

Application of Canva Media to Improve Science Learning Outcomes for Class V MI Darussalam Students

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Abstract

This research aims to determine the application of Canva media to improve science learning outcomes for class V MI Darussalam students. In the learning process in class v MI Darussalam the teacher does not use learning media so that learning is not fun. Learning from teachers is only abstract because teachers rarely use media when teaching students, so learning is boring. The research subjects were 18 class V students. The research results were from 18 students. test results for class V MI Darussalam students in science learning. From the results of cycle 1, it is determined how many students completed and did not complete. However, there are more students who did not complete compared to those who completed. There were 8 students who completed it while there were 10 students who did not complete it. From the results of the second cycle test, learning results were achieved with 77% complete compared to the higher results of test 1 which was 55% incomplete. From cycle 1, eight students did not complete, after the second test only 4 students remained who did not complete. From the results of tests that have been carried out, improving student learning outcomes using Canva media has been successful.

Keywords : Media Canva, science learning outcomes

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I. INTRODUCTION

Learning media has an important role in the learning process including: (1) The role of media as a tool in teaching or what is known as dependent media because it acts as a tool (effectiveness), (2) The role of media as a learning resource used by students independently or called independent media (Surtiyani, 2016).

Learning media is not only able to increase learning motivation, but also increases student learning outcomes significantly with the use of learning media (Rahmila, 2022). With the use of learning media, Canva is a graphic design processing application that is easy and practical to use, and is also free. (Rahmila, 2022). Media must be designed in such a way as to make it easier for students to learn. Become the

main tool as an intermediary in conveying material. Therefore, learning media must aim at the ultimate goal, namely to improve the quality of teaching and learning. If the media used for learning is more interesting, then the level of student motivation to learn will be higher. Students will be more enthusiastic in participating in learning (Santi, 2023). To support successful learning, learning media is needed. Because, with the availability of learning media, it is possible for students to think more concretely and this means reducing verbalism in students. This means that students, including teachers, can choose or use learning media in the learning process. In the learning process the presence of media has quite an important meaning. Because in this activity the lack of clarity in the material presented can be helped by presenting the media as an intermediary (Rejeki, 2021).

II. RESEARCH METHODS

This research is Classroom Action Research (PTK) or Classroom Action Research which is carried out in the classroom in order to provide changes or improvements in the learning process that can be carried out by teachers or researchers. Iskandar in (Anda Juanda, 2016) believes that research is carried out by teachers in their own classes through

self-reflection with the aim of improving their performance so that students' learning outcomes increase. According to (Erawan Aidid, 2020), he believes that through PTK, teachers have the opportunity to play an active role in developing their own knowledge and skills.

III. RESEARCH RESULTS AND DISCUSSION

After being observed by the researcher on September 14 2023 in class v MI Darussalam, the researcher saw that it was very difficult for students to understand the lesson. In the learning process in class v MI Darussalam the teacher does not use learning media so that learning is not fun. Learning from teachers is only abstract because teachers rarely use media when teaching students, so learning is boring. With media, students will more easily understand learning. This can be seen from the class v test scores at MI Darussalam. In the following table:

Table 1.1 Data on the completion of science test results for class V students MI

The number of students	KKM	Number of Students Completed	Number of students who did not complete
18	75	8	10
Percentage		45%	55%

Darussalam

Source: Class v teacher at MI Darussalam Rokan Hulu district

Therefore, researchers chose to apply Canva media in the learning process to achieve learning objectives. Canva can help provide easy services for educators and students related to creating educational content using only a stable internet connection. By using the Canva application, students learn to design creatively and take part in the learning process. Students can learn to design themselves or use existing templates and then modify them according to the learning theme. In the Canva application, students can also create visual media in the form of presentations, posters, infographics, bulletins, comics and videos that are appropriate to the learning material being discussed.

