

## A Literature Review on the Use of Flashcard Canva in Addressing the Educational Needs of Elementary Students

Rahma Ibtida Saumi<sup>1\*</sup>, Syafina Annazah<sup>2</sup>, Widya Wulandari<sup>3</sup>, Zaitun Qamariah<sup>4</sup>  
<sup>1,2,3,4</sup> Institut Agama Islam Negeri Palangka Raya, Indonesia

Jl. G.Obos, Kompleks Islamic Centre, Palangka Raya 73112

Email : [rahmaibtidasaumi@gmail.com](mailto:rahmaibtidasaumi@gmail.com)<sup>1</sup> [syafinaannazah24@gmail.com](mailto:syafinaannazah24@gmail.com)<sup>2</sup> [widyaw2022@gmail.com](mailto:widyaw2022@gmail.com)<sup>3</sup>  
[zaitun.qamariah@iain-palangkaraya.ac.id](mailto:zaitun.qamariah@iain-palangkaraya.ac.id)<sup>4</sup>

**Abstract** This study aims to analyze the effectiveness of using Canva-based flashcards in learning, especially at the elementary school level. This study uses library research method by collecting and analyzing data from various relevant literatures, including journals, books, and previous research articles. The literature review shows that Canva-based flashcards have the potential to improve students' vocabulary acquisition, engagement in learning, and learning outcomes. The advantages of Canva-based flashcards lie in the flexibility of design, integration of attractive visual elements and ease of access. This media allows teachers to create learning materials that are interactive, innovative and in line with curriculum needs. The analysis shows that Canva as a design tool provides added value in creating effective learning media, with various studies showing increased student motivation and understanding of the material. However, challenges such as limited teacher competence in using Canva and the need for internet connectivity are also major concerns. This study concludes that Canva-based flashcards are a relevant and effective learning medium, but its implementation requires training support and adequate infrastructure.

**Keywords:** Canva-based Flashcard, Library Research, Interactive Learning, Elementary School.

### 1. INTRODUCTION

The integration of innovative media in education has become a crucial component in addressing the diverse learning needs of elementary students. Flashcards, as highlighted by Rahmawati and Utami (2019), have proven to be an effective tool in improving vocabulary mastery and student engagement. By leveraging Canva, an accessible graphic design platform, educators can create visually appealing flashcards that further enhance cognitive engagement and attentiveness (Tafonao, 2018). Research suggests that incorporating multimedia tools like Canva not only promotes creativity but also addresses the learning challenges posed by traditional approaches (Kala'lembang et al., 2021). According to Sudjana and Rivai (2016), effective learning media can make the educational process more engaging, stimulate higher motivation among students, and improve overall learning outcomes.

Furthermore, studies like those by Selvia Widiarti et al. (2024) demonstrate the significant impact of Canva-based flashcards in improving language proficiency, making them particularly useful for elementary education. This literature review explores the potential of Canva-designed flashcards to support elementary education by examining their role in enhancing learning effectiveness, fostering student engagement, and addressing specific pedagogical needs. It builds on prior studies (e.g., Maeswaty et al., 2023) that underscore the

practicality and effectiveness of flashcards in early literacy development and considers the opportunities provided by digital platforms to amplify these benefits.

Particularly in elementary school, the development of technology has created new possibilities for improving instructional resources, it is often known that flashcards are a useful tool for improving vocabulary and cognitive function (Yasa & Sudirman, 2023; Ramadhan et al., 2023). Digital platforms such as Canva have transformed the way teachers create educational materials in recent years by offering visually appealing and interactive media that improves learning outcomes and student engagement (Çeçen, 2020; Aston, 2022). This change emphasises how crucial it is becoming to include multimedia into educational environments in order to accommodate different learning demands and styles.

Research has indicated that flashcards created using Canva can greatly enhance vocabulary acquisition and general academic achievement (Widiarti et al., 2024; Ramadhan & Ninawati, 2024). Because of Canva's ease of use, teachers can make personalised, relevant flashcards that address particular curriculum objectives (Afrianti et al., 2024). Furthermore, adding augmented reality and animated components enhances the educational process and encourages students' interest and participation (Elvina et al., 2024; Riskyka, 2023). Even with the obvious benefits, a thorough examination of the long-term effects of Canva-designed flashcards on student learning outcomes is still required. In order to better understand how Canva-assisted flashcards improve vocabulary acquisition and learning motivation in elementary schools, this study will analyse the body of existing literature. The project will build on earlier research by taking into account the difficulties teachers encounter when using digital flashcard media and suggesting ways to increase its efficacy (Azzahra et al., 2024).

