

## ABSTRAK

**Taufiq Amron.** 2025. *Penggunaan Media Pembelajaran Game Edukasi Berbasis Canva Untuk Meningkatkan Keaktifan dan Hasil Belajar IPAS-IPS pada Siswa Kelas V SDN 5 Krebet Kecamatan Jambon Kabupaten Ponorogo.* Tesis, Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial,. Tesis, Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing: (I) Dr. Sudarmiani, M.Pd., (II) Dr. Nurhadji Nugraha, S.Pd, MM.

**Kata Kunci:** *Keaktifan , Hasil Belajar, Game Edukasi Berbasis Canva.*

Penelitian ini bertujuan untuk menggambarkan peningkatan hasil belajar siswa melalui Penggunaan Media Pembelajaran Game Edukasi Berbasis Canva dalam pembelajaran di kelas V SDN 5 Krebet, yang dilaksanakan 3 tahap yaitu, Prasiklus, Siklus I dan Siklus II. Subjek dalam penelitian ini mencakup guru dan siswa kelas V SDN 5 Krebet dengan jumlah 11 siswa. Dari penelitian tersebut memberikan dampak dari segi keaktifan dan juga hasil belajar siswa. Dibuktikan hasil keaktifan siswa pada Pra Siklus 37,5 %, ketika Siklus I keaktifan siswa naik menjadi 74% dan peningkatan lagi keaktifan siswa di Siklus II yaitu 85%. Serta Hasil belajar siswa menggunakan Game Edukasi berbasis Canva dalam pembelajaran di kelas V SDN 5 Krebet ketika KKM ditetapkan 75 maka pada Pada pra siklus siswa yang belum tuntas sebanyak 8 orang atau 72%, (perolehan nilai di atas KKM), sedangkan siswa yang tuntas adalah sebanyak 3 orang atau 28% (perolehan nilai di atas KKM), siklus I siswa yang belum tuntas dalam belajarnya sebanyak 3 siswa atau 28% (perolehan nilai < KKM), sedangkan siswa yang tuntas belajar sebanyak 8 orang atau 72% (perolehan nilai di atas KKM), Pada siklus II siswa yang belum tuntas dalam belajarnya sebanyak 0 siswa atau 0% (perolehan nilai di atas KKM), sedangkan siswa yang tuntas belajar sebanyak 11 orang atau 100% (perolehan nilai di atas KKM). Maka dari data tersebut disimpulkan keaktifan dan hasil belajar adalah meningkat

## ABSTRACT

Taufiq Amron. 2025. The Use of Canva-Based Educational Game Learning Media to Improve the Activeness and Learning Outcomes of Fifth Grade Students of SDN 5 Kreet, Jambon District, Ponorogo Regency. Thesis, Madiun: Master of Social Sciences Education Study Program. Thesis, Madiun: Master of Social Sciences Education Study Program, Graduate School, Universitas PGRI Madiun. Supervisors: (I) Dr. Sudarmiani, M.Pd., (II) Dr. Nurhadji Nugraha, S.Pd, MM.

Keywords: Activeness, Learning Outcomes, Canva-Based Educational Game.

This study aims to describe the improvement in student learning outcomes through the use of Canva-Based Educational Game Learning Media in fifth grade students of SDN 5 Kreet, which was implemented in three stages: Pre-cycle, Cycle I, and Cycle II. The subjects in this study included teachers and 11 fifth-grade students at SDN 5 Kreet. The study revealed an impact on student activity and learning outcomes. Student activity in the pre-cycle was 37.5%, increased to 74% in Cycle I, and further increased to 85% in Cycle II. As well as the learning outcomes of students using Canva-based Educational Games in learning in class V SDN 5 Kreet when the KKM is set at 75, then in the pre-cycle there are 8 students or 72% who have not completed the learning (obtaining scores above the KKM), while the students who have completed are 3 people or 28% (obtaining scores above the KKM), cycle I students who have not completed their learning are 3 students or 28% (obtaining scores <KKM), while the students who have completed their learning are 8 people or 72% (obtaining scores above the KKM), In cycle II students who have not completed their learning are 0 students or 0% (obtaining scores above the KKM), while the students who have completed their learning are 11 people or 100% (obtaining scores above the KKM). So from these data it is concluded that the activity and learning outcomes are increasing

