

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS
PROBLEM BASED LEARNING DENGAN BERBANTUAN
CANVA PADA MATERI CUACA DAN PENGARUHNYA
DI KELAS III SD NEGERI 104219
TANJUNG ANOM
T.P 2025/2026**

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media videopembelajaran pada materi cuaca dan pengaruhnya berbasis *Problem based learning* dengan berbantuan aplikasi canva pada pembelajaran IPAS di kelas III SD Negeri 104219 Tanjung Anom. Pengembangan dilakukan karena media yang digunakan sebelumnya belum berbentuk video animasi yang berbasis *Problem based learning* dengan berbantuan aplikasi canva sehingga siswa masih kurang bersemangat dalam belajar di dalam kelas. Metode penelitian yang digunakan adalah pendekatan Research dengan menggunakan model Richey and Klien atau PPE (Planning, Production, Evaluation). Instrumen yang digunakan adalah lembar validasi dan lembar angket respon guru dan siswa. Hasil penelitian menunjukkan bahwa dari validator ahli media diperoleh presentase 93,3% dengan katagori sangat valid dan ahli materi diperoleh presentase sebesar 90% dengan katagori valid. Uji kepraktisan media video pembelajaran berbasis *Problem based learning* dengan berbantuan aplikasi Canva oleh guru kelas III diperoleh 89,7 % dengan katagori praktis dan respon siswa diperoleh data presentase sebesar 92,9% dengan katagori sangat praktis. Dengan demikian media video pembelajaran cuaca dan pengaruhnya berbasis *Problem based learning* dengan berbantuan aplikasi canva kelas III sd negeri 104219 Tanjung Anom yang dikembangkan dinyatakan sudah valid dan praktis.

Kata Kunci : Pengembangan video pembelajaran, *Problem based learning*, Canva, Cuaca dan pengaruhnya

**DEVELOPING PROBLEM-BASED LEARNING MEDIA WITH THE AID OF
CANVA ON THE SUBJECT OF WEATHER AND ITS INFLUENCES
IN GRADE III OF STATE ELEMENTARY SCHOOL 104219
TANJUNG ANOM
2025/2026**

ABSTRACT

This study aims to develop learning video media on weather material and its effects based on Problem-based learning with the help of the Canva application in science learning in grade III of SD Negeri 104219 Tanjung Anom. The development was carried out because the media used previously was not in the form of animated videos based on Problem-based learning with the help of the Canva application so that students were still less enthusiastic in learning in the classroom. The research method used is the Research approach using the Richey and Klien model or PPE (Planning, Production, Evaluation). The instruments used were validation sheets and teacher and student response questionnaire sheets. The results showed that from the media expert validator obtained a percentage of 93,3% with a very valid category and the material expert obtained a percentage of 90% with a valid category. The practicality test of the Problem-based learning video media assisted by the Canva application by grade III teachers obtained 89.7% with a practical category and student responses obtained data percentage of 92.9% with a very practical category. Thus, the video media for learning about weather and its effects based on problem-based learning with the help of the Canva application for class III of SD Negeri 104219 Tanjung Anom which was developed is declared valid and practical.

Keywords: *Learning video development, Problem Based Learning, Canva, Weather and its impacts*