DAFTAR PUSTAKA

Abdul Manaf. (2021). *Konsep Dasar IPS*. Yayasan Penerbit Muhammad Zaini.

Agustien, R., Umamah, N., & Sumarno, S. (2018). Pengembangan Media Pembelajaran Video Animasi Dua Dimensi Situs Pekauman di Bondowoso Dengan Model Addie Mata Pelajaran Sejarah Kelas X IPS. *Jurnal Edukasi*, *5*(1), 19. https://doi.org/10.19184/jukasi.v5i1.8010

Agustina, N. S., Robandi, B., Rosmiati, I., & Maulana, Y. (2022). Analisis Pedagogical Content Knowledge terhadap Buku Guru IPAS pada Muatan IPA Sekolah Dasar Kurikulum Merdeka. *Jurnal Basicedu*, *6*(5), 9180–9187. https://doi.org/https://doi.org/10.31004/basicedu.v6i5.3662

Ainsworth, S. (2018). *How do Animation Video Influence Learning? January 2008*, 37–67.

Alameddine, M. M., & Ahwal, H. W. (2016). Inquiry Based Teaching in Literature Classrooms. *Procedia - Social and Behavioral Sciences*, *232*(April), 332–337. https://doi.org/10.1016/j.sbspro.2016.10.031

Anggita, A. D., Ervina Eka Subekti, Muhammad Prayito, & Catur Prasetiawati. (2023). Analisis Minat Belajar Peserta Didik Terhadap Pembelajaran Ipas Di Kelas 4 Sd N Panggung Lor. *Inventa*, *7*(1), 78–84. https://doi.org/10.36456/inventa.7.1.a7104

Anggraini, P.P., Dixiyei, A., and Marhaendra, G., Y. (2020). A Critical Review of Scientific Argumentation in Biology Education. *International Journal of Biology Education*, *3*(3), 89–110.

Arsyad, A. (2016). *Media Pembelajaran*. Rajawali Pers.

Arsyad, A. (2019). *Media Pembelajaran*. Rajagrafindo Persada.

Astuti, R., Nisak, N. M., Nadlif, A., & Wulan Hajjatul Zamzania, A. (2021). Animated video as a Media for Learning Science in Elementary School. *Journal of Physics: Conference Series*, *1779*(1). https://doi.org/10.1088/1742-6596/1779/1/012051

Awalia, I., Pamungkas, A. S., & Alamsyah, T. P. (2019). Pengembangan Media Pembelajaran Animasi Powtoon pada Mata Pelajaran Matematika di Kelas IV SD. *Kreano, Jurnal Matematika Kreatif-Inovatif*, *10*(1), 49–56. https://doi.org/10.15294/kreano.v10i1.18534

Azizah, M., Sulianto, J., & Cintang, N. (2018). Analisis Keterampilan Berpikir Kritis Siswa Sekolah Dasar pada Pembelajaran Matematika Kurikulum 2013. *Jurnal Penelitian Pendidikan*, *35*(1), 61–70. https://doi.org/10.15294/jpp.v35i1.13529

Baker, T. (2017). Assemblage thinking as methodology: commitments and practices for critical policy research. *Territory, Politics, Governance*, *5*(4), 425–442. https://doi.org/10.1080/21622671.2016.1231631

Ballard, H. (2017). Youth-focused citizen science: Examining the role of environmental science learning and agency for conservation. *Biological Conservation*, *208*, 65–75. https://doi.org/10.1016/j.biocon.2016.05.024

Barak, M., Ashkar, T., & Dori, Y. J. (2018). Learning science via animated movies: Its effect on students' thinking and motivation. *Computers and Education*, *56*(3), 839–846. https://doi.org/10.1016/j.compedu.2010.10.025

Barut Tugtekin, E., & Dursun, O. O. (2022). Effect of animated and interactive video variations on learners' motivation in distance Education. *Education and Information Technologies*, *27*(3), 3247–3276. https://doi.org/10.1007/s10639-021-10735-5

Betrancourt, M. (2022). The Animation and Interactivity Principles in Multimedia Learning. *The Cambridge Handbook of Multimedia Learning*, *December*, 287–296. https://doi.org/10.1017/cbo9780511816819.019

