

**PENGEMBANGAN MEDIA *POWERPOINT INTERAKTIF*
BERBASIS *CANVA* PADA MATERI PENGGOLONGAN
HEWAN BERDASARKAN JENIS MAKANANNYA
UNTUK MENINGKATKAN KREATIVITAS
SISWA KELAS V UPT SPF SDN 104222
SEI GLUGUR
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ABSTRAK

Penelitian ini bertujuan untuk menganalisa kebutuhan, mendeskripsikan desain pengembangan, membuktikan kelayakan, dan membuktikan keefektifan media *PowerPoint Interaktif* berbasis *Canva* untuk siswa kelas V SD Negeri 104222 Sei Glugur. Penelitian ini merupakan penelitian pengembangan model Richey and Klein atau sering disebut dengan model PPE yang bertujuan untuk mengembangkan media pembelajaran *PowerPoint Interaktif* berbasis *Canva* dengan memperhatikan dua aspek kualitas, yaitu valid dan praktis. Teknik pengumpulan data kualitatif melalui dokumentasi dan observasi, sedangkan teknik pengumpulan data kuantitatif melalui lembar validasi dan angket. Perancangan produk dilakukan sesuai dengan kebutuhan yang terdapat di sekolah, produksi dilakukan yaitu dengan menyusun indikator dan materi ke dalam media, dan yang terakhir adalah mengevaluasi media yang sudah dibuat kepada validator. Hasil penelitian ini menunjukkan bahwa tingkat kebutuhan akan media pembelajaran IPA berupa *PowerPoint Interaktif* berbasis *Canva* cukup tinggi apalagi dalam mempelajari materi penggolongan hewan berdasarkan jenis makanannya. Selanjutnya, dalam merancang *PowerPoint Interaktif* berbasis *Canva* melalui *Canva* dengan cara mengklik link yang sudah dibagikan melalui PC atau laptop tanpa mengakses internet. Selanjutnya, penilaian validasi ahli materi diperoleh 96,4%, ahli media 100%, respon guru 95%, dan angket respon peserta didik diperoleh 93%, sehingga media pembelajaran yang dikembangkan memiliki kriteria sangat layak. Penggunaan *PowerPoint Interaktif* berbasis *Canva* sangat layak dalam membantu peserta didik kelas V SD Negeri 104222 Sei Glugur dalam memahami pembelajaran khususnya pada materi penggolongan hewan berdasarkan jenis makanannya.

Kata kunci: Pengembangan, *PowerPoint Interaktif*, Penggolongan hewan.

**DEVELOPMENT OF CANVA-BASED INTERACTIVE POWERPOINT MEDIA ON
THE MATERIAL OF ANIMAL CLASSIFICATION
BASED ON THEIR TYPES OF FOOD TO IMPROVE THE
CREATIVITY OF FIFTH-GRADE STUDENTS**

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ABSTRACT

This study aims to analyze learning media needs, describe the development design, determine feasibility, and examine the effectiveness of an interactive PowerPoint learning media based on Canva for fifth-grade students at SD Negeri 104222 Sei Glugur. This research employed a development research method using the Richey and Klein model, commonly known as the PPE (Planning, Production, and Evaluation) model, which focuses on developing instructional media by considering two quality aspects: validity and practicality. Qualitative data were collected through documentation and observation, while quantitative data were obtained using validation sheets and questionnaires. The product design was developed according to the needs identified at the school, followed by the production stage, which involved organizing learning indicators and materials into the media. The final stage was evaluating the developed media through expert validation. The results showed a high level of need for science learning media in the form of Canva-based interactive PowerPoint, particularly for learning the classification of animals based on their feeding habits. The interactive PowerPoint was designed using Canva and accessed via a shared link on a PC or laptop without requiring an internet connection. Validation results indicated that the material expert assessment reached 96.4%, media expert assessment 100%, teacher response 95%, and student response questionnaire 93%, placing the developed media in the "very feasible" category. Therefore, the Canva-based interactive PowerPoint is highly suitable for supporting fifth-grade students at SD Negeri 104222 Sei Glugur in understanding science learning, especially the topic of animal classification based on feeding types.

Keywords: Development, Interactive PowerPoint, Animal Classification.