

ABSTRAK**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS POWTOON
MATERI SUMBER DAYA ALAM
UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA KELAS V
SEKOLAH DASAR**

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Penelitian ini dilatarbelakangi oleh rendahnya motivasi belajar siswa kelas V sekolah dasar pada materi sumber daya alam. Penelitian ini bertujuan guna mengembangkan media pembelajaran berbasis *Powtoon*, mengetahui kualitas media, dan mengetahui peningkatan motivasi belajar siswa.

Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang meliputi tahap *Analyze, Design, Develop, Implement, dan Evaluate*. Teknik pengumpulan data yang digunakan adalah wawancara, kuesioner, dan lembar validasi ahli. Data dianalisis secara deskriptif kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa media pembelajaran berbasis *Powtoon* layak digunakan dalam pembelajaran. Hasil validasi ahli media 4, 17. hasil validasi ahli materi 4, 17. Validasi guru 1 memperoleh skor 4,25. Dan guru 2 memperoleh skor 4,17 dengan rata-rata keseluruhan 4,19 dengan kategori baik. Hasil kuesioner menunjukkan skor rata-rata motivasi belajar siswa meningkat dari 3,4 (cukup) menjadi 4,3 (sangat baik), dengan rata-rata keseluruhan sebesar 3,85 (baik). Selain itu, terjadi peningkatan motivasi belajar sebesar 0,9 poin. Oleh sebab itu, media pembelajaran berbasis *Powtoon* layak digunakan dan dapat meningkatkan motivasi belajar siswa kelas V sekolah dasar.

Kata kunci: *Powtoon*, media pembelajaran, motivasi belajar, sumber daya alam.

ABSTRACT

DEVELOPMENT OF POWTOON-BASED LEARNING MEDIA FOR NATURAL RESOURCES MATERIAL TO IMPROVE THE LEARNING MOTIVATION OF FIFTH GRADE ELEMENTARY SCHOOL STUDENTS

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The research is motivated by the low learning motivation of fifth-grade elementary school students on natural resources material. This study aims to develop Powtoon-based learning media, determine the quality of the media, and identify the improvement in students' learning motivation. This study uses the Research and Development (R&D) method with the ADDIE model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The data collection techniques used were interviews, questionnaires, and expert validation sheets. Data were analyzed using descriptive quantitative and qualitative methods.

The results showed that Powtoon-based learning media is suitable for use in learning. The media expert validation result obtained a score of 4.17. The material expert validation result obtained a score of 4.17. Teacher 1 validation obtained a score of 4.25, and Teacher 2 obtained a score of 4.17, with an overall average of 4.19 categorized as (good).

The questionnaire results showed that the average score of students' learning motivation increased from 3.4 (sufficient) to 4.3 (very good), with an overall average of 3.85 (good). Furthermore, there was an increase in learning motivation of 0.9 points. Therefore, Powtoon-based learning media is suitable for use and can improve the learning motivation of fifth-grade elementary school students.

Keywords: *Powtoon, learning media, learning motivation, natural resources.*