Bevins, S., & Price, G. (2016). Reconceptualising inquiry in science education. *International Journal of Science Education*, *38*(1), 17–29. https://doi.org/10.1080/09500693.2015.1124300

Bhardwaj, R. K., & Jain, P. K. (2015). Research trends in mobile learning: A global perspective. *Collnet Journal of Scientometrics and Information Management*, *9*(2), 205–224. https://doi.org/10.1080/09737766.2015.1069960

Bintarto, J. J., & Lestari, I. S. I. (2020). Pemanfaatan Video Animasi 3D sebagai Media Promosi Wisata Kota Medan (Studi Kasus: Kawasan Medan Heritage). *Visualita Jurnal Online Desain Komunikasi Visual*, *9*(1), 123–142. https://doi.org/10.34010/visualita.v9i1.3733

Brame, C. J. (2016). Effective educational videos: Principles and guidelines for maximizing student learning from video content. *CBE Life Sciences Education*, *15*(4), es6.1-es6.6. https://doi.org/10.1187/cbe.16-03-0125

Branch, R. (2020). Instructional Design. In *Encyclopedia of Creativity, Invention, Innovation and Entrepreneurship*. Springer. https://doi.org/10.1007/978-3-319-15347-6_300893

Bredemeier, B. L., & Shields, D. L. (2019). Social Justice, Character Education, and Sport: A Position Statement. *Quest*, *71*(2), 202–214. https://doi.org/10.1080/00336297.2019.1608270

Budiwati, R., Budiarti, A., Muckromin, A., Hidayati, Y. M., & Desstya, A. (2023). Analisis Buku IPAS Kelas IV Kurikulum Merdeka Ditinjau dari Miskonsepsi. *Jurnal Basicedu*, *7*(1), 523–534. https://doi.org/https://doi.org/10.31004/basicedu.v7i1.4566

Candra Dewi, N. M. L., & Negara, I. G. A. O. (2021). Pengembangan Media Video Animasi IPA pada Pokok Bahasan Sistem Pernapasan Kelas V. *Jurnal Edutech Undiksha*, *9*(1), 122–130. https://doi.org/10.23887/jeu.v9i1.32501

Chaeruman, U. A. (2015). *Instrumen Evaluasi Media Pembelajaran*. Pusat Teknologi Informasi dan Komunikasi Pendidikan Kementerian Pendidikan dan Kebudayaan. https://doi.org/10.13140/RG.2.2.14419.12329

Couchenour, D., & Chrisman, J. K. (2016). Inquiry-Based Learning. *The SAGE Encyclopedia of Contemporary Early Childhood Education*. https://doi.org/10.4135/9781483340333.n213

Dana, N. F., Pape, S. J., Griffin, C. C., & Prosser, S. K. (2017). Incorporating practitioner inquiry into an online professional development program: the Prime Online experience. *Professional Development in Education*, *43*(2), 212–231. https://doi.org/10.1080/19415257.2016.1152592

Daryanto, D. (2016). *Media Pembelajaran* (2nd ed.). Penerbit Gava Media.

Dewi, A. S., Rusilowati, A., Sumarni, W., Mufid, A., & Naim, K. (2023). *ANALYSIS OF ELEMENTARY SCHOOL STUDENTS ' CRITICAL THINKING SKILLS IN THE SUBJECTS OF NATURAL SCIENCE AND SOCIAL STUDIES Universitas Negeri Semarang , Indonesia Institut Agama Islam Khozinatul Ulum , Indonesia al-Azhar University Cairo , Egypt Effective ed*. *10*(3), 1167–1180.

Dewi, P. Y. A. (2021). *Teori dan Aplikasi Pembelajaran IPA SDMI*. Yayasan Penerbit Muhammad Zaini.

Diharjo, R. F., & Utomo, D. H. (2017). Pentingnya Kemampuan Berfikir Kritis Siswa. *Pentingnya Kemampuan Berfikir Kritis Siswa Dalam Paradigma Pembelajaran Konstruktivistik*, 445–449. http://pasca.um.ac.id/conferences/index.php/sntepnpdas/article/view/899/571

Duran, M. (2016). The effect of the inquiry-based learning approach on student's critical-thinking skills. *Eurasia Journal of Mathematics, Science and Technology Education*, *12*(12), 2887–2908. https://doi.org/10.12973/eurasia.2016.02311a

Dwi, A., Saputri, V., & Ridwan, M. (2022). *Original Article Application of Animation Video Media to Learning Outcomes Soccer Passing Corresponding Author : MOCHAMAD RIDWAN , E-mail : mochamadridwan@unesa.ac.id*. *1*(October 2021), 46–50.

