



## Development of Scrapbook Media Using the Canva Application for Class V Science Learning in Primary School at Primary School Negeri 139 Palembang

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### Abstrak

Along with the development of increasingly rapid technological developments in the era of globalization, where humans need technology for their daily needs. Scrapbook is the art of sticking to a medium (usually paper), starting from sticking photos, leftovers, and others according to creativity, besides that scrapbooks can also make important notes related to pictures, words, or plans for learning materials. This study uses a type of research and development called R&D (Research and Development). In this case, the researcher developed a scrapbook learning media assisted by digital canva in learning science on ecosystem material, the relationship between living things in the ecosystem. Interview collection technique Questionnaire Documentation Validity data analysis technique and Practicality data analysis technique. Based on the results of the practicality using one-to-one with an average value of 4.4 with a very practical category, the small group stage with an average value of 4.5 with a very practical category. Based on the results of the student response questionnaire obtained an average of 92% with very practical criteria at the one-to-one stage, and 95% at the small group stage. Based on the research results obtained at the one-to-one stage, the average value was 98.6%, which is included in the very practical category. The small group stage received an average value of 97.2%, which is categorized as very practical.

**Keywords:** *Development, scrapbook and Learning.*

### Abstrak

Seiring dengan perkembangan mengalami kemajuan perkembangan teknologi yang semakin pesat pada era globalisasi, dimana manusia membutuhkan teknologi untuk kebutuhan sehari-hari. *Scrapbook* adalah seni menempel pada sebuah media (biasanya kertas), mulai dari menempel foto, barang sisa, dan lainnya sesuai kreatifitas, selain itu *scrapbook* juga dapat membuat potongan catatan penting yang berkaitan dengan gambar, kata-kata, atau rencana bahan materi pembelajaran. Penelitian ini menggunakan jenis penelitian dan pengembangan yang disebut dengan R&D (*Research and Development*). Dalam hal tersebut peneliti mengembangkan media pembelajaran scrapbook berbantuan canva digital pada pembelajaran IPA materi ekosistem hubungan antara makhluk hidup dalam ekosistem. Teknik pengumpulan Wawancara Angket (Kuesioner) Dokumentasi Teknik analisis data kevalidan Teknik analisis data kepraktisan. Berdasarkan hasil kepraktisan menggunakan one-to-one dengan rata-rata nilai sebesar 4,4 dengan kategori sangat praktis, tahap small group dengan nilai rata-rata sebesar 4,5 dengan kategori sangat praktis. Berdasarkan hasil angket respon peserta didik yang diperoleh rata-rata sebesar 92% dengan kriteria sangat praktis pada tahap one-to-one, dan 95% pada tahap small group. Berdasarkan hasil penelitian yang diperoleh pada tahap one-to-one mendapatkan nilai rata-rata sebesar 98,6% termasuk dalam kategori sangat praktis. Tahap small group mendapatkan nilai rata-rata 97,2% dikategorikan sangat praktis.

**Kata Kunci:** Pengembangan, *scrapbook* dan Pembelajaran.



## **Pendahuluan**

Along with the times, Indonesia is experiencing increasingly rapid technological developments in the era of globalization, where humans need technology for their daily needs. Current technological developments have also influenced the education sector to improve quality in education. According to Pelangi, G. (2020). Education is a learning and teaching process that occurs in schools between teachers and students with the aim of making the nation's students smarter as the nation's successors. and others which will later be useful in the nation and state. Indy et al., (2019). learning, short for e-learning, is a broader concept that includes electronic or digital technologies for delivering educational content and facilitating learning. Likewise, multimedia learning means using pictures and words in the learning process. (Ambe et al., 2024)

So, to implement everything, it is very necessary to change the curriculum to keep up with the times, especially now that science and information technology have developed increasingly rapidly, if no changes are made then educators will be left behind. Updating the educational curriculum is a necessity that must be carried out in increasing the level of human resources (HR) in a country. The curriculum is the 'spirit of education' which must be innovative, dynamic and evaluated periodically, in accordance with current developments and the skills required by science and technology. technology, society and graduates, therefore, curriculum changes are needed. Curriculum changes are currently being made from the K13 curriculum to the Independent Learning curriculum. The independent curriculum is a diverse intracurricular learning curriculum in which materials are made more optimal so that students have time to understand concepts and strengthen competencies, the independent curriculum refers to a talent and interest approach with the aim of the national education system and national standards, namely by developing the Pancasila student profile.

