

**PENGEMBANGAN VIDEO ANIMASI PEMBELAJARAN
IPA UNTUK MENINGKATKAN HASIL
BELAJAR IPA SD KELAS V**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan video animasi pembelajaran IPA yang teruji validitasnya untuk meningkatkan hasil belajar IPA SD kelas V. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model ADDIE sebagai pedoman. Adapun tahap-tahap yang digunakan model ini yaitu: tahap analisis (*analyze*), tahap perancangan (*design*), tahap pengembangan (*development*), tahap implementasi (*implementation*), tahap evaluasi (*evaluation*). Namun, karena situasi saat ini pandemi covid-19 tahapan implementasi dan evaluasi tidak dilaksanakan. Subjek dalam penelitian ini adalah 2 orang ahli materi pelajaran IPA, 2 orang ahli media video pembelajaran, 2 orang praktisi dan 12 orang respon siswa. Metode pengumpulan data menggunakan instrumen berupa rating *scale 5* dengan lembar penilaian validitas video animasi pembelajaran IPA untuk meningkatkan hasil belajar IPA SD kelas V. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan kualitatif. Hasil uji validitas oleh ahli materi diperoleh persentase validitas video animasi pembelajaran IPA sebesar 4,63, berdasarkan uji validitas oleh ahli media diperoleh persentase validitas video animasi pembelajaran IPA sebesar 4,30, berdasarkan uji validitas oleh praktisi diperoleh persentase validitas video animasi pembelajaran IPA sebesar 4,8 dan berdasarkan uji validitas oleh respon siswa diperoleh persentase validitas video animasi pembelajaran IPA sebesar 4,52. Dari hasil analisis uji validitas yang dilaksanakan diketahui bahwa video animasi pembelajaran IPA untuk meningkatkan hasil belajar IPA SD kelas V yang dikembangkan dapat dikualifikasikan “sangat tinggi”. Sehingga penelitian ini menghasilkan video animasi pembelajaran IPA untuk meningkatkan hasil belajar IPA SD kelas V yang sudah teruji validitasnya layak digunakan dalam proses pembelajaran.

Kata kunci: Video animasi pembelajaran, IPA, ADDIE

**DEVELOPMENT OF LEARNING ANIMATION VIDEOS
IPA TO INCREASE RESULTS
LEARNING IPA GRADE V ELEMENTARY SCHOOL**

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ABSTRACT

This study aims to develop an animated science learning video whose validity has been tested to improve science learning outcomes for fifth grade elementary school students. This research is a development research using the ADDIE model as a guide. The stages used in this model are: the analysis stage, the design stage, the development stage, the implementation stage, and the evaluation stage. However, due to the current situation of the COVID-19 pandemic, the implementation and evaluation stages were not carried out. The subjects in this study were 2 science subject matter experts, 2 learning video media experts, 2 practitioners and 12 student responses. The data collection method used an instrument in the form of a rating scale 5 with a validity assessment sheet for science learning animation videos to improve science learning outcomes for elementary school grade V. The data analysis technique used quantitative and qualitative descriptive analysis techniques. The results of the validity test by material experts obtained the percentage of the validity of the science learning animation video of 4.63, based on the validity test by the media expert the percentage of the validity of the science learning animation video was 4.30, based on the validity test by practitioners the percentage of the validity of the science learning animation video was 4 ,8 and based on the validity test by student responses, the percentage validity of the science learning animation video was 4.52. From the results of the analysis of the validity tests carried out, it is known that the animated science learning videos to improve science learning outcomes for elementary school grade V developed can be qualified "very high". So that this research produces an animated science learning video to improve science learning outcomes for fifth grade elementary school students whose validity has been tested and is suitable for use in the learning process.

Keywords: Learning animation video, science, ADDIE