Ennis, R. H. (2014). Critical Thinking Dispositions: Their Nature and Assessability. *Informal Logic*, *18*(2), 165–182. https://doi.org/10.22329/il.v18i2.2378

Fatchurahman, M., Adella, H., & Setiawan, M. A. (2022). *Development of Animation Learning Media Based on Local Wisdom to Improve Student Learning Outcomes in Elementary Schools* (Vol. 15, Issue 1, pp. 55–72,).

Fisher, A. (2011). Evaluating inferences: deductive validity and other grounds. In *Critical Thinking An Introduction*.

Fitria, Y., Hasanah, F. N., & Gistituati, N. (2018). Critical Thinking Skills of Prospective Elementary School Teachers in Integrated Science-Mathematics

Lectures. *Journal of Education and Learning (EduLearn)*, *12*(4), 597–603. https://doi.org/10.11591/edulearn.v12i4.9633

Florea, N. M., & Hurjui, E. (2015). Critical Thinking in Elementary School Children. *Procedia - Social and Behavioral Sciences*, *180*(May), 565–572. https://doi.org/10.1016/j.sbspro.2015.02.161

Fortunato, S. (2018). Science of science. In *Science* (Vol. 359, Issue 6379). https://doi.org/10.1126/science.aao0185

Goldstein, O. (2016). A project-based learning approach to teaching physics for pre-service elementary school teacher education students. *Cogent Education*, *3*(1), 1–12. https://doi.org/10.1080/2331186X.2016.1200833

Guilherme, E., Faria, C., & Boaventura, D. (2016). Exploring marine ecosystems with elementary school Portuguese children: inquiry-based project activities focused on 'real-life' contexts. *Education 3-13*, *44*(6), 715–726. https://doi.org/10.1080/03004279.2015.1007884

Gurvitch, R., & Lund, J. (2014). Animated Video Clips: Learning in the Current Generation. *Journal of Physical Education, Recreation & Dance*, *85*(5), 8–17. https://doi.org/10.1080/07303084.2014.897566

Hakky, M. K., Wirasasmita, R. H., & Uska, M. Z. (2018). Pengembangan Media Pembelajaran Berbasis Android untuk Siswa Kelas X Pada Mata Pelajaran Sistem Operasi. *EDUMATIC: Jurnal Pendidikan Informatika*, *2*(1), 24. https://doi.org/10.29408/edumatic.v2i1.868

Hanif, M. (2020). The development and effectiveness of motion graphic animation videos to improve primary school students' sciences learning outcomes. *Int. J. Instr*, *13*(4), 247–266,. https://doi.org/10.29333/iji.2020.13416a.

Hapsari, G. P. P., & Zulherman, Z. (2021). Pengembangan Media Video Animasi Berbasis Aplikasi Canva untuk Meningkatkan Motivasi dan Prestasi Belajar Siswa. *Jurnal Basicedu*, *5*(4), 2384–2394. https://doi.org/10.31004/basicedu.v5i4.1237

Hasanah, N. (2021). *Media Pembelajaran Menulis Puisi* (Lita Ariyanti (ed.); 1st ed.). Media Pustaka.

Hasanudin, C. (2017). *Media Pembelajaran : Kajian Teoritis dan Pemanfaatan*. Deepublish Publisher.

Hayati, F. (2021). *Karakteristik Perkembangan Siswa Sekolah Dasar : Sebuah Kajian Literatur*. *5*, 1809–1815.

Holmes, N. (2015). Teaching critical thinking. *Proceedings of the National Academy of Sciences of the United States of America*, *112*(36), 11199–11204. https://doi.org/10.1073/pnas.1505329112

Illusion, T., & Life, O. (1986). *The Illusion of Life : Disney Animation by Frank Thomas*. Walt Disney Production.

