

**PENGARUH MEDIA PEMBELAJARAN BERBASIS APLIKASI CANVA  
PADA MATA PELAJARAN IPAS KELAS IV DI UPT SPF SDN 104222 SEI  
GELUGUR T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh media pembelajaran berbasis aplikasi Canva terhadap hasil belajar siswa pada mata pelajaran IPAS materi ciri-ciri makhluk hidup kelas IV UPT SPF SDN 104222 Sei Gelugur Tahun Pelajaran 2025/2026. Latar belakang penelitian ini adalah rendahnya hasil belajar siswa, di mana sebagian besar siswa belum mencapai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) serta kurangnya penggunaan media pembelajaran yang inovatif dan interaktif dalam proses pembelajaran. Penelitian ini menggunakan jenis penelitian pra-eksperimental dengan desain One Group Pretest-Posttest Design. Populasi sekaligus sampel dalam penelitian ini adalah seluruh siswa kelas IV yang berjumlah 25 orang. Teknik pengumpulan data menggunakan tes berupa soal pilihan berganda yang diberikan sebelum (pretest) dan sesudah (posttest) penerapan media pembelajaran berbasis Canva. Data dianalisis menggunakan uji normalitas, uji homogenitas, dan uji hipotesis (uji-t). Hasil penelitian menunjukkan bahwa nilai rata-rata pretest siswa adalah 55, sedangkan nilai rata-rata posttest mengalami peningkatan setelah penerapan media pembelajaran berbasis Canva. Hasil uji hipotesis menunjukkan bahwa terdapat pengaruh yang signifikan penggunaan media pembelajaran berbasis aplikasi Canva terhadap hasil belajar IPAS siswa kelas IV UPT SPF SDN 104222 Sei Gelugur. Dengan demikian, dapat disimpulkan bahwa penggunaan media pembelajaran berbasis Canva efektif dalam meningkatkan hasil belajar siswa pada mata pelajaran IPAS materi ciri-ciri makhluk hidup. Media ini dapat menjadi alternatif bagi guru dalam menciptakan pembelajaran yang lebih menarik, interaktif, dan inovatif.

**Kata Kunci:** Media Pembelajaran, Aplikasi Canva, Hasil Belajar, IPAS

THE EFFECT OF CANVA APPLICATION-BASED LEARNING MEDIA ON  
IPAS SUBJECT FOR FOURTH GRADE STUDENTS AT UPT SPF SDN 104222  
SEI GELUGUR ACADEMIC YEAR 2025/2026

**ABSTRACT**

*This study aims to determine the effect of Canva application-based learning media on students' learning outcomes in the IPAS subject, particularly on the topic of characteristics of living things, for fourth-grade students at UPT SPF SDN 104222 Sei Gelugur in the Academic Year 2025/2026. The background of this research is the low student learning outcomes, where most students had not achieved the Minimum Learning Mastery Criteria (KKTP), as well as the limited use of innovative and interactive learning media in the teaching and learning process. This study employed a pre-experimental research design using the One Group Pretest-Posttest Design. The population as well as the sample consisted of all 25 fourth-grade students. The data were collected using multiple-choice tests administered before (pretest) and after (posttest) the implementation of Canva-based learning media. The data were analyzed using normality tests, homogeneity tests, and hypothesis testing (t-test). The results showed that the average pretest score was 55, while the average posttest score increased after the implementation of Canva-based learning media. The hypothesis testing indicated that there was a significant effect of using Canva application-based learning media on students' IPAS learning outcomes in the fourth grade at UPT SPF SDN 104222 Sei Gelugur. Therefore, it can be concluded that the use of Canva-based learning media is effective in improving students' learning outcomes in the IPAS subject on the topic of characteristics of living things. This media can serve as an alternative for teachers in creating more engaging, interactive, and innovative learning experiences.*

*Keywords: Learning Media, Canva Application, Learning Outcomes, IPAS, Elementary School.*