

## ABSTRAK

**Novy Rahmadhani.** *PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS CANVA PADA PELAJARAN IPAS MATERI BAGAIMANA KITA HIDUP DAN BERTUMBUH KELAS V SEKOLAH DASAR.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2024.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berbasis canva pada pelajaran IPAS materi Bagaimana Kita Hidup dan Bertumbuh kelas V sekolah dasar serta untuk mendeskripsikan: (1) menghasilkan deskripsi kelayakan pengembang media pembelajaran interaktif berbasis *Canva* pada pelajaran IPAS materi Bagaimana Kita Hidup dan Bertumbuh kelas V; dan (2) menghasilkan deskripsi respon peserta didik terhadap pengembangan media pembelajaran interaktif berbasis *Canva* pada pelajaran IPAS materi Bagaimana Kita Hidup dan Bertumbuh kelas V.

Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) dengan menggunakan model pengembangan *ADDIE* modifikasi Tenge (2014). Langkah-langkah yang ditempuh meliputi (1) *Analysis* (Analisis); (2) *Design* (Desain); (3) *Development* (Pengembangan); (4) *Implementation* (Implementasi); (5) *Evaluation* (Evaluasi). Subjek uji coba produk yaitu pada kelas V SDIT AL BANNA sebanyak 19 siswa. Kelayakan produk mengacu pada hasil penilaian ahli materi, ahli media, ahli bahasa, serta respon peserta didik sekolah dasar. Teknik pengumpulan data menggunakan observasi, wawancara, angket, dan dokumentasi. Analisis data yang digunakan yaitu teknik tingkat kevalidan produk dan analisis data uji coba.

Hasil penelitian menunjukkan bahwa: (1) media pembelajaram interaktif dinyatakan “Sangat Layak” oleh ahli materi dengan skor persentase 85%, oleh ahli media diperoleh skor persentase 95%, dan perolehan ahli bahasa mendapatkan skor persentase 96%; (2) media dinyatakan “Sangat Baik” dan memenuhi kriteria kelayakan berdasarkan uji respon peserta didik dengan perolehan angket respon peserta didik sebesar 99,67%.

**Kata Kunci:** Pengembangan, Pembelajaran, Interaktif, *Canva*

## ABSTRACT

**Novy Rahmadhani.** *DEVELOPMENT OF CANVA-BASED INTERACTIVE LEARNING MEDIA IN SCIENCE AND SCIENCE LESSONS ON HOW WE LIVE AND GROW IN FIFTH-GRADE ELEMENTARY SCHOOL.* Thesis. Pacitan: STKIP PGRI Pacitan, 2024.

*This research aims to develop interactive learning media based on Canva in science and science lessons on How We Live and Grow in class V elementary school and to describe: (1) produce a description of the feasibility of developing interactive learning media based on Canva in science and science lessons on How We Live and Grow in class V, and (2) produce a description of students' responses to the development of Canva-based interactive learning media in the science and science lesson on How We Live and Grow in class V.*

*This research is Research and Development (R&D) using the ADDIE development model modified by Tengeh (2014). The steps taken include (1) analysis; (2) design; (3) development; (4) implementation; and (5) evaluation. The product trial subjects were 19 students in class V of SDIT AL BANNA. Product feasibility refers to the results of assessments by material experts, media experts, language experts, and elementary school students' responses. Data collection techniques use observation, interviews, questionnaires, and documentation. The data analysis used is product validity level techniques and trial data analysis.*

*The results of the research show that: (1) interactive learning media was declared "very appropriate" by material experts with a percentage score of 85%, media experts obtained a percentage score of 95%, and language experts obtained a percentage score of 96%; (2) the media is declared "very good" and meets the eligibility criteria based on student response tests with a student response questionnaire of 99.67%.*

**Keywords:** *Development, Learning, Interactive, Canva*