Learning Moving Materials for Elementary Students Using Canva Video Media

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Abstract: Science and Technology (IPTEK) is developing rapidly and has provided many changes Science and Technology (IPTEK) is developing rapidly and has provided many changes from various fields in Indonesia. One of the changes that has occurred in the field of education is marked by the occurrence of a pandemic, where technology is now increasingly being recognized and utilized, such as learning media. Learning media is used as a supporting mediator for the learning process so that it is effective and efficient in various environmental conditions, both pandemic and non-pandemic, such as using learning media based on the Canva video software. This study aims to develop content for learning Natural Sciences (IPA) material for motion of objects based on canva video for Elementary School (SD) students. This type of research uses research and development (Research and Development) which is commonly called RND by using the research and development model from Borg and Gall (1989) there are 10 steps to implementing a development research strategy. However, researchers only carried out 3 stages, namely research and initial information gathering, planning, and developing initial product drafts. Thus this research resulted in the development of material motion material content for elementary school students using Canva video which has the potential to become a learning medium that contains material on bats, ducks and camels. In addition, canva videos display content with the narrator's facial features with attractive color designs, text, and images.

Keywords: Canva video; Elementary school; Learning; Objects in motion

Introduction

Science and technology are increasingly developing in learning. Information and Communication Technology (ICT)-based education in Indonesia is still not optimal compared to other countries, when compared to neighboring countries such as Singapore and Malaysia, our country is still far behind. In the current era of science and technology development, there are many types of learning media that can be used, including multimedia learning media which involve several types of media and equipment in an integrated manner in a learning process or activity. Education based on Information and Communication Technology (ICT) is a means of interaction that educators, education staff and students can use to improve effectiveness, quality, productivity and access to education.

ICT may be used to help professors and students learn about their chosen topics of study in a variety of ways. Educational movies, stimulation, data storage, database use, mind mapping, guided exploration, brainstorming, music, and the World Wide Web are just a few of the engaging strategies available in technology-based teaching and learning that will make learning more interesting and relevant. Students will benefit from ICT integration when they are not constrained by a constrained curriculum and resources and are instead able to direct activities in technology-based courses that are intended to help them stimulate their understanding of the subject. Furthermore, it assists teachers in developing engaging, innovative, and appealing lesson

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plans to promote active student learning (Wijayanti, 2022).

Technology is used as a learning medium, the use of learning media is an important part to be considered by an educator. Learning media is an alternative that can help overcome student learning problems, because by using learning media, for example interactive CDs, students can learn independently, learning is more interesting, and students feel comfortable. Arsyad (2007) states that multimedia aims to present information in a form that is fun, interesting, easy to understand, and clear.

The 2013 curriculum requires teachers to be creative in providing new things in learning. In this learning, a scientific approach is applied. The scientific approach is a learning process that challenges students to develop critical, creative and innovative thinking skills. Learning material is something that is presented by educators to be processed and then understood by students in order to achieve predetermined learning objectives.

Media can be an intermediary tool in channeling messages from the sender of the message to the recipient of the message. This is in accordance with Wina Sanjaya's opinion which states that the media is an intermediary from information sources to information recipients, for example video, television, computers and so on (Sanjaya, 2014). Learning media is a means or intermediary in the form of a tool that is able to convey information in the form of learning materials from the communicator (teacher) to the communicant (students) with the aim of facilitating the learning communication process. One of the multimedia learning media is using Canva software (Sujarwo et al., 2016). Many applications can be used as learning media, in this study researchers used Canva media as access to creative learning media.

Canva is a design application that can be used both on Android and laptop online, which is equipped with various types of designs such as presentations, resumes, posters, flyers, brochures, graphics, line info, banners, flyers, certificates, diplomas, invitation cards, YouTube thumbnails and so forth (Rustiman et al., 2021). The types of presentations that can be accessed on the Canva application are creative, educational, simple, business, marketing, sales, advertising and technology presentations (Tanjung et al., 2019).

By utilizing the Canva application learning media, educators can design interesting learning videos that can help students think innovatively during the process of learning activities and overcome various problems, especially in the field of natural science studies which have so far been considered difficult for certain students and create student learning motivation. The purpose of making the Canva application learning media is to create active learning, so it's not boring, monotonous and of course create interesting learning so that you better understand the material presented, especially on the material of motion of objects in class 3 SDN Cikasungka 2, Solear District, Tangerang Regency.

Based on observations made through observations at SDN Cikasungka 2, Tangerang Regency, several problems were found in thematic learning, especially science subjects, namely the use of learning media that was not optimal, so that students did not absorb the material being taught so that it affected science learning outcomes which were not optimal. In this case, the material presented has a great influence on the cognitive of students, both in terms of understanding and student learning outcomes. After making observations through observation at SDN Cikasungka 2 Tangerang Regency, especially in grade 3 that students in the class follow the development of information technology and like when learning is done using information technology.