Impronah, I., & Batubara, H. H. (2021). Pengembangan Media Video Animasi Zepeto untuk Materi Metamorfosis Kupu-Kupu untuk SD/MI. *EduBase : Journal of Basic Education*, 2(2), 85. https://doi.org/10.47453/edubase.v2i2.392

Indraswati, D., Marhayani, D. A., Sutisna, D., Widodo, A., & Maulyda, M. A. (2020). Critical Thinking Dan Problem Solving Dalam Pembelajaran Ips Untuk Menjawab Tantangan Abad 21. *Sosial Horizon: Jurnal Pendidikan Sosial*, *7*(1), 12. https://doi.org/10.31571/sosial.v7i1.1540

Isaacson, S., Friedlander, L., Meged, C., Havivi, S., Cohen-Zada, A. L., Ronay, I., Blumberg, D. G., & Maman, S. (2020). She Space: A multi-disciplinary, project-based learning program for high school girls. *Acta Astronautica*, *168*, 155–163. https://doi.org/10.1016/j.actaastro.2019.12.005

Ismail, N. S., Harun, J., Md Salleh, S., & Megat Zakaria, M. A. Z. (2016). Supporting Students' Critical Thinking With a Mobile Learning Environment: a Meta-Analysis. *INTED2016 Proceedings*, *1*(March), 3746–3755. https://doi.org/10.21125/inted.2016.1899

Ismi, I. N., & Ain, S. Q. (2021). Pengembangan Media Pembelajaran Video Animasi pada Materi Bangun Datar Kelas IV SD Negeri 104 Pekanbaru. *Angewandte Chemie International Edition, 6(11), 951–952.*, *4*, 81–90.

John Dewey. (2013). Thinking: Lessons from John Dewey's How We Think. *Academic Journal of Interdisciplinary Studies*, *June 2014*. https://doi.org/10.5901/ajis.2013.v2n2p51

Josep S, K. and C. M. C. (2018). *Teaching Science in Elementary and Middle School*. Routledge.

Karakolidis, A., O'Leary, M., & Scully, D. (2021). Animated videos in assessment: comparing validity evidence from and test-takers' reactions to an animated and a text-based situational judgment test. *International Journal of Testing*, *21*(2), 57–79. https://doi.org/10.1080/15305058.2021.1916505

Kemendikbud. (2022). Capaian Pembelajaran Merdeka Belajar. In *Kemendikbud* (Issue 021).

Kewalramani, S. (2021). Multimodal Creative Inquiry: Theorising a New Approach for Children's Science Meaning-Making in Early Childhood Education. *Research in Science Education*. https://doi.org/10.1007/s11165-021-10029-3

Kidman, G. (2019). Explainer: what is inquiry-based learning and how does it help prepare children for the real world? *The Conversation*.

Kırbaşlar, M., & Özsoy-Güneş, Z. (2015). The Effect of Critical Thinking Disposition on Entrepreneurship Levels: A Study on Future Teachers. *Procedia - Social and Behavioral Sciences*, *174*, 199–207. https://doi.org/10.1016/j.sbspro.2015.01.647

180

Kuhlthau, C. C. (2010). Guided inquiry : learning in the 21st century school. In *Li brar ies Un lim ited, Inc., 88 Post Road West, Westport, CT 06881 A Mem ber of the Green wood Pub lish ing Group, Inc. www.lu.com* (Vol. 16, Issue 1).

Kurniati, I. D., Setiawan, R., Rohmani, A., Lahdji, A., Tajally, A., Ratnaningrum, K., Basuki, R., Reviewer, S., & Wahab, Z. (2015). *Strategi Pembelajaran*. Universitas Muhamadiyah Sidoarjo.

Lailatul, A., & Efendi, N. (2022). The Effect of Using Animation Videos for Teaching Science in Elementary Schools During the COVID-19 Pandemic. *KnE Social Sciences*, *2022*, 620–628. https://doi.org/10.18502/kss.v7i10.11266

Lee, H. (2016). Cooperation begins: Encouraging critical thinking skills through cooperative reciprocity using a mobile learning game. *Computers and Education*, *97*, 97–115. https://doi.org/10.1016/j.compedu.2016.03.006

Lestari, I. D. (2018). Peranan Guru Dalam Penggunaan Media Pembelajaran Berbasis Information And Communication Technology (ICT) Di SDN RRI Cisalak. *SAP (Susunan Artikel Pendidikan)*, *3*(2), 137–142. https://doi.org/10.30998/sap.v3i2.3033

Lestari, N. (2020). *Media Pembelajaran Berbasis Multimedia Interaktif*. Penerbit Lakeisha.

