

ABSTRAK

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS CANVA
MATERI SISTEM PENCERNAAN MANUSIA
UNTUK MENINGKATKAN HASIL BELAJAR SISWA KELAS V
SEKOLAH DASAR**

Rosa de lima Lay Martins

Universitas Sanata Dharma

2026

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan pemahaman siswa dalam memahami materi sistem pencernaan manusia khususnya terkait fungsi pencernaan dan peran enzim amilase. Penelitian ini bertujuan untuk mengembangkan produk media pembelajaran berbasis canva materi sistem pencernaan manusia untuk meningkatkan hasil belajar siswa kelas V SD serta untuk mengetahui kualitas dan manfaat media video ajar tersebut.

Jenis penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Teknik pengumpulan data adalah wawancara, kuesioner dan Tes dan lembar hasil validasi ahli.

Hasil validasi penelitian oleh ahli media dan ahli materi mendapatkan skor rata-rata 3, 84 berkategori “Sangat Baik” dan layak untuk diimplementasikan setelah revisi. Hasil rata-rata pretest 70 dan posttest 93, 18 dengan persentase kenaikan 46%. Oleh karena itu, Media pembelajaran berbasis canva materi sistem pencernaan manusia berdampak pada hasil belajar siswa kelas V SD.

Kata kunci: Media pembelajaran, canva, sistem pencernaan manusia, hasil belajar.

ABSTRACT

DEVELOPMENT OF CANVA-BASED LEARNING MEDIA ON THE HUMAN DIGESTIVE SYSTEM TO IMPROVE THE LEARNING OUTCOMES OF FIFTH GRADE ELEMENTARY SCHOOL STUDENTS

Rosa de lima Lay Martins

Sanata Dharma University

2026

This study was motivated by the low level of students' understanding of the human digestive system, particularly regarding digestive functions and the role of amylase enzymes. The purpose of this study was to develop a Canva-based learning media product on the human digestive system to improve the learning outcomes of fifth-grade elementary school students and to determine the quality and benefits of this teaching video media.

The type of research used was Research and Development (R&D) with the ADDIE (Analyze, Design, Develop, Implement, Evaluate) development model. The data collection techniques were interviews, questionnaires, tests, and expert validation sheets.

The results of the research validation by media experts and subject matter experts obtained an average score of 3.84, categorized as "Very Good" and suitable for implementation after revision. The average pretest score was 70 and the posttest score was 93.18, with an increase of 46%. Therefore, the Canva-based learning media on the human digestive system had an impact on the learning outcomes of fifth-grade elementary school students.

Keywords: *learning media, Canva, human digestive system, learning outcomes.*