Natural science (IPA) is one of the fields of study taught in elementary schools (SD). By learning science, students can get to know the surrounding environment and all its

contents, through various activities carried out by students in learning activities. Science learning is a way of systematically finding out about the natural environment, so that science is not just mastery of skills, knowledge in the form of facts, concepts or principles but is also a process of discovery through experiments in the learning process (Lusidawaty et al. al., 2020)

Media used to convey material and achieve learning objectives. One of the characteristics of teaching media is. Teaching media must support learning activities to be more effective and interactive. The form of teaching media must support learning activities so as to make the learning process more effective and interactive. (Amalia, 2023)

Scrapbooking is the art of sticking to a medium (usually paper), starting from sticking photos, leftover items, and others according to creativity, apart from that, scrapbooking can also make important pieces of notes related to pictures, words, or plans for learning materials according to Puspita Sari et al., (2020). But even though scrap materials for making scrapbooks are now increasingly developing, they don't just use used paper and materials. Scrapbooks can now use the Canva application to make the results more beautiful (Budhi Sastrio et al., 2021)

Based on the results of observations carried out by researchers on Tuesday 30 April 2024 at SD Negeri 139 Palembang, it was found that there were problems from the results of observations on class V students, indicating that teaching and learning activities still use printed images as an aid in the learning process, especially science learning. The level of understanding of science learning on Ecosystem material is still low. This can be proven by the use of learning media that is not yet varied, making the learning process less active and less attractive to students' attention in learning. This problem is what makes students feel bored and don't pay attention to the teacher. When explaining the material, some even feel sleepy because the learning media is considered less interesting and not varied, whereas SD Negeri 139 Palembang has school facilities that are quite complete with the availability of supporting facilities and infrastructure in accordance with the

requirements. technological advances such as infocus, wifi, projector screens and almost 90% of students already have smartphones and students have received permission to bring smartphones from both the school and the students' parents when conducting research or medical trials. just scrapbook and students can access the scrapbook media again at home.

To solve this problem, it can be overcome with creative, innovative media, and can develop learning media, especially in scrapbook media, the use of this media can make it easier to convey material to students. This media is very important to achieve learning objectives. One of them is by using scrapbook media assisted by Canva for the learning process in class V.

Based on the problems described above, the researcher is interested in conducting research entitled: "Development of scrapbook media using the Canva application for grade V science learning in elementary schools at SD Negeri 139 Palembang"

#### **Metodologi Penelitian**

This research uses a type of research and development called R&D (Research and Development). In this case, the researcher developed scrapbook learning media with the help of digital Canva for science learning, ecosystem material, the relationship between living things in the ecosystem, Interview collection technique, Questionnaire, Documentation, Validity data analysis technique, Practicality data analysis technique.

#### **Hasil dan Pembahasan**

##### **Hasil Pengembangan Produk**

The stages of developing scrapbook media assisted by the Canva application use the ADDIE development model, the stages of the ADDIE model have 5 stages, namely: 1) analysis, 2) design, 3) development, 4) implementation, 5) evaluation (evaluation).

##### **Hasil Analisis Kebutuhan**

At the needs analysis stage carried out at SD Negeri 139 Palembang on April 30 2024, problems were found from the results of interviews with educators and class V students. Science learning uses simple media so that learning is less active and does not attract students' attention in learning. These students feel bored and make students not pay attention to the teacher when explaining the material, some even feel sleepy because the learning media is considered less interesting

and not varied, whereas SD Negeri 139 Palembang has school facilities that are quite complete with the availability of supporting facilities and infrastructure in line with progress. technology such as wifi, projector screens, and students already have smartphones.

