

## Use of Canva in Learning in Class IV Primary School

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### ABSTRACT

21st century learning also prioritizes the use of information and communication technology with a constructivist approach that places students at the center of the learning process. This research uses a qualitative approach with descriptive qualitative field research. The aim of the research is to collect data regarding the use of the Canva application in the learning process. Researchers directly observed the use of Canva by teachers and students, and understood their context and experiences through observation, in-depth interviews, and document analysis. Canva is a very useful tool in learning in fourth grade elementary school. This platform offers an easy-to-use interface and various templates that make it easy for students to create visual materials such as posters and infographics. Using Canva not only increases students' interest in learning but also supports the development of creativity, technology skills and collaboration in groups. Apart from that, Canva helps teachers create teaching materials that are inclusive and appropriate to student needs. Overall, Canva plays an important role in making learning more interactive, fun and relevant, and preparing students with 21st century skills that are essential for their future.

### KEYWORDS

canva in learning; using canva

## 1. INTRODUCTION

In the increasingly advanced era of globalization, education plays a crucial role in preparing the younger generation to face future challenges. 21st-century education emphasizes the development of various skills that not only encompass cognitive aspects but also social and emotional skills. Creativity becomes an essential element in enhancing the quality of education as it stimulates critical and innovative thinking (Zubaidah, 2018). 21st-century learning also prioritizes the use of information and communication technology with a constructivist approach that places students at the center of the learning process.

Primary schools are the main foundation in shaping students' character and knowledge. In an era where digital technology is changing the way we interact and learn, it is crucial for primary education to adapt and utilize digital tools in the learning process (Kolang et al., 2024). The transformation of society towards the digital world drives significant changes in teaching methods. In this context, the role of teachers is no longer merely as material providers but also as facilitators who design engaging and student-centered learning experiences (Rivalina & Siahaan, 2020). Rapid technological advancements have transformed various aspects of education, especially in terms of learning media. The use of technology as one of the learning media enables educators to create more interactive, efficient, and engaging learning experiences for students (Permana, Hazizah, & Herlambang, 2024). In the past, learning media were limited to physical forms such as books and blackboards; now, there are many online-based media offering various interactive features. Online-based learning media open new opportunities to create more varied and dynamic learning experiences. However, many challenges remain in creating engaging and motivating learning. These challenges often lead to low interest and academic achievement. Therefore, a new approach in learning design is needed to optimally utilize the potential of technology.

One innovative solution that can be applied in 21st-century learning is the use of Information and Communication Technology (ICT), by leveraging increasingly popular digital applications such as Canva. This application was conceived by Melanie Perkins in 2012. Canva itself is a graphic design application that helps beginners create, design, or edit designs online. The designs can be greeting cards, posters, brochures, infographics, and even presentations. Canva is available in several versions, namely web, iPhone, and Android (Widayanti, Kala'lembang, Adharyanty Rahayu, Yulia Riska, & Arya Sapoeira, 2021). Canva provides various graphic design tools such as posters, infographics, and presentations designed to meet the needs of more modern and interactive learning (Lestari, 2022). Canva's features that allow the creation of animated videos and various other visual materials not only facilitate the delivery of abstract concepts in lessons but also help teachers design more effective and engaging learning (Bungsu, Yuniati, & Kusmiarti, 2024).

In the context of learning in the fourth grade of elementary school, the use of Canva can be a very useful tool. Teachers can create visual and interactive learning materials, which in turn can increase students' interest and motivation to learn. Based on this background, this study aims to analyze the utilization of the Canva application in the learning process in the fourth grade of elementary school, with the hope of contributing positively to the improvement of education quality in the digital era.

## 2. METHODOLOGY

This research uses a qualitative approach. The type of research carried out is field research, which is research with a qualitative descriptive approach. Qualitative research methods are research approaches that aim to understand and explain the meaning of a phenomenon in its natural context (Bungsu et al., 2024). This method is applied to collect data regarding the use of the Canva application. This approach allows researchers to directly observe how Canva is used in the learning process and understand the context and experiences of teachers and students.

Through field research, data was obtained from direct observation, in-depth interviews, and analysis of related documents. This allows researchers to get a more comprehensive picture of how Canva is used. The data analysis technique used in this research follows the interactive model proposed by Miles and Huberman (Saleh Sirajuddin, 2017). In this approach, qualitative data analysis is carried out through a series of interactive and continuous activities until the data reaches the saturation level. This process includes three main steps: first, data reduction to filter and simplify relevant information; second, data presentation to organize information for easy analysis; and third, drawing conclusions and verification to formulate analysis results and ensure their validity. These activities were carried out simultaneously and repeatedly, allowing researchers to gain in-depth and comprehensive insight into the use of the Canva application in learning.

