

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan bahan ajar berbasis *flipbook* digital yang didukung oleh model pembelajaran *Children Learning In Science* (CLIS) pada mata pelajaran Ilmu Pengetahuan Alam (IPA) di kelas V Sekolah Dasar. Latar belakang penelitian ini adalah rendahnya keterlibatan siswa dalam proses pembelajaran IPA yang masih bersifat konvensional dan minimnya pemanfaatan media pembelajaran interaktif. Metode penelitian yang digunakan adalah Research and Development (R&D) dengan model pengembangan ADDIE yang mencakup tahapan analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian adalah siswa kelas V SDN 02 Mojorejo, Kota Madiun, Tahun Ajaran 2024/2025.

Produk *flipbook* dikembangkan menggunakan aplikasi Canva dan *Heyzine*, yang berisi materi “Mendengar Karena Bunyi” lengkap dengan elemen interaktif seperti gambar, video, dan evaluasi. Validasi dilakukan oleh ahli materi, media, dan bahasa, serta uji kepraktisan oleh guru dan siswa. Hasil penelitian menunjukkan bahwa bahan ajar yang dikembangkan sangat layak digunakan berdasarkan penilaian para ahli dan respons positif dari guru dan siswa. Selain itu, uji efektivitas menggunakan uji-t menunjukkan bahwa penggunaan *flipbook* digital berbasis CLIS secara signifikan meningkatkan hasil belajar siswa.

Kata kunci: *flipbook* digital, CLIS, bahan ajar, IPA, pembelajaran interaktif, hasil belajar.

ABSTRACT

This study aims to develop digital flipbook-based teaching materials supported by the Children Learning In Science (CLIS) learning model in Natural Science (IPA) subjects in fifth grade of Elementary School. The background of this study is the low level of student engagement in the conventional science learning process and the minimal use of interactive learning media. The research method used is Research and Development (R&D) with the ADDIE development model which includes the stages of analysis, design, development, implementation, and evaluation. The research subjects were fifth grade students of SDN 02 Mojorejo, Madiun City, Academic Year 2024/2025.

The flipbook product was developed using the Canva and Heyzine applications, containing the "Hearing Through Sound" material complete with interactive elements such as images, videos, and evaluations. Validation was carried out by material, media, and language experts, as well as practicality tests by teachers and students. The results showed that the developed teaching materials were highly suitable for use based on expert assessments and positive responses from teachers and students. Furthermore, effectiveness testing using a t-test showed that the use of CLIS-based digital flipbooks significantly improved student learning outcomes.

Keywords: digital flipbook, CLIS, teaching materials, science, interactive learning, learning outcomes.