

**PENGEMBANGAN VIDEO ANIMASI BERBASIS  
CANVA MATA PELAJARAN IPAS MATERI  
SIKLUS HIDUP HEWAN KELAS III  
SDN 064990 MEDAN JOHOR  
T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui kevalidan dan kepraktisan pengembangan Media Video Animasi Berbasis *Canva* Mata Pelajaran Ips Materi Siklus Hidup Hewan Kelas III SD Negeri 064990 Medan Johor menghasilkan media pembelajaran berupa video animasi berbasis *Canva* pada mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) materi Siklus Hidup Hewan kelas III Sekolah Dasar. Model pengembangan yang digunakan adalah model ADDIE yang terdiri atas lima tahap, yaitu *Analyze, Design, Development, Implementation, dan Evaluation*. Subjek penelitian meliputi validator ahli materi, validator ahli media, guru kelas III, serta siswa kelas III pada uji coba skala kecil di SD Negeri 064990 Medan Johor Tahun Pembelajaran 2025/2026. Instrumen penelitian yang digunakan mencakup lembar validasi ahli dan lembar angket kepraktisan. Hasil validasi oleh ahli media diperoleh persentase sebesar 85%, sedangkan hasil validasi oleh ahli materi mencapai 93,18%. Berdasarkan kategori tingkat kevalidan, kedua persentase tersebut berada pada kategori sangat valid sehingga media dinyatakan layak dan dapat digunakan dalam pembelajaran tanpa revisi mayor. Selanjutnya, hasil angket kepraktisan yang melibatkan guru dan siswa memperoleh rata-rata persentase sebesar 92,12% dan termasuk dalam kategori sangat praktis. Hasil tersebut menunjukkan bahwa media video animasi berbasis *Canva* mudah digunakan, menarik secara visual, serta mampu mendukung proses pembelajaran IPAS di kelas III. Maka dari itu dapat disimpulkan media video animasi berbasis *Canva* dinyatakan sangat valid dan sangat praktis untuk digunakan sebagai bahan ajar pendukung pada pembelajaran IPAS di Sekolah Dasar.

***Kata Kunci: pengembangan , video animasi, Canva, IPAS***

**DEVELOPMENT OF ANIMATED VIDEO MEDIUM BASED ON  
CANVA FOR SCIENCE SUBJECTS ON ANIMAL LIFE CYCLES  
GRADE III SDN 064990 MEDAN JOHOR ACADEMIC YEAR  
2025/2026**

**ABSTRACT**

*This study aims to determine the validity and practicality of the development of Canva-Based Animation Video Media for Animal Life Cycle Subject Class III SD Negeri 064990 Medan Johor to produce learning media in the form of Canva-based animation videos in Natural and Social Sciences (IPAS) subjects of Animal Life Cycle grade III Elementary School. The development model used is the ADDIE model which consists of five stages, namely Analyze, Design, Development, Implementation, and Evaluation. The research subjects included material expert validators, media expert validators, grade III teachers, and grade III students in small-scale trials at SD Negeri 064990 Medan Johor Academic Year 2025/2026. The research instruments used included expert validation sheets and practicality questionnaire sheets. The validation results by media experts were obtained at a percentage of 85%, while the validation results by material experts reached 93.18%. Based on the category of validity level, both percentages are in the category of very valid so that the media is declared feasible and can be used in learning without major revisions. Furthermore, the results of the practicality questionnaire involving teachers and students obtained an average percentage of 92.12% and were included in the very practical category. These results show that Canva-based animation video media is easy to use, visually appealing, and able to support the IPAS learning process in grade III. Therefore, it can be concluded that Canva-based animation video media is stated to be very valid and very practical to be used as supporting teaching materials for IPAS learning in elementary schools.*

**Keywords: development, animated video, Canva, IPAS**