#### **Hasil Identifikasi Tujuan Pembelajaran**

- 1) Through reading activities, students are able to identify relationships between living things correctly.
- 2) Through reading activities, students are able to identify relationships between living things correctly.
- 3) Through the activity of making clippings, students are able to present the results of their analysis of the relationships between living things as a group correctly.

Determining Scrapbook Media Equipment and Requirements Development of scrapbook media with the help of the Canva application. In the process of making scrapbook media with the help of the Canva application, researchers prepare smartphones, Canva applications, pictures that match the content of the material, independent curriculum package books, then learning activities carried out in the classroom. smartphones and printed scrapbook media are available.

#### **Hasil Desain**

After the needs analysis stage, the next stage carried out was the digital scrapbook design stage with the help of the Canva application. The activity procedure is preparing an outline of the media content (GBIM), preparing a storyboard, and then conducting a self-evaluation.

#### **Penyusunan Garis Besar Isi Media (GBIM)**

In preparing the GBIM, CP and ATP are determined: Accept, implement and respect the teachings of the religion they adhere to. K2: Understand honest, disciplined, responsible, polite, confident, caring and responsible behavior in interacting with family, friends, teachers, neighbors and the country. K3: Understand factual, conceptual, procedural and metacognitive knowledge at a basic level by observing, asking questions and trying based on curiosity about oneself, God's creatures and their activities, as well as the objects they encounter at home, at school and other places. play. K4 Demonstrate creative, productive, critical, independent, collaborative

and communicative thinking and acting skills. In clear, systematic, logical and critical language, in aesthetic work, in movements that reflect a healthy child, and actions that reflect the child's behavior according to the stage of development. The contents of the Scrapbook media assisted by the Canva application consist of a cover, foreword, learning objectives and material content. This was made based on the researcher's concept.

#### Penyusunan Storyboard

Preparing a storyboard is a stage in creating a story design which will be developed through several stages of digital scrapbooking with the help of the Canva

application. The following is a digital scrapbook storyboard assisted by the Canva application for science learning which discusses the relationship between living things in the surrounding environment.

#### Tahap Pengembangan (Development)

From the results of the analysis stages and design stages carried out by the researcher, the researcher produced an initial design for a learning media product known as the first product. After the learning media product was a scrapbook on the relationship between living things in the ecosystem, the researchers then carried out expert validation tests and field trials on the scrapbook learning media.

**Tabel 1.** Hasil Penilaian Validasi Ahli Media

NO	Aspek	Indikator	Skor
1.	Tampilan desain layar	Komposisi warna tulisan dan background	5
		Sikronisasi ilustrasi grafis dengan visual dan verbal	4
		Kejelasan judul	4
		Kemenarikan desain	5
2	Kemudahan penggunaan	Sistematika penyajian	4
		Kemudahan pengoperasian	5
		Fungsi tombol navigasi	5
3	Konsistensi	Konsistensi penggunaan kata, istila dan kalimat	5
		Konsistensi penggunaan kata, istilah dan kalimat	5
		Konsistensi tata letak	5
4	Kemanfaatan	Kemudahan dalam kegiatan belajar mengajar	5
		Menarik perhatian dan antusias siswa	5
		Kemudahan dalam penggunaan media scrapbook	5
5	Kegrafikan	Penggunaan warna	5
		Penggunaan huruf	5
		Penggunaan gambar	5
		Jumlah skor	77
		Rata-rata persentase	96,2% (sangat valid)

(Sumber: Hasil olah data,2024)

Based on the results of the data analysis obtained, it can be seen that the average results of media expert assessments

can be seen from the table which shows that in the media expert questionnaire, the average assessment was 96.2% with very valid criteri.

