

## ABSTRACT

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*The method of learning in the classroom, teachers still use the lecture method that applied by the teacher while learning in the classroom, thus becoming one of the causes of its less active students in the classroom. To overcome this required a more interactive learning methods, which media that support learning to visualize understanding of the material on Plant Growth and Development. It required a more interactive learning methods, namely the presence of media that provides a visualization of material that is animated and interactive to help students understand the material. This interactive learning applications built using Adobe Flash, and Corel Draw in its workmanship and using ADDIE. The research was conducted on students of class XII SMAN 1 Dayeuh old-fashioned class XII IPA 5 is 20 students. In knowing afektifitas testing applications by providing questionnaires to teachers and students. From the results of the questionnaire was concluded that the majority of respondents expressed the view of the interesting applications, can be interesting to learn, and able to assist the process of learning in the classroom.*

*Keywords: Applications, Multimedia, Growth and Development Plant.*