

ABSTRACT

Media learning body parts of animals and plants is a media that can assist teachers in presenting the learning materials in schools according to the curriculum KTSP 2006. Learning body parts of animals and plants using the method of learning where teachers only explain theoretically making the students do not understand the contents the material presented. Particularly on the subjects of plant and animal body parts grade 2 elementary school especially material taught about the introduction of body parts of animals and plants.

With that problem required media tools that can be used teachers to teach students in explaining the material of the body parts of animals and plants in school. Benefits of multimedia in education can facilitate students to understand the material described by teachers in schools. For that at research created a media tool that can explain the material body parts of animals and plants, visualization, and sound that can help students understand the material. Learning media is built using ADDIE model of working methods and use features found in Adobe Flash CS6, Photoshope, Storyboard, Adobe Illustrator in the process. This interview research done in school grade 2 elementary school Cipagalo 01 Bojongsoang to determine the usefulness of the application to be made. The author put through a trial class 2 elementary school and the results of experiments conducted on the students, with the need of media that is easy to understand. Learning apps plant and animal body parts using feature videos, pictures, text and sound to be able to understand the learning materials that are displayed. Not only was it shown on the media, the media also makes exercise feature in the form of multiple choice quizzes for learning materials of animal and plant .

Keywords: Media, Curriculum, Multimedia, Student, ADDIE Model, Adobe Flash CS6.