

**PENGARUH MEDIA PEMBELAJARAN VIDEO ANIMASI BERBASIS
CANVA TERHADAP HASIL BELAJAR PADA MATA PELAJARAN
IPA MATERI CIRI-CIRI MAKHLUK HIDUP KELAS III
UPT SD NEGERI 068007 MEDAN TUNTUNGAN**

TP. 2025/2026

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh media video animasi berbasis CANVA terhadap hasil belajar siswa pada Materi Ciri-Ciri Makhluk Hidup untuk kelas III SD Negeri 068007 Medan Tuntungan TP. 2025/2026. Jenis penelitian yang digunakan dalam penelitian ini adalah penelitian pre-eksperimental Design (nondesigns) dengan desain penelitian one group pre test- pos test penelitian ini hanya melibatkan 1 kelas dengan jumlah sampel 27 siswa. Instrumen penelitian ini berupa essay. Teknik analisis data menggunakan bantuan Ms.Excel. Berdasarkan hasil penelitian yang telah dilaksanakan maka dapat disimpulkan bahwa media video animasi berbasis CANVA memiliki pengaruh yang signifikan terhadap hasil belajar siswa pada materi ciri-ciri makhluk hidup kelas III SD Negeri 068007 Medan Tuntungan. Hal ini berdasar pada data-data yang diperoleh setelah diadakan penelitian, hasil analisis data menunjukkan bahwa hasil pre test di peroleh rata-rata 46,85. Sedangkan nilai rata-rata hasil post-test adalah 89,25 yang menandakan bahwa hasil setelah diberi perlakuan mengalami peningkatan. Instrumen penelitian berupa tes pretest dan posttest yang telah diuji Teknik analisis data meliputi uji normalitas menggunakan uji Liliefors dan uji hipotesis. Berdasarkan hasil uji t diperoleh nilai t hitung sebesar 20,09 dengan $df = 26$ pada taraf signifikan 0,05 diperoleh t tabel sebesar 2,056. Karena t hitung $>$ t tabel ($20,09 > 2,056$), yang menunjukkan maka H_a diterima dan H_o ditolak. Dengan demikian terdapat pengaruh yang signifikan penggunaan media pembelajaran terhadap hasil belajar siswa. Dapat disimpulkan bahwa media Video Animasi Berbasis Canva secara signifikan berpengaruh terhadap hasil belajar siswa kelas III SD negeri 068007 Medan Tuntungan TP.2025/2026.

Kata Kunci : Hasil belajar, ciri-ciri makhluk hidup, Media video animasi berbasis CANVA

**THE EFFECT OF CANVA-BASED ANIMATED VIDEO LEARNING
MEDIA ON LEARNING OUTCOMES IN SCIENCE SUBJECT
ON THE TOPIC OF CHARACTERISTICS OF LIVING
THINGS FOR GRADE III STUDENTS AT UPT
SD NEGERI 068007 MEDAN TUNTUNGAN
ACADEMIC YEAR 2025/2026**

ABSTRACT

This study aims to determine the effect of Canva-based animated video media on students' learning outcomes in the topic of Characteristics of Living Things for Grade III students at SD Negeri 068007 Medan Tuntungan in the 2025/2026 academic year. The type of research used in this study is a pre-experimental design (non-design) with a one-group pretest–posttest design. This study involved only one class with a total sample of 27 students. The research instrument consisted of essay tests. Data analysis techniques were conducted using Ms. Excel. Based on the results of the research that has been carried out, it can be concluded that Canva-based animated video media has a significant effect on students' learning outcomes in the topic of characteristics of living things for Grade III students at SD Negeri 068007 Medan Tuntungan. This conclusion is based on the data obtained after conducting the study. The results of data analysis showed that the average pretest score was 46.85, while the average posttest score was 89.25, indicating an improvement after the treatment was given. The research instruments in the form of pretest and posttest were tested, and the data analysis techniques included a normality test using the Liliefors test and a hypothesis test. Based on the results of the t-test, the calculated t-value was 20.09 with $df = 26$ at a significance level of 0.05, and the t-table value obtained was 2.056. Since $t\text{-count} > t\text{-table}$ ($20.09 > 2.056$), H_a was accepted and H_o was rejected. Thus, there is a significant effect of the use of learning media on students' learning outcomes. In conclusion, Canva-based animated video media significantly influences the learning outcomes of Grade III students at SD Negeri 068007 Medan Tuntungan in the 2025/2026 academic year.

Keywords: Learning outcomes, characteristics of living things, Canva-based animated video media.