It is anticipated that the results of this literature study will add to the expanding corpus of knowledge in educational technology and provide useful advice for educators and curriculum designers. This study aims to highlight the potential of digital media in creating more effective and interesting learning environments for young learners by highlighting Canva's role in creating interactive flashcards.

## **2. METHOD RESEARCH**

This literature review employed a qualitative approach to synthesize existing studies and analyze the role of Canva-based flashcards in addressing the educational needs of elementary students. The research utilized a systematic literature review methodology, which involved collecting, categorizing, and analyzing previous research to identify trends, gaps, and

the effectiveness of Canva flashcards in elementary education. The review focused on studies published between 2019 and 2024, considering the rapid evolution of digital tools during this period. Literature was sourced from peer-reviewed journals, conference proceedings, and credible academic databases, such as Google Scholar, ScienceDirect, and ResearchGate. Keywords like "Canva flashcards," "elementary education," "digital learning tools," "vocabulary acquisition," and "student engagement" guided the search process.

The studies included were written in English or Bahasa Indonesia and discussed the use of Canva flashcards or similar multimedia tools in elementary education. Articles focusing solely on secondary or higher education, non-peer-reviewed sources, and studies lacking empirical data were excluded. The selected studies were analyzed thematically, focusing on key aspects such as the impact of Canva flashcards on vocabulary acquisition, cognitive engagement, student motivation, and teacher challenges. As the study relied solely on existing literature and did not include primary data collection, future research could involve empirical studies to validate the findings further.

### 3. RESULT & DISCUSSION

#### Results from Literature Review

This literature review synthesized findings from ten articles, to explore the use of Canva-based flashcards in addressing the educational needs of elementary students. The reviewed literature consistently demonstrated that Canva-based flashcards positively impacted student engagement, vocabulary mastery, and overall learning outcomes. These tools were particularly effective in making abstract concepts tangible and enhancing students' interest in learning through visually appealing and interactive formats.

<i>Author, Title and Journal</i>	<i>Method Design</i>	<i>Results</i>
Maeswaty, Mulyasari, Rahmawati. Pengembangan Media Pembelajaran Flashcard Menggunakan Aplikasi Canva Pada Materi Membaca Permulaan Siswa Kelas I SD, Published in JPGSD (Jurnal Pendidikan Guru Sekolah Dasar), Vol. 8 No. 2, August 2023	The study used a Design and Development (D&D) methodology with PPE (Planning, Production, and Evaluation) stages. Data were gathered through expert validation, interviews, and worklogs. Likert scale was used for evaluation	The flashcard media was validated as highly suitable (average score of 91.7%) for early reading material in elementary education. It improved enthusiasm and comprehension in learning to read

Selvia Widiarti, Zaitun Qamariah, Sri Normuliati, The Effect of Canva-Based Flashcards on Students' Vocabulary Mastery" Published in Journal of English Language and Education, Vol. 9 No. 4, 2024	A quasi-experimental design with pre-test and post-test assessments. Data were collected from two classes: an experimental group using Canva-based flashcards and a control group. Statistical analysis was conducted using a t-test	Significant improvement in vocabulary mastery was observed in the experimental group, with scores increasing from an average of 61.36 (pre-test) to 85.88 (post-test). The control group showed less improvement, from 69.29 to 76.69
Salsha Ramadhan, Mimin Ninawati, The Effect of Canva-Based Flashcard Media on Mathematics Learning Outcomes of Grade 3 Elementary School Data Building Material"Published in Didaktika: Jurnal Kependidikan, Vol. 13 No. 4, November 2024	A quantitative approach using pre-tests and post-tests. Data were analyzed using the N-Gain formula in SPSS 29.0. One sample group of 26 third-grade students was used	The use of Canva-based flashcards resulted in an average N-Gain score of 71.55%, categorized as "quite effective." The study showed improved mathematics learning outcomes, with post-test scores significantly higher than pre-test scores (mean 89 vs. 56)
Tira Nur Fitria, Afdaleni, Nurmala Elmin Simbolon, Utilizing Canva for Designing Effective Flashcards in Vocabulary Instruction for Young Learners: A Descriptive Qualitative Study, ANGLO-SAXON Jurnal Ilmiah Program Studi Pendidikan Bahasa Inggris, August 2024	The study employed a descriptive qualitative design, using direct observation to examine the features and tools of Canva for creating flashcards. Data collection focused on evaluating Canva's ease of use and its advantages for developing effective educational materials.	The research found Canva to be a user-friendly platform for creating flashcards that enhance vocabulary learning for young learners. Flashcards were effective in associating words with real objects, improving understanding, and retention. Canva allowed the creation of customizable, visually appealing cards with definitions, examples, and images. The study highlighted the importance of design consistency, interactivity, and regular reviews for optimal learning.
Putri Irene Aurora & Lidia Simanuhuruk, Pengembangan Media Flashcard Berbasis Aplikasi Canva Pada Siswa Kelas IV SDN 104231 Batang Kuis, Indonesian Journal	This research is a Research and Development (R&D) study using the ADDIE development model. It involved 32 students (14 boys, 18 girls). Data was collected through	The study found that the flashcard media based on Canva had a feasibility score of 74% (categorized as feasible), a practicality score of 74% (categorized as very practical), and an