### **3. RESULTS AND DISCUSSION**

In today's digital era, technology plays a crucial role in various aspects of life, including education. One digital tool that is increasingly popular among educators and students is Canva, a graphic design platform offering various features for creating engaging visual materials. For fourth-grade elementary students, Canva not only facilitates the creation of posters, presentations, or teaching materials but also serves as a means to develop their creativity and technological skills. In the context of fourth-grade learning, the use of Canva can bring profound benefits, from increasing student interest in learning to supporting broader educational goals. Based on interviews and observations, it is evident that Canva is frequently used by teachers in designing lessons as well as in the execution of teaching.

Firstly, Canva provides a user-friendly interface suitable for young students. With various prepared templates, fourth-grade students can easily create posters, infographics, or project reports without needing advanced design skills. For instance, in Pancasila Education, students can use poster templates to create presentations about their local culture. By choosing appropriate templates and adding text and images, students can present information more interestingly and enjoyably compared to conventional methods like blackboards or textbooks. Additionally, Canva's drag-and-drop feature makes it easy for students to arrange design elements according to their creativity, allowing them to learn while playing.

Furthermore, using Canva in fourth grade can enrich the learning process by integrating technology into daily activities. For example, in Indonesian language lessons, students can use Canva to create posters about folk tales or poems they have studied. This activity not only helps them understand the material better but also teaches them new skills such as graphic design and image processing. By working on projects using Canva, students learn how to visually organize information clearly and attractively. This also encourages them to think critically and creatively, giving them the opportunity to demonstrate their understanding in ways different from traditional exams or assignments.

Moreover, Canva can be used as a tool to encourage collaboration among students. In a fourth-grade context, where students begin to learn how to work in groups, Canva can be an ideal platform for group activities. For instance, in a group project, students can work

together to design an environmental campaign poster or create a presentation on a science topic. Canva's collaboration feature allows students to work on projects simultaneously, provide feedback to each other, and combine their ideas into a single design. This activity not only enhances their teamwork skills but also teaches them about responsibility and communication within a team.

In addition to practical benefits, Canva can also be used to support more inclusive teaching. By providing various templates and easily accessible design tools, Canva allows teachers to create teaching materials that cater to the diverse needs of students. For example, for students who need additional visual support, teachers can create more visual and interactive learning materials using Canva. This helps ensure that teaching materials are accessible to all students, including those who may struggle with more abstract or verbal content.

Research conducted by Afianti (2024) shows that the Canva application can assist teachers in carrying out their teaching. Canva offers various interesting features that facilitate and support teachers in the teaching process. One use of Canva in learning is the ability for teachers to create various learning media. Teachers can present unique and creative materials using Canva. These unique learning media can attract students' attention and increase their motivation to learn. This statement is also supported by research written by Khasanah, Masduki, & Haryanto (2024), which shows that using Canva as a learning medium can increase students' interest and enthusiasm for learning. The integration of Canva in social studies learning has the potential to provide a more engaging learning experience and increase students' motivation to actively participate in learning.

Ultimately, the utilization of Canva in fourth-grade elementary learning can contribute to the development of 21st-century skills essential for students. Skills such as creativity, problem-solving, and digital literacy are becoming increasingly important in the future workforce. By using Canva, students not only learn how to create graphic designs but also acquire skills they can use in various situations. The process of creating designs teaches them about planning, evaluation, and adjustment, all of which are crucial skills in daily life and future careers. Overall, the use of Canva in fourth-grade elementary learning offers various benefits that can enhance students' learning experiences. With ease of use, the ability to support various learning activities, and the potential to teach 21st-century skills, Canva is a valuable tool for educators and students. Through the use of Canva, students can learn more interactively and enjoyably, while teachers can create more effective and inclusive teaching materials. As part of a modern educational approach, Canva helps prepare students for future challenges while making the learning process more engaging and relevant.

#### **4. CONCLUSION**

Using Canva in learning for fourth grade elementary school students brings various significant benefits by providing user-friendly graphic design tools and various templates that make it easier to create visual material such as posters and infographics. Canva not only increases students' interest in learning but also supports the development of 21st century skills such as creativity, technology and collaboration. By using Canva, students can deepen their understanding of subject matter, learn graphic design skills, and practice working in groups, while teachers can create inclusive and interesting teaching materials. Overall, Canva enriches students' learning experiences and helps prepare them for future challenges.

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