Lux, N. J. (2013). Technology-Focused Early Field Experiences in Preservice Teacher Education. *Journal of Digital Learning in Teacher Education*, *29*(3), 82–88. https://doi.org/10.1080/21532974.2013.10784709

M.Hosnan. (2014). *Pendekatan saintifik dan kontekstual dalam pembelajaran abad 21: kunci sukses implementasi kurikulum 2013* (Risman Sikumbang (ed.)).

Magdalena, I., Hasna Aj, A., Auliya, D., & Ariani, R. (2020). Analisis Kemampuan Berpikir Kritis Siswa Kelas Vi Dalam Pembelajaran Ipa Di Sdn Cipete 2. *PENSA : Jurnal Pendidikan Dan Ilmu Sosial*, *2*(1), 153–162. https://ejournal.stitpn.ac.id/index.php/pensa

Maknun, J. (2020). Implementation of Guided Inquiry Learning Model to Improve Understanding Physics Concepts and Critical Thinking Skill of Vocational High School Students. *International Education Studies*, *13*(6), 117. https://doi.org/10.5539/ies.v13n6p117

Marlina, M. P. (2021). *Pengembangan Media Pembelajaran SD/MI* (M. P. Zaki Alfuad (ed.); pertama). Yayasan Penerbit Muhammad Zaini.

Maryanti, S., & Kurniawan, D. T. (2018). Pengembangan Media Pembelajaran Video Animasi Stop Motion Untuk Pembelajaran Biologi Dengan Aplikasi Picpac. *Jurnal BIOEDUIN : Program Studi Pendidikan Biologi*, *8*(1), 26–33. https://doi.org/10.15575/bioeduin.v8i1.2922

Mashuri, D. K., & Budiyono. (2020). Pengembangan Media Pembelajaran Video Animasi Materi Volume Bangun Ruang untuk SD Kelas V. *Jurnal Penelitian Pendidikan Guru Sekolah Dasar*, *8*(5), 893–903. file:///D:/Semester 7/jurnal kajian relevan/32509-78001-1-PB (1).pdf

Mehto, V., Riikonen, S., Kangas, K., & Seitamaa-Hakkarainen, P. (2020). Sociomateriality of collaboration within a small team in secondary school maker-centered learning project. *International Journal of Child-Computer Interaction*, *26*, 100209. https://doi.org/10.1016/j.ijcci.2020.100209

Mey Prihandani Wulandari. (2016). Keefektifan Penggunaan Media Video Animasi IPA SD Berbasis Literasi Sains Terhadap Hasil Belajar Siswa Kelas IV. *Jurnal Matematika*, *1*(2), 263–278.

Mieg, H. A. (2019). Inquiry-based learning - undergraduate research: The German multidisciplinary experience. In *Inquiry-Based Learning - Undergraduate Research: The German Multidisciplinary Experience*. https://doi.org/10.1007/9783030142230

Montero Perez, M., Peters, E., & Desmet, P. (2018). Vocabulary learning through viewing video: the effect of two enhancement techniques. *Computer Assisted Language Learning*, *31*(1–2), 1–26. https://doi.org/10.1080/09588221.2017.1375960

Mou, T. Y. (2023). Science learning with designed animation: Investigation of primary school children's attitudes toward science learning, animation integration, and understanding level. *International Journal of Educational Research Open*, *4*(March), 100246. https://doi.org/10.1016/j.ijedro.2023.100246

Munar, A. (2021). *Penggunaan Media Animasi dalam Peningkatan Kemampuan Menyimak Anak Usia Dini*. *4*(2), 155–164.