**Tabel 2.** Hasil Penilaian Validasi Ahli Materi

No	Aspek	Indikator	Skor
1.	Isi	Kesesuaian dengan kompetensi dasar	4
		Kejelasan tujuan	4
		Kesesuain dengan kebutuhan siswa	4
		Manfaat untuk menambahkan wawasan pengetahuan	4
		Kesesuaian gambar memperjelas materi	4
		Kesesuaian gambar dan memperjelas materi	4
		Kesesuaian Latihan soal dengan materi	4
2.	Kebahasaan	Kejelasan informasi	4
		Kesesuaian dengan kaidah bahasa Indonesia	4
		Penggunaan bahasa secara efektif dan efisien	4
3.	Sajian	Sistematika penyajian	4
		Kelengkapan informasi	4
		Komunikatif	4
		Jumlah skor	52
		Rata-rata perentasi	80%

(Valid)

(Sumber: Hasil olah data, 2024)

Based on the results of the analysis of the data obtained, it can be seen that the average results of material expert assessments can be seen in the table which shows that in the questionnaire, material experts received an average assessment of 80% with valid criteria. The assessment results from the validator provided suggestions for improvements that

needed to be improved, namely making a shift mark to the left on the cover page, increasing the size of the text on page 8, and adding instructions for working on multiple choice questions. Then, researchers improved the digital scrapbook product with the help of the Canva application according to suggestions from material expert validators.

**Tabel 3.** Hasil Penilaian Validasi Ahli Bahasa

No	Aspek	Indikator	Skor
1.	Lugas	Ketepatan Kalimat	3
		Keefektipan Kalimat	3
2.	Komunikatif	Keterbacaan	4
		Kejelasan materi	4
		Pembahasan terhadap soal Latihan dan materi	4
3.	Kesesuaian	Kesesuaian dengan kaidah bahasa Indonesia	3
		Penggunaan bahasa secara efektif dan efisien	3
4.	Penggunaan	Ketepatan ejaan	4
		Konsistensi penggunaan istilah	3
		Konsistensi Penggunaan symbol	4
		Nilai Persentase	35
		Nilai rata-rata persentase	70% valid

Based on the results of the analysis of the data obtained, it can be seen that the average results of the language experts' assessments can be seen in the table which shows that in the material expert questionnaire, the average assessment was 70% with very valid criteria. The results of the assessment from the validator provide suggestions for improvements that need to be improved, namely improving the writing system in the study instructions, namely removing quotation marks in the word prayer and removing the excess letter t in the word spirit and paying attention to the writing or spelling.

So it can be concluded that the digital scrapbook product assisted by the Canva application with material on self-managed and group-developed economic businesses is declared very valid based on the results of the assessment of media expert validators with a score of 96.2%, including very valid criteria, material experts with a score of 80 % is included in the very valid criteria, and linguists

with a score of 70% are included in the valid criteria so that an average assessment score of 82.0% is included in the very valid criteria and is ready to proceed to the next testing stage, namely one-to testing -one.

#### Hasil Evaluasi *One-to-One*

In the one-to-one evaluation carried out on April 5 2024 at SD Negeri 139 Palembang. At this stage, researchers conducted a trial of scrapbook media products assisted by the Canva application on 3 (three) class V.B (five) students who had high, medium and low based on the recommendations of class V.b (five) educators. Next, students carry out an assessment of the digital scrapbook product with the help of the Canva application by filling in a questionnaire sheet and providing criticism and suggestions. This assessment is carried out using a practicality questionnaire sheet based on student responses. The aspects assessed are media quality, material quality and technical quality.