Education Basic (IJEB), Vol. 02, No. 02, Juli 2024, 240-247	observation, interviews, questionnaires, and tests.	effectiveness score of 0.38 (categorized as effective). The media was deemed feasible, practical, and effective for learning.
Resi Silvia, Fery Purnama, Rian Novita, Pelatihan dan Pendampingan Pembuatan Flashcard Voice Menggunakan Aplikasi Canva dan Vocaroo pada Guru Yayasan IBA, MEJUAJUA: Jurnal Pengabdian Kepada Masyarakat, Vol. 4, No. 2, 2024.	Training and mentoring process involving preparatory stages, offline workshops, and evaluations over three phases: preparation, implementation, and follow-up.	Flashcard Voice Media improved teacher competence, with 87% of participants very satisfied and a significant increase in knowledge: Flashcard (88%), Canva (85%), and Vocaroo (87%). Students exhibited enthusiasm during learning
Widya Gauri Sasqia Putri, Dalimawaty Kadir, The Influence of Flashcard Media Using the Canva Application on the Difficulty of Learning to Read the Beginning of the Theme of My Activities in Grade I SD Negeri 064972 Medan Denai, Journal of Humanities and Social Studies, Vol. 2, No. 2 2024.	Quantitative research using pretest-posttest design to evaluate the impact of flashcards.	Statistically significant improvement in early reading ability, with t-test results showing $t_{\text{observed}} > t_{\text{table}}$ (3.279 > 1.724), affirming positive influence
Gia Nikawanti, Asri Yulianti, Ayu Ingg Mubarakah, Intan Cahya Anggraeni, Pelatihan Pembuatan Flash Card Melalui Aplikasi Canva di TK Tunas Harapan Purwakarta, Anfatama Jurnal Pengabdian Masyarakat.2023.	Community service program with lectures, Q&A, and hands-on practice.	Teachers developed skills to create and use flashcards for early childhood education. Participants demonstrated enthusiasm and creativity in designing flashcards, enhancing their capacity for interactive learning
Husnul Hotimah, Flash Card Media Development in Grade 1 Indonesian Language Learning at Madrasah Ibtidaiyah Negeri 2 Jember, Engineering: Journal of Mechatronics and Education, 2024	Research and Development (R&D) using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation).	The flashcards received high validity scores from media experts (90%), content experts (88%), teachers (98%), and students (73.5%), averaging a total validity of 87.3% (very feasible). The flashcards were