Nera, N., Diana Pramesti, & Erika Fitri Wardani. (2023). The Influence of the Course Review Horay Type Model on Social Studies Learning Outcomes in the Struggle Material of the Heroes in Grade IV. *Jurnal Pendidikan Ips*, *13*(1), 1–7. https://doi.org/10.37630/jpi.v13i1.816

Nurhadi. (2020). Teori Kognitivisme Serta Aplikasinya Dalam Pembelajaran. *EDISI : Jurnal Edukasi Dan Sains*, *2*(1), 13–10. https://ejournal.stitpn.ac.id/index.php/edisi

Nurhayati, N., Lasmawan, I. W., Arnyana, I. B. P., & Candiasa, I. M. (2022). effectiveness of animated videos to improve science process skills and creativity in science learning during COVID-19 pandemic. *International Journal of Health Sciences*, *6*(2), 942–955. https://doi.org/10.53730/ijhs.v6n2.8971

OECD. (2022). *PISA PISA 2022 Results*. https://www.oecd.org/publication/pisa-2022-results/webbooks/dynamic/pisa-country-notes/c2e1ae0e/pdf/indonesia.pdf

Oktafiani, D., Nulhakim, L., & Alamsyah, T. P. (2020). Pengembangan media pembelajaran IPA berbasis multimedia interaktif menggunakan Adobe Flash pada Kelas IV. *Mimbar PGSD Undiksha*, *8*(3), 527–540.

Pahmi, S., Nurhasanah, S., Al-Akmam, M., Syafei, D. M., & History, A. (2022). The Application of Audio-Visual-Based Learning Media To The Learning Interest of Elementary School Students. *International Journal of Social Science and Humanities*, *1*(1), 59–66.

Pakpahan, A. F., Yudhi Ardiana, D. P., Mawati, A. T., Wagiu, E. B., Simarmata, J., & Mansyur, M. Z. (2020). *Pengembangan Media Pembelajaran*. Yayasan Kita Menulis.

Panjaitan, N. Q., Yetti, E., & Nurani, Y. (2020). Pengaruh Media Pembelajaran Digital Animasi dan Kepercayaan Diri terhadap Hasil Belajar Pendidikan Agama Islam Anak. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, *4*(2), 588. https://doi.org/10.31004/obsesi.v4i2.404

Piaget, J. (2000). A Psychology of The Child. In *Persues Grup Book*. Persues Grup Book.

Pohl, C. (2001). How to bridge between natural and social sciences? An analysis of three approaches to transdiciplinary from the Swiss and German field of environmental research. *Natures Sciences Societes*, *9*(3), 37–46. https://doi.org/10.1016/S1240-1307(01)80047-9

Pratiwi, M. S., Zulherman, & Amirullah, G. (2021). The Use of the Powtoon Application in Learning Videos for Elementary School Students. *Journal of Physics: Conference Series*, *1783*(1). https://doi.org/10.1088/1742-6596/1783/1/012115

Pricahyo, E. W., Akhyar, M., & Suharno, S. (2018). *Development of Motion Graphic Animation Video in Elementary School*. *January 2018*. https://doi.org/10.2991/iccsr-18.2018.27

Purbonugroho, H., Wibowo, T., & Kurniawan, H. (2020). *ANALISIS BERPIKIR KRITIS SISWA DALAM MENYELESAIKAN*. *7*(2), 53–62.

Purwono, J. dkk. (2014). Penggunaan Media Audio-Visual Pada Mata Pelajaran Ilmu Pengetahuan Alam Di Sekolah Menengah Pertama Negeri 1 Pacitan. *Jurnal Teknologi Pendidikan Dan Pembelajaran*, *02 NO. 2*(Pendidikan), 127–144.

Puspitaningrum, A., Purnamasari, I., & Purnamasari, V. (2020). *Implementasi Video Jasuir Pada Tema Lingkungan*. *3*(3), 483–490.

Rahayu, N. D., Zulherman, & Yatri, I. (2021). Animated Video Media Based on Adobe after Effects (AEF) Application: An Empirical Study for Elementary School Students. *Journal of Physics: Conference Series*, *1783*(1). https://doi.org/10.1088/1742-6596/1783/1/012116

Rahmad. (2016). *Kedudukan Ilmu Pengetahuan Sosial (IPS) pada Sekolah Dasar Journal homepage: http://ojs.uniska-bjm.ac.id/index.php/muallimuna*. *2*(1), 67–78.