**Tabel 4.** Hasil Penilaian Angket Respon Peserta Didik Ujicoba *One-to-one*

Aspek yang dinilai	Indikator	Butir penilaian	Peserta didik		
			AC	TMS	SM

Kualitas Media	Kemudahan penggunaan media	1.	Media Scrapbook mudah untuk digunakan	5	4	4
	Media dapat digunakan secara mandiri	2.	Media digital scrapbook dapat saya gunakan secara mandiri	5	5	5
Kualitas Materi	Latihan soal memudahkan dalam memahami materi	3.	Latihan soal yang terdapat di media scrapbook memudahkan saya dalam memahami materi	4	5	4
	Kesesuaian Latihan soal dengan materi	4.	Latihan soal sesuai dengan materi yang sudah saya pelajari	5	4	4
	Petunjuk mengerjakan soal jelas	5.	Petunjuk mengerjakan soal jelas	5	5	5
	Materi sudah dipahami	6.	Materi yang terdapat pada media <i>scrapbook</i> mudah untuk saya pahami	4	5	4
	Penggunaan contoh dalam kehidupan sehari-hari	7.	Contoh materi sering saya temukan pada kehidupan sehari-hari	5	5	5
	Penyajian materi runtun	8.	Materi yang disajikan secara runtut (berurutan)	5	5	5
	Penggunaan bahasa mudah dipahami	9.	Bahas yang digunakan pada media <i>scrapbook</i>	5	5	5
	Meningkatkan Motivasi	10.	Media <i>scrapbook</i> membuat saya lebih bersemangat dalam belajar	5	5	5
Kualitas Teknik	Pemilihan huruf	11.	Huruf yang digunakan mudah saya baca	5	5	5
	Pemilihan warna	12.	Warna pada media scrapbook membuat saya ingin melihatnya terus	5	4	5
	Tampilan gambar menarik	13.	Gambar yang digunakan pada media scrapbook menarik	4	5	5
Jumlah Skor Penelitian				62	63	61
Nilai Persentase				95,3%	96,9%	93,8%
Nilai Rata-rata Persentase				94,8%	(Sangat praktis)	

(Sumber : Hasil Presentase, 2024)

Based on the analysis obtained in the table, it can be concluded that the average assessment results of the student response questionnaire at the one-to-one stage towards digital scrapbook products assisted by the Canva application were 94.8%, including in the very practical category. At this one-to-one

stage, apart from students providing an assessment on a questionnaire regarding digital scrapbook products assisted by the Canva application, students also provide comments on digital scrapbook products assisted by the Canva application.

**Tabel 5.** Komentar dan Saran Peserta Didik Tahap One-to One

No	Nama Peserta Didik	Komentar dan saran
1	AC	Gambar sangat jelas mudah untuk dibawah kemana-mana
2	TMS	Sangat setuju, mudah di pahami
3	SM	Media <i>scrapbook</i> mudah untuk di pahami

(Sumber: Hasil oleh data, 2024)

After getting the results from the revision stage of expert review and one to one evaluation of prototype 1, a valid and practical prototype 2 was produced, then prototype 2

will be tested at the small group evaluation stage.

### C.Hasil Evaluasi *Small Group*

The small group evaluation was carried out on October 5 2024 at SD Negeri 139 Palembang. At this stage, researchers will test prototypes of 2 scrapbook media products assisted by the Canva application with material on the relationship between living things in ecosystems on class V.b students at SD Negeri 139 Palembang. At this stage the researchers involved 8 students who would carry out

practical trials. The researcher conducted learning using digital scrapbook media assisted by the Canva application and the researcher provided information regarding the use of this learning media. Then after completing the learning, students are asked to fill out a questionnaire and provide comments and suggestions regarding digital scrapbook media assisted by the Canva application.

