Abstract
Students often have difficulty learning just by reading books. Mathematics is also one of the major difficulties for some students. In order for students to more easily understand the material, Canva-based learning media was created. Canva is an application that can be developed in the process of making Mathematics learning media, which really needs media as an introduction to information from abstract learning material content. The Canva application provides a variety of interesting features that can make it easier for educators to create learning media, one of which is the availability of various templates that can be used in the process of designing learning media, one of which is Mathematics in MI/elementary school. This Canva-based learning media was created with the aim that students don't get bored easily and can more easily learn while playing. The method used in this project is demonstration learning by making it easier for students to learn independently. The instrument used in this research is a questionnaire. The research subjects consisted of 1 media expert, 1 material expert, and 18 students of the Information Technology Education Study Program, IKIP PGRI Pontianak. The test results show that Canva-based learning media for Mathematics Subjects is declared feasible and can be applied to Mathematics Subjects with Fractional Operation Materials.

Keywords: Instructional Media; Fractional Operations; Mathematics Subject; Canva.
Difficulties often experienced by students are difficulties when working on word problems because they are unable to understand the meaning of the questions and are confused when determining which arithmetic operations to use. Usually students need a very long time to solve story questions. Students often make mistakes when calculating and students are less careful when working on math story problems. The problem of low student mathematics learning outcomes and students' difficulties in solving mathematics story problems indicates that there are errors in the teaching and learning process so that improvements are needed. These mathematics learning problems are supported by research conducted by (Meter, Darjiani, & Negara, 2015) Regarding the Analysis of Class V Students' Mathematics Learning Difficulties in the Implementation of the 2013 Curriculum at Piloting Elementary Schools in Gianyar for the 2014/2015 Academic Year, it shows that students experience difficulties with counting skills, difficulties in conceptual aspects, and difficulties in problem solving aspects. Factors that cause learning difficulties generally include interest and motivation, teacher factors, social environmental factors and curriculum factors.

According to (Arsyad, 2013) The word learning media comes from the Latin "medius" which literally means "middle", intermediary or introduction. In Arabic, an intermediary medium or messenger from the sender to the recipient of the message. In this sense, teachers, textbooks and the school environment are media. Learning media is an integral part of the learning system, so the use of learning media influences student learning outcomes (Ramli, Rahmatullah, Inanna, & Dangnga, 2018).

Technology used for learning purposes is also known as media (Mahnun, 2012). More specifically, the definition of media in the teaching and learning process tends to mean graphic, photographic or electronic means for capturing, processing and reconstructing visual and verbal information. So, learning media is a tool to help the teaching and learning process, which means everything that can be used to stimulate students' thoughts, feelings, attention and abilities or skills.

Canva is an online visual design and communication platform that can be accessed via website and application. Canva is empowered for everyone to be able to create designs as freely as possible according to their skills and can publish designs that have been created in various places.

Mathematics is generally defined as a field of science that studies patterns of structure, change and space. So informally it can also be called the science of numbers and numbers. In the formalist view, mathematics is the study of abstract structures that are defined axiomatically using symbolic logic and notation. Another view is that mathematics is a basic science that underlies other sciences. In addition, mathematics provides the language, processes, and theories that give knowledge a form and power (Hariwijaya, 2009).

Mathematical methods provide inspiration to thinkers in the social and economic fields. Mathematical calculations form the basis of engineering disciplines. Apart from that, mathematical thinkers gave color to the activities of painting, architecture and music. In the world of banking and economics, mathematics supports the progress and decline of a country, because in the current free market era, everything must be calculated and carried out mathematically. With
mathematics, we can develop everything according to our mindset. In accordance with its rules, mathematics is considered a science that requires humans to carry out a dynamic brain thinking process. And mathematics requires a structured way of thinking. Therefore, the role of mathematics can be said to be in almost all aspects of life and supports efforts to advance human life. (Luthfi, 2015)

METHOD

This research uses a case analysis method of private learning at home to obtain data and information regarding evaluation of teaching and learning without learning media in elementary school mathematics subjects. According to Guetterman (Purwanto, et al., 2020) the sample size used is a form of the wealth of information obtained, in this study the respondents were 18 class B students in the 2nd semester of Information Technology Education, IKIP PGRI Pontianak. The validators were 2 IKIP PGRI Pontianak lecturers and teachers at SD Negeri 31 North Pontianak. The data collection method for this project is by using Google Form as an online questionnaire media for respondents and using validation sheets for validators, media experts and material experts.

The instruments used in this research were questionnaires and interviews. Questionnaire instruments are used to obtain data on user needs, media expert assessments, material expert assessments, and user response assessments. Interview instruments were used to obtain data on content needs and material needs. The grids from the material expert, media expert, and user questionnaires were developed and adapted according to this research based on questionnaires that have been used in the development of learning media (Sulistiyarini, Ramadhani, & Sabirin, 2021).

FINDINGS AND DISCUSSION

By developing Canva-based learning media, it can stimulate students to learn technology earlier. Canva is also very useful for educators to create modern information.

CONCLUSION

Mathematics learning media has a very big role for teachers, namely to convey basic mathematical concepts and for students to receive the knowledge that the teacher conveys to them. Innovative media, as an idea, practice, or media object that is considered new.

REFERENCES


