THE EFFECT OF CANVA-BASED LEARNING MEDIA
ON STUDENTS' SCIENCE LEARNING OUTCOMES
ON ANIMAL LIFE CYCLE MATERIAL IN ELEMENTARY SCHOOLS

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ABSTRACT

This research is motivated by the low science learning outcomes of fifth grade students at SDN Cikuya 03, Cicalengka District, Bandung Regency. This happens because the learning process is only dominated by teachers without involving students and does not use learning media during the learning process, so that students are less enthusiastic and less motivated to participate in learning. Therefore, the study focuses on the use of Canva-based learning media. The purpose of this study is to determine the effect of Canva-based learning media on the learning outcomes of fifth grade students at SDN Cikuya 03. The approach in this study is a quantitative research approach, and the research method used is a quasi-experimental research method with a Nonequivalent Control Group Design research design. The research instruments and data collection techniques used by the researcher are observation, documentation, and tests in the form of pre-tests and post-tests of 20 questions which are used as research instrument. The analysis techniques used to process the research data were normality test, homogeneity test, hypothesis test, and normalized N-Gain test with the help of IBM SPSS Statistic software version 26. The results of the study showed that there was an influence of Canva-based learning media to the science learning outcomes of grade V students at SDN Cikuya 03, Cicalengka District, Bandung Regency. This was evidenced by the results of the percentage of observations of student activities in the experimental class being higher than the control class. In addition, it was evidenced by the results of the N-Gain value obtained in the experimental class of 0,75 with a high category while the control class got an N-Gain value of 0,61 with a moderate category. Then continued the Independent Sample t-Test test, it was found the significance value (t_count) obtained at 0,001 which was smaller than the normal level value (t_table) to be 0,05. So that it has a hypothesis result in the form of Ha accepted and H0 rejected. Thus, it can be concluded that there is a significant influence on the use of Canva-based learning media in improving the learning outcomes of grade V students at SDN Cikuya 03.

Keywords: Canva-Based Learning Media, Student Learning Outcomes, Science Studies