmotion, Problem-Based Learning, Science, learning media.

The implementation of innovative learning media is necessary to overcome the low level of student engagement in fifth-grade science lessons. The development of Canhootmotion media integrates Canva Motion and Kahoot into the Problem-Based Learning (PBL) model to create media that promotes active student engagement and critical thinking. The development process followed the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. The product was developed based on the Independent Curriculum, focusing on natural phenomena material. The feasibility of the media was determined through validation by subject matter experts and media experts, indicating it falls into the "very feasible" category. A limited trial conducted at SDN Jiwan 02, Madiun Regency, showed that the media is practical, easy to use, engaging, and supports visual and contextual understanding of concepts, as reflected in the positive responses from both teachers and students. These results indicate that Canhootmotion can serve as an engaging and feasible alternative learning medium to support problem-based learning in fifth-grade elementary education.