

**PENGEMBANGAN VIDEO ANIMASI BERORIENTASI POE (*PREDICT
OBSERVE EXPLAIN*) UNTUK MENINGKATKAN KOMPOTENSI
PENGETAHUAN SISWA PADA MATERI BANGUN DATAR KELAS V
SD NEGERI 6 SANUR TAHUN AJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan (1) mendeskripsikan rancang bangun LKPD digital pada muatan bahasa Indonesia materi penggunaan huruf kapital. (2) mengetahui kelayakan video animasi, ditinjau dari rancang bangun, isi, desain instruksional, media pembelajaran, uji coba perorangan, dan uji coba kelompok kecil. (3) Serta mengetahui efektivitas video animasi. Penelitian ini adalah penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan metode kuesioner, metode observasi, metode wawancara, dan metode test. Teknik analisis data yang digunakan analisis data deskriptif kuantitatif, analisis data deskriptif kualitatif, dan analisis data statistik inferensial. tes objektif pilihan ganda dan kuesioner. Hasil penelitian ini berupa (1) produk pengembangan pada materi bangun datar berbentuk video animasi yang dikembangkan dengan menggunakan aplikasi *canva*, *power point*, dan *capcut*, berisi permasalahan awal mengenai keliling dan uas daerah bangun datar, berisi materi, dan penerapan latihan soal model POE (*Predict Observe Explain*). (2) Kelayakan video animasi ditunjukkan dari hasil uji isi/materi pembelajaran dengan persentase 90,00% (sangat baik), uji ahli desain instruksional dengan persentase 91,66% (sangat baik), uji ahli media pembelajaran dengan persentase 91,66% (sangat baik), uji coba perorangan dengan persentase 92,50% (sangat baik), dan uji coba kelompok kecil dengan persentase 92,50% (sangat baik). (3) Efektivitas video animasi berdasarkan uji-t diperoleh $t_{hitung} = 15,618$ dan $t_{tabel} = 1,714$ yang artinya $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian hasil penelitian ini menunjukkan bahwa media video animasi berorientasi POE (*Predict Observe Explain*) ini efektif digunakan untuk meningkatkan kompetensi pengetahuan pada materi bangun datar siswa kelas V SD Negeri 6 Sanur.

Kata kunci : pengembangan video animasi, POE (*Predict Observe Explain*), bangun datar

**DEVELOPMENT OF POE-ORIENTED ANIMATION VIDEOS (PREDICT
OBSERVE EXPLAIN) TO IMPROVE STUDENTS' KNOWLEDGE
COMPOTENCE ON PLANE SHAPES IN GRADE V OF ELEMENTARY
SCHOOL 6 SANUR IN THE 2024/2025 ACADEMIC YEAR**

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ABSTRACT

This study aims to (1) describe the design of digital LKPD on the Indonesian language content of the use of capital letters. (2) determine the feasibility of animated videos, reviewed from the design, content, instructional design, learning media, individual trials, and small group trials. (3) And determine the effectiveness of animated videos. This research is a development research that uses the ADDIE development model. The data collection method uses the questionnaire method, observation method, interview method, and test method. Data analysis techniques used quantitative descriptive data analysis, qualitative descriptive data analysis, and inferential statistical data analysis. multiple choice objective tests and questionnaires. The results of this study are (1) product development on flat shape material in the form of animated videos developed using the Canva, Power Point, and Capcut applications, containing initial problems regarding the circumference and area of flat shapes, containing materials, and application of POE (Predict Observe Explain) model practice questions. (2) The feasibility of animated videos is shown from the results of the content/learning material test with a percentage of 90.00% (very good), instructional design expert tests with a percentage of 91.66% (very good), learning media expert tests with a percentage of 91.66% (very good), individual trials with a percentage of 92.50% (very good), and small group trials with a percentage of 92.50% (very good). (3) The effectiveness of animated videos based on the t-test obtained $t_{count} = 15.618$ and $t_{table} = 1.714$ which means $t_{count} > t_{table}$, so H_0 is rejected and H_1 is accepted. Thus, the results of this study indicate that the POE (Predict Observe Explain)-oriented animation video media is effective for improving knowledge competency in flat building material for grade V students of SD Negeri 6 Sanur.

Keywords: animation video development, POE (Predict Observe Explain), flat building