		found to enhance motivation and improve understanding, making learning engaging and interactive.
Risty Justicia, Aina Kartika Rahayu, Fitria Khaerunissa, Rifa Diani Herdiati, Sukma Pakungwati, Santi Rosana, and Siti Rosidah. 2024. Pelatihan Media Flashcard Voice Berbasis Teknologi Pada Guru PAUD. Jurnal Pendidikan Guru PAUD.	he research method used was training or workshop conducted in two stages: preparation and implementation, involving seven teachers from Kartika XIX-34 Kindergarten in Purwakarta.	Results showed that teachers gained knowledge about Canva and Vocaroo, successfully created Flashcard Voice media, and applied the platforms for developing technology-based learning media.
Apfani, S., Utami, E. P., & Suryani, A. I. (2022). Efektivitas media pembelajaran flashcard pada keterampilan membaca permulaan di kelas I Sekolah Dasar. Jurnal Pendidikan Tambusai, Vol. 6, No. 2, 2022.	Quasi-experimental design using pre-test and post-test. Data were collected from Grade 1 elementary school students. Statistical analysis was performed using paired t-tests.	Flashcard media significantly improved students' initial reading skills. Pre-test scores averaged 60.25, increasing to 82.75 in the post-test ( $t_{\text{observed}} = 7.89 > t_{\text{table}}$ ). The study highlighted flashcards' effectiveness in building foundational literacy.
Hardina, L. T., Asari, S., & Maruf, N. (2024). Designing Local Culture-based Canva Narratives to Enhance Reading Skills for Junior High School Students. JEELS, Vol. 11, No. 2, 2024.	Qualitative research using narrative analysis. Data were collected through observation and interviews with students and teachers.	Canva-based flashcards incorporating local cultural elements enhanced reading skills and cultural awareness. Teachers noted increased student motivation, and students showed improved comprehension of culturally relevant texts.
Maharani Shafa & Wati, D. (2024). The Impact of Flashcard Media on Student Cognitive Improvement in IPAS Subjects at Elementary School. SPEKTRA: Jurnal Kajian Pendidikan Sains, Vol. 10, No. 2, 2024.	Quasi-experimental design with pre-test and post-test conducted on two groups (experimental and control).	The experimental group using flashcards exhibited a 30% increase in cognitive scores, from a mean of 58 (pre-test) to 84 (post-test). The control group saw only a 12% improvement. Flashcards were shown to simplify complex concepts in science education.
Rais, R., & Zulfa, I. (2024). The Influence of the Canva Application in	Quantitative research using pre-tests and post-tests. A t-test was used to analyze the data.	Canva application increased student achievement with statistically significant

Improving Primary School Student Achievement in West Sumatra. Journal of Social Science Utilizing Technology, Vol. 2, No. 1, 2024.		differences ( $t$ observed = 5.24 > $t$ table = 2.12). Students demonstrated enhanced creativity and academic performance in project-based learning activities.
Setiyaningsih, I., Adiwijaya, P. A., & Numertayasa, I. W. (2024). Development of E-Flashcard Vocabulary on "I Like Fruits" as a Learning Media Assisted by Heyzine Flipbook. Edunesia: Jurnal Ilmiah Pendidikan, Vol. 5, No. 2, 2024.	Developmental research using the ADDIE model. Data were collected through validation tests, questionnaires, and observations.	The flashcard media received an overall validity score of 88.5% and an effectiveness score of 0.42 (moderate). Students showed improved vocabulary retention and active engagement during lessons.
Maeswaty, Mulyasari, Rahmawati (2023). Pengembangan Media Pembelajaran Flashcard Menggunakan Aplikasi Canva Pada Materi Membaca Permulaan Siswa Kelas I SD. JPGSD, Vol. 8, No. 2.	Design and Development (D&D) methodology with PPE stages. Data were gathered through expert validation, interviews, and worklogs. Likert scale was used for evaluation.	Flashcard media was validated as highly suitable (91.7%). Improved enthusiasm and comprehension in reading for early learners.
Selvia Widiarti, Zaitun Qamariah, Sri Normuliati (2024). The Effect of Canva-Based Flashcards on Students' Vocabulary Mastery. Journal of English Language and Education, Vol. 9, No. 4.	Quasi-experimental design with pre-test and post-test assessments. Two classes were compared (experimental vs. control).	Experimental group improved vocabulary scores from 61.36 (pre-test) to 85.88 (post-test). Control group saw minimal improvement (69.29 to 76.69).
Salsha Ramadhan, Mimin Ninawati (2024). The Effect of Canva-Based Flashcard Media on Mathematics Learning Outcomes of Grade 3 Elementary School Data Building Material. Didaktika: Jurnal Kependidikan, Vol. 13, No. 4.	Quantitative approach using pre-tests and post-tests. Data analyzed using N-Gain formula in SPSS 29.0.	N-Gain score of 71.55% (quite effective). Post-test scores (mean 89) were significantly higher than pre-test scores (mean 56).
Tira Nur Fitria, Afdaleni, Nurmala Elmin Simbolon (2024). Utilizing Canva for Designing Effective Flashcards in Vocabulary Instruction for Young	Descriptive qualitative design. Data collected through direct observation of Canva features and tools.	Canva was user-friendly for creating effective flashcards. Improved vocabulary understanding and