Rahmayanti, L., & Istianah, F. (2018). Pengaruh Penggunaan Media Video Animasi Terhadap Hasil Belajar Siswa Kelas V Sdn Se-Gugus Sukodono Sidoarjo. *Jurnal Pendidikan Guru Sekolah Dasar*, *vol 6*(no 4), 429–439.

Rahmayati, G. T., & Prastowo, A. (2023). Pembelajaran Ilmu Pengetahuan Alam Dan Sosial Di Kelas IV Sekolah Dasar Dalam Kurikulum Merdeka. *Elementary School Journal Pgsd Fip Unimed*, *13*(1), 16. https://doi.org/10.24114/esjpgsd.v13i1.41424

Reynolds, R. B. (2016). Relationships among tasks, collaborative inquiry processes, inquiry resolutions, and knowledge outcomes in adolescents during guided discovery-based game design in school. *Journal of Information Science*, *42*(1), 35–58. https://doi.org/10.1177/0165551515614537

Rosanaya, S. L., & Fitrayati, D. (2021). Pengembangan Media Pembelajaran Berbasis Video Animasi pada Materi Jurnal Penyesuaian Perusahaan Jasa. *Edukatif : Jurnal Ilmu Pendidikan*, *3*(5), 2258–2267. https://edukatif.org/index.php/edukatif/article/view/785

Rusdi. (2018). *Penelitian Desain dan Pengembangan Kependidikan* (1st ed.). Rajawali pers.

Sanjaya, W. (2013). *Strategi Media Pembelajaran Berorientasi Standar Proses Pendidikan*. Kencana Prenamedia Group.

Santoso, A. S. (2013). *Pengaruh Pemberian Soal Open-Ended Terhadap Kemampuan Penalaran Matematis Siswa*. *4*.

Sapriyana. (2017). *Pendidikan IPS (Konsep dan Pembelajaran)*. Rosda Cipta.

Septiani, D., & Susanti, S. (2021). Urgensi Pembelajaran Inkuiri di Abad ke 21: Kajian Literatur. *SAP (Susunan Artikel Pendidikan)*, *6*(1). https://doi.org/10.30998/sap.v6i1.7784

Septianti, N., & Afiani, R. (2020). Pentingnya Memahami Karakteristik Siswa Sekolah Dasar di SDN Cikokol 2. *As-Sabiqun*, *2*(1), 7–17. https://doi.org/10.36088/assabiqun.v2i1.611

Siddiq, Y. I., Sudarma, I. K., & Simamora, A. H. (2020). Pengembangan Animasi Dua Dimensi Pada Pembelajaran Tematik Untuk Siswa Kelas III Sekolah Dasar. *Jurnal Edutech Undiksha*, *8*(2), 49. https://doi.org/10.23887/jeu.v8i2.28928

Sigit, D. L., & Saputro, A. D. (2019). Pentingnya Media Pembelajaran Bagi Anak Berkebutuhan Khusus. *Inclusive: Journal of Special Education*, *II*(01), 57–69.

Smith, T. K. (2014). Elementary science instruction: Examining a virtual environment for evidence of learning, engagement, and 21st century

competencies. *Education Sciences*, *4*(1), 122-138; https://doi.org/10.3390/educsci4010122

Sriarunrasmee, J., Suwannatthachote, P., & Dachakupt, P. (2015). Virtual Field Trips with Inquiry learning and Critical Thinking Process: A Learning Model to Enhance Students' Science Learning Outcomes. *Procedia - Social and Behavioral Sciences*, *197*(February), 1721–1726. https://doi.org/10.1016/j.sbspro.2015.07.226

Stadlinger, B. (2021). Technology-enhanced learning: a role for video animation. *British Dental Journal*, *230*(2), 93–96. https://doi.org/10.1038/s41415-020-2588-1

Strat, T. T. S., Henriksen, E. K., & Jegstad, K. M. (2023). Inquiry-based science education in science teacher education: a systematic review. *Studies in Science Education*, *00*(00), 1–59. https://doi.org/10.1080/03057267.2023.2207148

Sudrajat, D. R., Disman, D., & Waspada, I. (2021). Analisis Kemampuan Berpikir Kritis Siswa Pada Pembelajaran Ekonomi Di Sma Khz Musthafa Sukamanah Tasikmalaya. *Edunomic Jurnal Pendidikan Ekonomi*, *9*(2), 122. https://doi.org/10.33603/ejpe.v9i2.4636

Sugiyarti, L., Arif, A., & Mursalin. (2018). Pembelajaran Abad 21 di SD. *Prosiding Seminar Dan Diskusi Nasional Pendidikan Dasar*, 439–444.