Canva media can also facilitate students in digesting abstract subject matter because Canva can display a variety of animations, audio, video, images, graphics and text as well as other interesting elements according to the desired display needs so that it can make students focus more on paying attention to the lesson because of its attractive appearance. (Hapsari, 2021)

Canva has a blank page that can help creators create designs about how

they want the learning process to look like. Not only can you create designs from scratch, for beginners who are unfamiliar with designing, Canva provides various kinds of finished designs without having to start from a blank page. The available tools can facilitate the design and animation process. Another advantage that Canva has is that it can be used directly in a web browser without needing to install an application (Ende, 2022).

Canva has its advantages and disadvantages. The advantages of the Canva application include: (1) it has a variety of attractive designs, (2) it is able to increase the creativity of teachers and students in designing learning media because of the many features provided, (3) it saves time in practical learning media, (4) when designing, you don't have to use a laptop, but can do it via a device, (5) you can collaborate with other teachers (Tanjung, 2019).

Meanwhile, the disadvantages of Canva include: this application relies on a sufficient and stable internet network, in the Canva application there are several paid templates, stickers, illustrations, fonts, etc., sometimes the designs chosen have similar designs to other people, whether it's the template, images, colors, and so on, but it is up to the user to choose a different design (Pelangi, 2020).

Canva can help provide easy services for educators and students related to creating educational content using only a stable internet connection. By using the Canva application, students learn to design creatively and take part in the learning process. Students can learn to design themselves or use existing templates and then modify them according to the learning theme.

Table 2. Post Test Results 1

No	Student's name	Mark	complete	incomplete
1.	Raskal	78	√	
2.	Rani	50		√
3.	Danang	89	√	
4.	Yesi	55		√
5.	Dewi	43		√
6.	Martin	88	√	
7.	Putri	34		√
8.	Mariska	69		√
9.	Tia	90	√	
10.	Irwansaya	20		√
11.	h	66		√
12.	Irpan	86	√	
13.	Ripaldi	65		√
14.	M. fathan	78	√	
15.	M. rafa	46		√
16.	Yani	88	√	
17.	Tarigan	46		√
18.	Tohar	74	√	
	Jihan			

The data above are the results of a test on the learning outcomes of class V MI Darussalam students in science learning. From these results, it determines how many students completed and did not complete. However, there are more

students who did not complete compared to those who completed. There were 8 students who completed it while there were 10 students who did not complete it. Therefore, one more test will be carried out using Canva media.

Table 3. Post Test Results 2

No	Student's name	Mark	complete	incomplete
1.	Raskal	80	√	
2.	Rani	79	√	
3.	Danang	89	√	
4.	Yesi	76	√	
5.	Dewi	78	√	
6.	Martin	88	√	
7.	Putri	60		√
8.	Mariska	77	√	
9.	Tia	90	√	
10.	Irwansayah	50		√
11.	Irpan	79	√	
12.	Ripaldi	86	√	
13.	M. fathan	79	√	
14.	M. rafa	78	√	
15.	Yani	46		√
16.	Tarigan	88	√	
17.	Tohar	46		√
18.	Jihan	74	√	

From the results of the second cycle test, learning results were achieved with 77% complete compared to the higher results of test 1 which was 55% incomplete. From cycle 1, eight students did not complete, after the second test only 4 students remained who did not complete. From the results of tests that have been

carried out, improving student learning outcomes using Canva media has been successful.

IV. CONCLUSION

Based on the results and explanation above, it can be concluded that students and teachers are interested in using the Canva application in the learning process, so that it is easier to understand science material by using Canva designs. The teachers gave a positive response to this training activity. Teachers and students considered this training to be very useful from the 18 participants who attended. This shows that learning science with the Canva application is very useful. Through this Canva media, students are also motivated in participating in learning, so that it can foster students' enthusiasm and creativity in learning, so that students do not feel bored with the material presented by educators. Researchers also hope that other educational institutions can also access this learning media, especially in science learning, the media used is Canva. Because Canva is very interesting to use as a supporting tool in the ongoing learning process, and other educational institutions can also use learning media in accordance with current developments. So it can make it easier for an educator to provide learning material.

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