During the observation, the researcher saw that the method of teaching science was carried out using the lecture and assignment method so that learning tended to be too monotonous, feeling bored in participating in science learning. In addition, the lack of use of technology-based learning media is carried out to attract student interest and motivation to learn as is the case with using the Canva application-based video learning media. To overcome the findings of the problem above, the researcher is interested in developing a video learning media based on the Canva application in science subjects, the motion of objects, which is a new innovation to help students achieve the success of a learning process and make it more interesting.

Method

This research uses research and development methods or commonly called Research and Development (R&D). According to Sugiyono, R&D is a research method used to produce certain products and to test the effectiveness of these products (Sugiyono, 2017). This research use desciptive qualitative approach.

The research design used the Borg and Gall (1989) research and development model. The Borg and Gall model consists of 10 stages, namely; research and initial information gathering, planning, developing initial product drafts, initial field trials, revising initial field trial results, main field trials, revision of primary field trial results, field implementation tests, final product refinement, and dissemination and dissemination product (Sugiyono, 2015).

This research is limited to 3 stages, namely: 1) Preliminary research and initial information gathering,

at this stage, first conducting preliminary studies aimed at obtaining information that will be used as a basis for researchers in conducting research. Preliminary studies were carried out through field studies and literature studies. 2) Planning. This planning determines learning themes, learning objectives and learning plans that will be used in developing Canva video-based learning media. 3) Product Development. Development of the initial product draft is the stage of working on the design of a Canva video-based learning media product that was carried out in the previous stage. At this stage, there are several development steps carried out by researchers. The steps for developing Canva video-based learning media are prepared by referring to the procedure for developing teaching materials for Canva video-based learning media.

Result and Discussion

This research and development to produce a product in the form of Canva-based Natural Science (IPA) learning media refers to the research and development stage suggested by Borg and Gall (1989). which consists of 10 stages. However, researchers only used 3 stages, namely research and initial information gathering, planning, and developing initial product drafts.

Scientific research is conducted to test, revise, or even discover scientific theories. It is oriented to find more reliable state of the theories themselves and applied to all branch of sciences including education. The researchers in education fields applied a research and development method by Borg & Gall (1989) is a method to develop and validate their educational products. And this method has been tremendously applied by education practitioners and pedagogues in designing their models of educational products.

The first stage is Research and Information Collection, the research is started by studying the related literatures, need analysis, and framework preparation (Gustiani, 2019). In this stage includes product selection, literature review and class observation. At the beginning of the R & D activities, it is necessary to describe the outline of the product to be developed and the tentative outline of the product (Aka, 2019).

The second stage is planning, it includes formulating skills and expertise regarding the problem of the research, formulating objectives of each stage, and designing research steps and necessary feasibility study (Gustiani, 2019). In this stage is how the researcher must ensure that the specific product objectives or types of products are truly appropriate and can solve the problems and needs that have been determined at the information collection stage. Estimated financing,

manpower, and product development time must be designed as well as possible (Aka, 2019).

And the third or the last stage is developing Preliminary Form of Product, in this step, the preliminary educational product, some named it as 'trial product', is developed by preparing and evaluating the supporting components, and also its guidelines and manuals (Gustiani, 2019). After the planning activities are complete, the next activity is to develop a preliminary product form which will be tested in the next stage. At this stage detailed activities can be carried out including draft or product-specific material and evaluation tools (Aka, 2019).

When making learning media, it should be adjusted to the material and learning objectives and potential of students. Interesting learning media affect students' interest and learning success. Teachers need to be even more creative when it comes to delivering fun learning to students. In realizing fun learning, teachers must be more creative and use interesting learning media. The effective use of learning media can make the material conveyed well. The students can become more interested and respond to the material presented by the teacher. And the Teachers can take advantage of existing technology according to student needs such as using various application platforms to create interesting video media such as in the Canva application. Canva is an online graphic design application that has a variety of attractive video templates, animations and images. Animations used for learning media have the purpose of long-term memory processing of students. Colored images or writings will be easier to accept and remember by children of primary school age. The implementation of video media with diverse animations and images can help abstract concepts in light matter (Purwati et al., 2023).

Learning media is needed by teachers in supporting and supporting teaching in education. Media is a tool used by teachers in teaching, in addition to using books or lecture methods, teachers are also expected to have different learning media and adjust the material and conditions of each student (Muammar et al., 2018). Technology is an important thing that must be mastered by a teacher. The task of teachers today is no longer just proficient in teaching. However, nowadays teachers also have to be proficient and skilled in using technology. In this digital era, the teaching media can from various sources, including internet technology. One of the applications used in developing student creativity is the Canva application (Mudinillah et al., 2022; Salehudin et al., 2021). Canva is an online graphic design tool (Fitria, 2022).

Canva was founded by Melanie Perkins in 2012, Canva is a visual computerized application tool that can

help create, plan or modify plans for beginners by on the web. The plan can be through hello cards, banners, pamphlets, infographics, even introductions. Canva can be used in several versions, more specifically web, iPhone, and Android (Saputra et al., 2022). There are several benefits of Canva, for example, having a wide variety of visually appealing Computerizations, helping to hone innovation, saving more time on planning, being grounded, having image quality with a big purpose, being able to uphold a shared effort, being able to plan with PC or Android, and the results downloadable in jpg and pdf designs (Hapsari et al., 2021).