**Tabel 6.** Hasil Penilaian Angket Respon Peserta Didik Ujicoba Small Group

Aspek yang dinilai	Indikator	Butir penilaian	Peserta didik							
			NR	MA	MA	APL	AP	BAS	N	AN
Kualitas Media	Kemudahan Penggunaan media	1. Media scrapbook mudah untuk digunakan.	5	4	4	5	5	5	5	4
	Media dapat digunakan secara mandiri	2. Media digital scrapbook dapat saya gunakan secara mandiri	5	4	4	5	5	5	5	5
Kualitas Materi	Latihan soal memudahkan dalam memahami materi	3. Latihan soal yang terdapat di media scrapbook memudahkan saya dalam memahami materi	3	5	5	4	5	5	5	5
	Kesesuaian Latihan soal dengan materi	4. Latihan soal sesuai dengan materi yang sudah pelajari	5	4	5	5	5	5	5	4
	Petunjuk mengerjakan soal jelas	5. Petunjuk mengerjakan soal jelas	5	4	4	4	5	5	5	4
	Materi mudah dipahami	6. Materi yang terdapat pada media scrapbook mudah untuk saya pahami	3	4	5	5	5	4	5	5
	Penggunaan contoh dalam kehidupan sehari-hari	7. Contoh materi sering saya temukan pada kehidupan sehari-hari	5	4	5	5	5	5	5	4
	Penyajian materi runtun	8. Materi yang disajikan secara runtut (berurutan)	5	5	4	4	5	5	5	4
	Penggunaan bahasa mudah dipahami	9. Bahasa yang digunakan pada media scrapbook mudah dipahami	5	4	5	5	5	5	5	5

	Meningkatkan motivasi	10.	Media scrapbook membuat saya lebih bersemangat dalam belajar	3	4	5	5	5	5	5	5
Kualitas Teknik	Pemilihan Huruf	11.	Huruf yang digunakan mudah di baca	3	5	5	5	5	5	5	4
	Pemilihan	12.	Warna pada scrapbook membuat saya inginkan melihatnya terus	5	3	4	4	5	4	5	5
	Tampilan gambar menarik	13.	Tampilan gambar menarik	5	5	4	5	5	5	5	5
Jumlah skor penilaian				57	54	59	61	65	63	65	59
Nilai presenter				87,6%	83,0%	90,7%	93,8%	100%	96,9%	100%	90,7%
Rata-rata Presenter				nilai		92,8%	(sangat praktis)				

(sumber: Hasil Persentase, 2024)

The comments and suggestions were obtained from student responses at the small group stage using scrapbook media products assisted by the Canva application.

**Tabel 7.** Kmentar dan saran Peserta Didik Tahap *Small Grop*

No	Nama Peserta Didik	Komentar dan saran
1	NR	Medianya sangat menarik dan gambar yang sangat bagus
2	MA	Gambarnya sangat jelas dan tidak bosan karna banyak gambar yang menarik
3	MA	Medianya sangat bagus
4	APL	Membuat saya bersemangat untuk belajar
5	AP	Medianya sangat mudah dipahami
6	BAS	Gambar dan tulisanya sangat jelas
7	N	Medianya bagus gambarnya cantik dan astetik, hurufnya jelas dan bahasa yang digunakan mudah dipahami
8	AN	Saya sangat suka dengan media ini

(sumber: Hasil olah data,2024)

Based on the analysis, it can be concluded that the average assessment results of the questionnaire responses of students at the small group stage to digital scrapbook products assisted by the Canva application were 92.8%, including in the very practical category. At this small group stage, apart from students providing an assessment on a questionnaire regarding digital scrapbook products assisted by the Canva application, students also provide comments on digital scrapbook products assisted by the Canva application.

**Tahap Implementation (Implementasi)**

When the scrapbook learning media is declared valid by three expert validators, namely media, material and language experts, the next stage, namely the scrapbook learning media, is implemented as a visual learning

media in the form of a photo album decorated with pictures and student learning activities. The trial phase for scrapbook learning media was carried out at SD Negeri 139 Palembang using class V students as subjects to obtain student responses to the scrapbook learning media developed by researchers.

