

**PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS
CANVA PADA MATERI PERSATUAN DAN
KESATUAN KELAS V SD YAYASAN
CIPTA NUSA BAKTI TEMBUNG
T.P. 2025/2026**

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan video pembelajaran berbasis Canva pada materi Persatuan dan Kesatuan kelas V SD Yayasan Cipta Nusa Bakti Tembung serta mengetahui tingkat kevalidan dan kepraktisan media yang dikembangkan. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan Richey and Klein yang meliputi tahapan planning (perencanaan), production (produksi), dan evaluation (evaluasi). Subjek penelitian adalah peserta didik kelas V yang berjumlah 21 orang pada tahun pelajaran 2025/2026. Instrumen pengumpulan data berupa lembar validasi ahli materi, lembar validasi ahli media, angket respon guru, dan angket respon peserta didik. Teknik analisis data dilakukan secara deskriptif kuantitatif dengan menggunakan persentase. Hasil penelitian menunjukkan bahwa video pembelajaran berbasis Canva pada materi Persatuan dan Kesatuan dinyatakan sangat valid berdasarkan penilaian ahli materi sebesar 97% dan ahli media sebesar 95%. Selain itu, hasil uji kepraktisan menunjukkan bahwa media pembelajaran sangat praktis digunakan berdasarkan respon guru sebesar 95% dan peserta didik sebesar 83%. Dengan demikian, video pembelajaran berbasis Canva yang dikembangkan layak digunakan sebagai media pembelajaran pada materi Persatuan dan Kesatuan di kelas V Sekolah Dasar.

Kata kunci: Video Pembelajaran, Canva

**DEVELOPMENT OF CANVA-BASED LEARNING VIDEO
ON THE TOPIC OF UNITY AND INTEGRITY FOR
FIFTH-GRADE STUDENTS OF SD YAYASAN
CIPTA NUSA BAKTI TEMBUNG
ACADEMIC YEAR
2025/2026**

ABSTRACT

This study aims to develop a Canva-based learning video on the topic of Unity and Integrity for fifth-grade students of SD Yayasan Cipta Nusa Bakti Tembung and to determine the validity and practicality of the developed learning media. This research employed the Research and Development (R&D) method using the Richey and Klein development model, which consists of planning, production, and evaluation stages. The research subjects were 21 fifth-grade students in the 2025/2026 academic year. Data collection instruments included material expert validation sheets, media expert validation sheets, teacher response questionnaires, and student response questionnaires. Data were analyzed using descriptive quantitative techniques with percentage analysis. The results showed that the Canva-based learning video was categorized as very valid based on the material expert assessment with a percentage of 93% and the media expert assessment with a percentage of 95%. Furthermore, the practicality test results indicated that the learning media was very practical based on teacher responses with a percentage of 95% and student responses with a percentage of 83%. Therefore, the developed Canva-based learning video is feasible to be used as a learning medium for the topic of Unity and Integrity in fifth-grade elementary school.

Keywords: *Learning Video, Canva*