Looked from Canva's official web account, Canva has highlights that help with the learning system. Canva is a tool of imagination and coordinated effort for all classes. Canva is a necessary master plan stage in the classroom. Innovation and collaboration that make visual and correspondence learning simple, engaging, and even more enjoyable. The Photo Filters Users can edit photos by using ready-made features or to be more professional, edit photos by using a photo editor. The application gives the user a choice free icons and shapesUse simple symbols, shapes and components, then, later, view the large number of components available for user packs or you can transfer your own. Hundreds of fonts users can get nice and cool textual styles that fit in every package (Mudinillah et al., 2021).

This development process starts from the Preliminary Research and Preliminary Information Gathering stage. At this stage, first conduct a preliminary study aimed at obtaining information that will be used as a basis for researchers in conducting research. Preliminary studies were carried out through field studies and literature studies. Field studies were carried out through interviews with class teachers at SDN Cikasungka 2 Tangerang Regency and observations related to the learning process and the availability and use of media or learning resources to support the learning process through Canva video-based learning media. Field studies aim to obtain information or data regarding the conditions of research subjects in the field, the needs and problems encountered in the process of using Canva video-based learning media. Information or data that has been obtained from the field study activities, will then be analyzed for the purposes of the next research phase.

In addition to conducting field studies, researchers also conduct literature studies by reviewing books to find theories or theoretical foundations related to product development to be carried out. Besides that, the implementation of the literature study aims to increase theoretical understanding of Canva video-based learning media products that will be developed. The Planning Stage, this planning determines the learning themes, learning objectives and learning plans that will be used in the development of Canva video-based learning media.

The Product Development Stage, is a process of making learning media with Canva video software. The development of the initial product draft is the stage of working on the design of a Canva video-based learning media product that was carried out in the previous stage. At this stage, there are several development steps carried out by researchers. The steps for developing Canva video-based learning media are prepared by referring to the procedure for developing teaching materials for Canva video-based learning media. The steps for developing Canva video-based learning media products are as follows: (1) The first step is to choose an attractive Canva presentation template. (2) The second step is to edit the template section to fill in the material in the form of shapes, colors, fonts, position of text and images. (3) The third step is to prepare yourself or the narrator before taking the video. The preparation consists of facial position in front of the camera, lighting, clothing, material, and sound.

After finishing the video recording, enter the results of the explanatory video into the presentation template that has been selected, then adjust the text material and provide attractive images. The following are the results of Natural Sciences (IPA) learning media products for the subject of motion of objects using Canva video.

Figure 1. Display of learning benefits in this section the teacher explains what are the benefits of studying motion material

Figure 2. Display of learning objectives

After explaining the benefits of studying motion material, the teacher explains the purpose of studying motion material.

Figure 3. Motion material display

After the benefits and learning objectives, the teacher begins to enter the core of learning on motion material.

Figure 4. Rotational motion display

The teacher explains the essence of learning motion material.

Figure 5. Material display bouncing motion

The teacher explains the essence of learning the same motion material as in Figure 4.

Figure 6. Falling motion material display

The teacher explains the essence of learning the same motion material as in Figure 4 and 5.

Figure 7. Closing view

Based on the research findings (Mudinillah et al., 2021), there are several advantages and disadvantages of this Canva application.

The advantages of the Canva app have a three, namely: the first is, Easy to use, the Canva application is easy to reach by all groups because it can be downloaded via an Android or iPhone cellphone just by installing Canva on an Android or iPhone. Not only that, this

application can also be used via the desktop by opening Chrome and entering the Canva application without having to install it first. The second is, make it easy for someone to create ideal or needed designs such as making posters, certificates, intographs, video layouts, presentations, etc. that have been provided by the Canva application. And the last is, because the Canva application provides a variety of attractive formats, making it easy for clients to create attractive designs that are already available in the application, just change the taste and choice of text, color, size, image, etc. that have been provided.

Disadvantages of the Canva app have a three, namely: the first is, Sometimes the designs used have the same design with others. Good as far as format, color, textual style, images, etc. The second is, the Canva application requires a strong and stable web network, if there is no network or internet quota, Android or PC cannot access the Canva application. And the last is, In the Canva application there are formats, stickers, delineations, textual styles, and others that are charged, so users who need to create designs must pay first. Canva Benefits for Teachers and Students.

Conclusion

Based on the results of the research and development that has been carried out, it can be concluded that this development uses the Borg and Gall (1989) model and the researchers only use 3 stages, namely define, design, and develop. This research produces a product in the form of learning media in the form of canva video with material motion of objects for grade 3 elementary school (SD) students. Canva video products contain material for moving objects, designing and editing utilizing the features available in Canva, both Canva video templates, shapes, colors, text, audio, video, and images. Integrated with well-designed and attractive schemes.

Author Contributions
Mohamad Danar Hidayah, Yayat Ruhiat and Isti Rusdiyani contributed to the design and implementation of the research, to the analysis of the results and to the writing of the manuscript.

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