Sugiyono. (2016). *METODE PENELITIAN KUANTITATIF, KUALITATIF, DAN R&D*. Alfabeta.

Sulistiani, E., & Masrukan. (2016). Pentingnya Berpikir Kritis dalam Pembelajaran Matematika untuk Menghadapi Tantangan MEA. *Seminar Nasional Matematika X Universitas Semarang 2016*, 605–612.

Suminar, D. (2019). *Penerapan Teknologi Sebagai Media Pembelajaran Pada Mata Pelajaran Sosiologi*. *2*(1), 774–783.

Sun, H., & Gao, Y. (2016). Impact of an active educational video game on children's motivation, science knowledge, and physical activity. *Journal of Sport and Health Science*, *5*(2), 239–245. https://doi.org/10.1016/j.jshs.2014.12.004

Supriyono. (2018). Pentingnya Media Pembelajaran Untuk Meningkatkan Minat Belajar Siswa. *Pendidikan Dasar*, *II*, 43–48.

Suriansyah, A. (2014). *Strategi Pembelajaran*. Rosda Cipta.

Tabačková, Z. (2015). Outside the Classroom Thinking Inside the Classroom Walls: Enhancing Students' Critical Thinking Through Reading Literary Texts. *Procedia - Social and Behavioral Sciences*, *186*, 726–731. https://doi.org/10.1016/j.sbspro.2015.04.042

Thys, M., Verschaffel, L., Van Dooren, W., & Laevers, F. (2016). Investigating the quality of project-based science and technology learning environments in

elementary school: a critical review of instruments. *Studies in Science Education*, *52*(1), 1–27. https://doi.org/10.1080/03057267.2015.1078575

Ummah, S. K. (2021). *Media Pembelajaran Matematika*. UMM Press.

Unsword, L. (2020). Learning from Animations in Science Education. In N. S. Campus (Ed.), *Innovations in Science Education and Technology* (Vol. 25, Issue April). Australian Catholic University. https://doi.org/10.1007/978-3-030-56047-8

Wibowo, F. C., & Suhandi, A. (2013). Penerapan model science creative learning (SCL) fisika berbasis proyek untuk meningkatkan hasil belajar kognitif dan keterampilan berpikir kreatif. *Jurnal Pendidikan IPA Indonesia*, *2*(1), 67–75. https://doi.org/10.15294/jpii.v2i1.2512

Wibowo, Firmatul Catul, Darman, D. R., Prahani, B. K., & Faizin, M. N. (2022). Optics Virtual Laboratory (OVL) Based on Physics Independent Learning (PIL) For Improving Critical Thinking Skill. *Journal of Physics: Conference Series*, 1–7.

Worgan, M. (2023). What is inquiry-based learning? *Cambridge*.

Wulandari, A. P., Salsabila, A. A., Cahyani, K., Nurazizah, T. S., & Ulfiah, Z. (2023). Pentingnya Media Pembelajaran dalam Proses Belajar Mengajar. *Journal on Education*, *5*(2), 3928–3936. https://doi.org/10.31004/joe.v5i2.1074

Yaumi, M. (2017). *MEDIA PEMBELAJARAN: Pengertian, Fungsi, dan Urgensinya bagi Anak Milenial*.

Yaumi, M. (2018). *Media Teknologi Pembelajaran*. Kencana Prenada Media Group.

York, T. T., Gibson, C., & Rankin, S. (2015). Defining and measuring academic success. *Practical Assessment, Research and Evaluation*, *20*(5), 1–20.

Yunita, L. (2017). *Pengaruh Penggunaan Media Animasi Terhadao Aktivitas dan Hasil Belajar Siswa Pada Materi Sistem Pencernaan Di SMP 1 Darrussalam*.

Zubaidah, S., Malang, U. N., & Aloysius, D. C. (2018). *Asesmen Berpikir Kritis Terintegrasi Tes Essay Asesmen Berpikir Kritis Terintegrasi Tes Essay*. January.