Learners. ANGLO-SAXON Jurnal Ilmiah Program Studi Pendidikan Bahasa Inggris.		retention for young learners.
Putri Irene Aurora & Lidia Simanuhuruk (2024). Pengembangan Media Flashcard Berbasis Aplikasi Canva Pada Siswa Kelas IV SDN 104231 Batang Kuis. IJEB, Vol. 2, No. 2.	Research and Development (R&D) using the ADDIE model. Data collected through observation, interviews, and tests.	Feasibility score of 74%, practicality 74%, and effectiveness score of 0.38. Flashcards deemed feasible, practical, and effective for learning.

Research on the development of flashcard-based learning media using the Canva application shows various significant findings in various educational contexts. In a study by Maeswaty, Mulyasari, and Rahmawati (2023), Canva-based flashcards designed with Design and Development (D&D) methodology through Planning, Production, and Evaluation (PPE) stages were declared very feasible to use, with an average validation score of 91.7%. This media is proven to increase students' enthusiasm and understanding in beginning reading at the elementary school level. These findings are in line with research by Selvia Widiarti, Zaitun Qamariah, and Sri Normuliati (2024), who used a quasi-experimental design to measure the effect of Canva-based flashcards on students' vocabulary acquisition. The experimental group showed a significant increase in scores, from an average of 61.36 in the pre-test to 85.88 in the post-test, much higher than the control group which only increased from 69.29 to 76.69.

In addition, research by Salsha Ramadhan and Mimin Ninawati (2024) showed the effectiveness of Canva flashcard media in learning math for third grade elementary school students. The results of the analysis using the N-Gain formula showed an average increase of 71.55%, with a post-test score (average 89) which was much higher than the pre-test score (average 56). Another study by Tira Nur Fitria and her colleagues (2024) explained that Canva is a user-friendly platform for designing effective flashcards in vocabulary learning for young learners. The resulting flashcards help students understand and remember new vocabulary through association with real objects, attractive design, and consistency of visual elements.

Research conducted by Putri Irene Aurora and Lidia Simanuhuruk (2024) used the ADDIE development model to create Canva-based flashcards for grade IV students. This media is considered feasible with a score of 74% for feasibility, 74% for practicality, and 0.38 for effectiveness. Although the level of effectiveness was moderate, these flashcards succeeded in increasing student engagement in the learning process. Similar findings were also seen in a study by Husnul Hotimah (2024), which involved madrasah students in Indonesian language



learning using flashcards. The validity of the media by experts reached an average of 87.3%, indicating that these flashcards are very feasible to use to increase students' learning motivation and understanding of the material.

Overall, these studies reinforce that Canva-based flashcards not only make it easier for teachers to create engaging learning media, but are also effective in improving various aspects of students' skills, from vocabulary acquisition to reading and math skills. It also provides flexibility in design, allowing teachers to tailor the materials to students' needs, thus creating an interactive and meaningful learning experience.

#### **4. CONCLUSIONS AND RECOMMENDATIONS**

Based on the results of the analyzed literature, the use of Canva-based flashcards has a positive impact on the learning process at the primary school level. These flashcards are proven to be effective in improving vocabulary acquisition, student engagement, and overall learning outcomes. Canva, as an easily accessible graphic design platform, allows teachers to create learning media that are engaging, interactive and in line with curriculum needs. Several studies have shown that this media can improve learning motivation, concept understanding and early reading skills in students. The validity and feasibility of Canva-based flashcards also received high scores from experts and users, with an average validation result above 70%, which indicates this media is very feasible to use. The addition of animated elements and digital augmentation through Canva also helped to create a more engaging and relevant learning experience. However, while many benefits have been identified, further research is needed to understand the long-term impact of using Canva-based flashcards on student learning outcomes.

Based on these findings, several suggestions can be made. First, teachers are advised to make maximum use of the Canva platform in designing flashcards that suit learning needs. Second, specialized training for teachers regarding the use of Canva and its integration into learning strategies can be conducted to improve their competence. Third, further research involving empirical data is needed to explore the long-term effects of Canva-based flashcards on students' cognitive development. Finally, curriculum developers may consider incorporating the use of digital-based media such as Canva into learning guides, to create a more interactive and innovative learning environment.

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