

PENGEMBANGAN MEDIA PEMBELAJARAN VIDEO ANIMASI DALAM IMPLEMENTASI *COGNITIVE FLEXIBILITY LEARNING* PADA MATERI IPAS ORGAN GERAK HEWAN UNTUK MENINGKATKAN *LITERASI SAINS* DAN *DESIGN THINKING* SISWA KELAS V SEKOLAH DASAR

Oleh

Ni Komang Sari Mahayuni

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

penelitian ini bertujuan untuk mengembangkan media pembelajaran video animasi dalam implementasi *cognitive flexibility learning* yang valid, praktis, dan efektif untuk meningkatkan *literasi sains* dan *design thinking* belajar siswa kelas v sd. penelitian pengembangan ini menggunakan model ADDIE, yang terdiri atas lima tahap utama: (1) analisis, (2) perancangan, (3) pengembangan, (4) penerapan, dan (5) evaluasi. subjek penelitian ini adalah video animasi dalam implementasi *cognitive flexibility learning*, sedangkan objeknya mencakup aspek validitas, kepraktisan, dan efektivitas dari produk yang dihasilkan. pengumpulan data dilakukan melalui instrumen berupa angket atau kuisioner. hasil penelitian menunjukkan bahwa: (1) produk yang dikembangkan memiliki validitas tinggi dengan nilai rata-rata sebesar 0,98 diberikan oleh ahli materi dan 0,98 dari ahli media yang mengindikasikan produk sangat layak digunakan; (2) kepraktisan media berdasarkan respon siswa mendapatkan skor rata-rata 91%, yang termasuk dalam kategori sangat baik; (3) hasil uji-t berkolerasi menunjukkan nilai signifikansi (2-tailed) sebesar 0,001 atau $p < 0,05$, yang berarti bahwa video animasi dalam implementasi *cognitive flexibility learning* pada materi organ gerak hewan efektif dalam meningkatkan kemampuan *literasi sains* dan *design thinking* belajar siswa kelas v sd. berdasarkan hasil penelitian, rekomendasi diberikan untuk meningkatkan kualitas media pembelajaran dengan memperkuat integrasi teknologi secara mendalam, merancang desain yang lebih interaktif dan ramah anak, serta mengembangkan aktivitas pembelajaran yang dapat mendorong siswa untuk lebih mandiri sekaligus mengasah *literasi sains* dan *design thinking* mereka.

Kata kunci: Video animasi, *cognitive flexibility learning*, *literasi sains*, *design thinking*, model *addie*.

DEVELOPMENT OF ANIMATED VIDEO LEARNING MEDIA IN THE IMPLEMENTATION OF COGNITIVE FLEXIBILITY LEARNING ON ANIMAL MOVEMENT ORGAN SCIENCE MATERIAL TO IMPROVE SCIENCE LITERACY AND DESIGN THINKING OF GRADE V ELEMENTARY SCHOOL STUDENTS

By

Ni Komang Sari Mahayuni

Elementary School Teacher Education Study Program

Elementary Education Department

ABSTRACT

This study aims to develop animated video learning media in the implementation of valid, practical, and effective cognitive flexibility learning to improve science literacy and design thinking learning of grade V elementary school students. This development research uses the ADDIE model, which consists of five main stages: (1) analysis, (2) design, (3) development, (4) application, and (5) evaluation. The subject of this study is animated video in the implementation of cognitive flexibility learning, while the object includes aspects of validity, practicality, and effectiveness of the resulting product. data collection was carried out through an instrument in the form of a questionnaire. the results of the study showed that: (1) the product developed has high validity with an average value of 0.98 given by material experts and 0.98 from media experts indicating that the product is very feasible to use; (2) the practicality of the media based on student responses got an average score of 91%, which is included in the very good category; (3) the results of the correlated t-test showed a significance value (2-tailed) of 0.001 or $p < 0.05$, which means that animated videos in the implementation of cognitive flexibility learning on animal locomotory organ material are effective in improving the ability of science literacy and design thinking learning of grade V elementary school students. based on the results of the study, recommendations are given to improve the quality of learning media by strengthening in-depth technology integration, designing more interactive and child-friendly designs, and developing learning activities that can encourage students to be more independent while honing their science literacy and design thinking.

Keywords: *Animated videos, cognitive flexibility learning, science literacy, design thinking, addie model.*