**Tahapan Evaluation (Evaluasi)**

In the evaluation stages, the researchers have carried out from the design stage to the implementation stage of the scrapbook prototype which has been revised by the validator. The scrapbook prototype that was developed produced comments/suggestions that were in accordance with the validators provided by experts by filling out a validation questionnaire sheet from experts, namely media, material and language experts, which were then presented to be able to produce good

learning media products from the scrapbook learning media that researchers develop.

### **Pembahasan Penelitian**

This research and development aims to produce a scrapbook learning media assisted by the Canva application for class V science learning in elementary schools that is valid and practical. This research uses the ADDIE development model which consists of three stages, namely 1) Analysis, 2) Design, 3) Development 4) Implementation 5) Product Evaluation Scrapbook media assisted by the Canva application is a learning media that is developed based on the level of development of students. According to Piaget's theory in Susanto (2014, p. 17), development in children aged 7-11 is at the concrete operational level, meaning that someone at this stage needs something concrete to understand something abstract. This is in line with the opinion of Juwantara (2019, p. 32) which states that children can only solve a problem when the object of the problem is empirical (real) or captured by their five senses, not imaginary (abstract). So, educators should use learning media that can provide a more concrete (real) learning experience according to the level of development of students. The following are the results of digital scrapbook product development using the Canva application.

### **Kevalidan**

Validity data results were obtained through the expert review stage which was carried out by providing assessments using a questionnaire sheet to experts, namely media experts, material experts and language experts at this stage. Scrapbook media products assisted by the Canva application need to be assessed to obtain products that are declared valid so they can be used during the learning process.

The results of this research show that media experts got a total score of 77 with an average percentage of 96.2% in very valid criteria with the indicators assessed including image quality, text accuracy, color suitability, delivery, command effectiveness, and media suitability. Furthermore, the material expert obtained a total score of 52 with an average percentage of 80% in very valid criteria with the indicators assessed including 1) suitability of the material with Learning Outcomes (CP), indicators and learning objectives, 2) accuracy of the material, 3) support learning material, 4)

up to date material, 5) presentation techniques, 6) presentation support, 6) learning presentation, 7) completeness of presentation, and linguists got a total score of 44 with an average percentage 88% of the criteria are very valid with indicators assessed in the language expert assessment including 1) straightforward, 2) communicative, 3) dialogue and interactive in accordance with the level of development of students, 4) sequence and integration of thought flow, 5) use of language in accordance with PUEBI. After receiving an assessment from experts, prototype 1 received an assessment with an average percentage of 88.2% and the prototype was classified in category A with very valid criteria, in accordance with the validity criteria by Yusuf, Toenlioe, & Agus (2017, p. 39 ). The validators said prototype 1 was ready to be tested.

The results of this research are strengthened by research that has been carried out by Ramadhanty, Akhsan, & Marlina (2021). Based on the results at the expert review stage, they obtained a percentage score of 95% which is included in the very valid category. Furthermore, the results of the assessment by content aspect experts obtained a percentage score of 88%, which was included in the valid category. Furthermore, the results of the expert assessment on linguistic aspects obtained a percentage score of 100%, which is included in the very valid category. Then, the results of the expert assessment on the design aspect received a score of 95%. Furthermore, Rizky, Fuadiah, and Murjainah (2019). The results of research using average percentages show that the results of media expert validation questionnaire analysis obtained a percentage of 97.5% with very valid criteria and material validation obtained a percentage of 93.75% with very valid criteria. Then, research by Anjarwati, Lubis, and Sugiarti (2021). The results of the research at the expert review stage obtained an average score from the three validators (material, learning design and language experts) of 82%, which is in the very valid category.

### **Practicality**

The practical data results were obtained through one-to-one and small group trials using student response questionnaire assessment sheets. The digital scrapbook trial assisted by the Canva application was carried

out face to face or directly at SD Negeri 139 Palembang in the one-to-one evaluation stage. At this stage the researcher involved three students at SD Negeri 139 Palembang. These students have different abilities, namely low ability, medium ability and high ability based on the teacher's recommendations. At this one-to-one stage, the aim was to obtain practical results for prototype 1 through student response questionnaires that had been provided and filled in by the three students. Based on the assessment results from the student response questionnaire, the average practicality result for prototype 1 was 94.8% in the very practical category which corresponds to the percentage category of 81% - 100% declared very practical (Akbar in Kumalasani, 2018, p. 5).

After getting the results from prototype 2, the next step, namely prototype 2, will be tested at the small group stage. At this stage the researcher will use 8 class V students at SD Negeri 139 Palembang with the aim of assessing prototype 2 on the material Relationships between living things in Ecosystems. This assessment was carried out by filling out a questionnaire on student responses to prototype 2 with the aim of finding out the practical value of prototype 2. From this assessment, the average value of students' responses to prototype 2 was 92.0% and was classified in the very practical category because it was appropriate. with assessment categories (Akbar in Kumalasani, 2018, p. 5).

The results of this research are strengthened by research conducted by Susanti (2018). Based on the results of the practicality of using one-to-one with an average value of 4.4 in the very practical category, the small group stage had an average value of 4.5 in the very practical category. Furthermore, Anisa, Fuadiah, and Murjainah (2022). Based on the results of the questionnaire, student responses obtained on average were 92% with very practical criteria at the one-to-one stage, and 95% at the small group stage. Then, Cahyani, Mujamil, & Sukaryawan (2021) Based on the research results obtained at the one-to-one stage, they got an average score of 98.6%, which was included in the very practical category. The small group stage received an

average score of 97.2% which was categorized as very practical.

A digital scrapbook product assisted by the Canva application which is packaged by combining images and text into a learning medium that looks more attractive and can stimulate learning motivation in students. This is in line with the opinion of Aini & Wicaksono (2021, p. 3300) who state that interesting learning media has a close relationship with the learning process so that the right media can stimulate learning motivation. Furthermore, Afandi (2015, p. 79) learning motivation is a strength that exists within a person who appears in the learning process to have a sense of interest, activity and enthusiasm in learning so that learning motivation becomes one part of successful learning.

#### **Kelebihan Media Scrapbook Berbantuan Aplikasi Canva**

The results of expert assessments and student responses as a trial of digital scrapbook learning media products assisted by the Canva application for science learning on the material Relationships between Living Things in Ecosystems have several advantages as.

Scrapbook media using the Canva application can be used independently by students so that it makes it easier for students to learn. Scrapbook media assisted by the Canva application can increase students' motivation in learning activities. Scrapbook media assisted by the Canva application can attract students' attention because it contains interesting pictures and material content that is easy to understand and does not make students feel bored, boring and lacking. enthusiastic about the learning process.

#### **Kekurangan Media Scrapbook Berbantuan Aplikasi Canva**

The development of digital scrapbooks assisted by the Canva application did not run completely well, the resulting digital scrapbook products assisted by the Canva application only included science learning on the relationship between living things in the ecosystem. Field trials of digital scrapbook products assisted by the Canva application were only on students at SD Negeri 139 Palembang. Development of digital scrapbook products assisted by the Canva application in

tessmer evaluation only reached the small group stage and not yet reached the field test stage.

### Kesimpulan

Based on the results of research that has been carried out regarding the development of scrapbook media assisted by the Canva application for elementary school science learning, it can be concluded that the digital scrapbook product assisted by the Canva application with material on the relationships between living creatures in the ecosystem developed is declared very valid based on the results of the expert validator's assessment with a score of 96.2% is included in the very va material criteria with a score of 80%, included in the linguist's very v criteria with a score of 88.5%, included in the san criteria so that an average assessment value is obtained of 91.0% including very valid criteria.

The digital scrapbook product assisted by the Canva application is said to be practical. This can be seen from the participant response questionnaire at the one-to-one stage with an average assessment of 94.8% in the very practical category and the average assessment of student questionnaires at the small group stage was 92.8%, including the very practical category. practical.

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