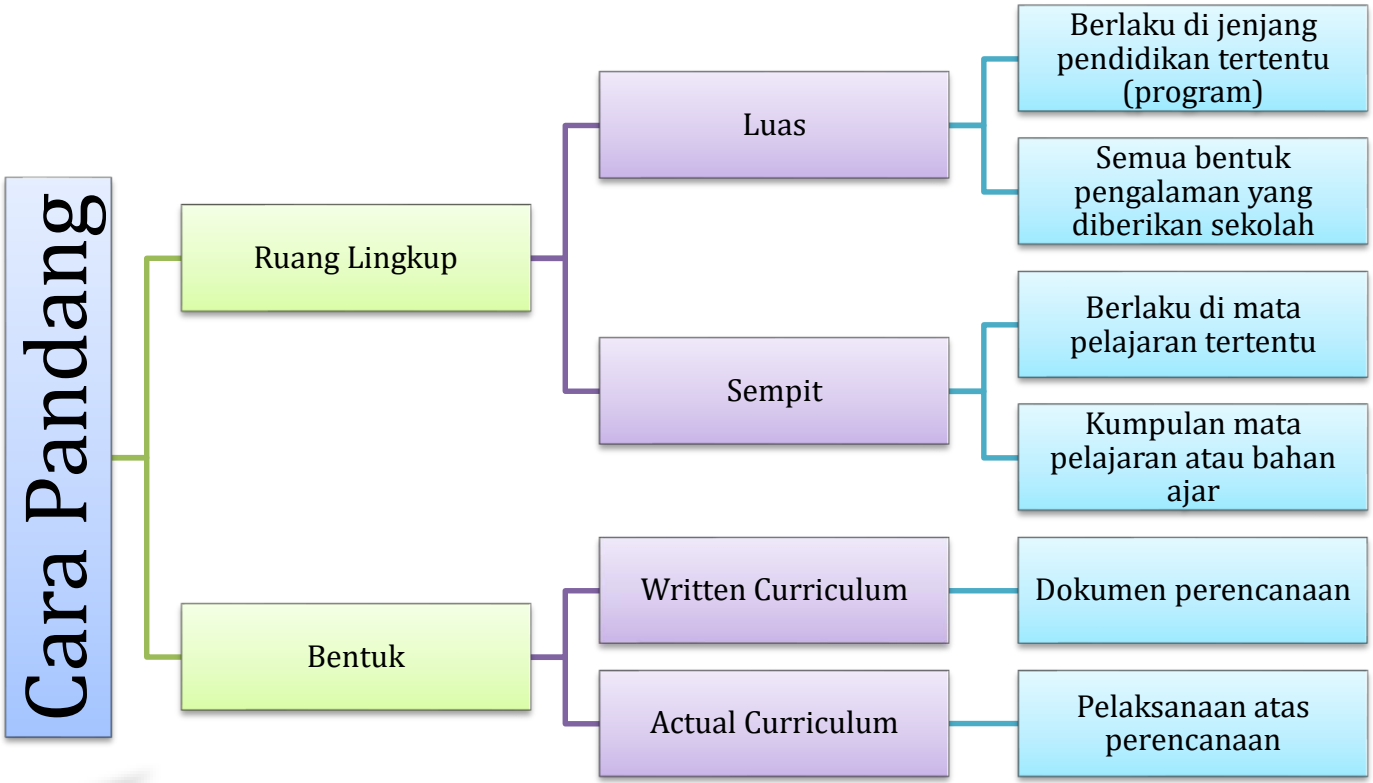
DESAIN KURIKULUM

Komponen dan Anatominya

Review



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Komponen Kurikulum

- Harus Sesuai
  - Eksternal
    - Tuntutan masyarakat
    - Kebutuhan masyarakat
    - Kondisi masyarakat
  - Internal
    - Tujuan
    - Bahan ajar
    - Strategi mengajar
    - Media mengajar
    - Evaluasi pengajaran
    - Penyempurnaan pengajaran

1. Tujuan

- Tujuan Pendidikan
  - Tujuan Nasional
  - Tujuan Institusional
  - Tujuan Kurikuler
  - Tujuan Instruksional
    - Tujuan Instruksional Umum
    - Tujuan Instruksional Khusus
      - Taksonomi Berpikir
        - Gage & Briggs
        - Bloom

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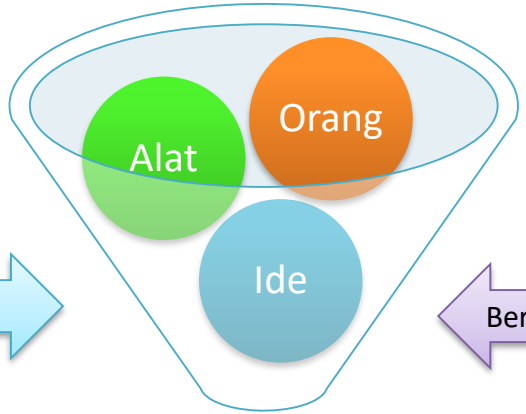
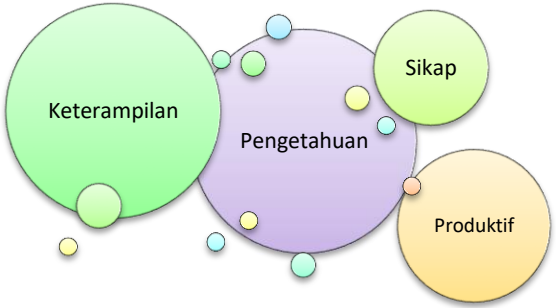
2. Bahan Ajar

Membuat



Berinteraksi



LINGKUNGAN BELAJAR

Guru

Siswa

Tujuan Khusus — **Sekuens Bahan Ajar** — Strategi Mengajar — Media Pembelajaran — Sumber Belajar — Evaluasi Pembelajaran

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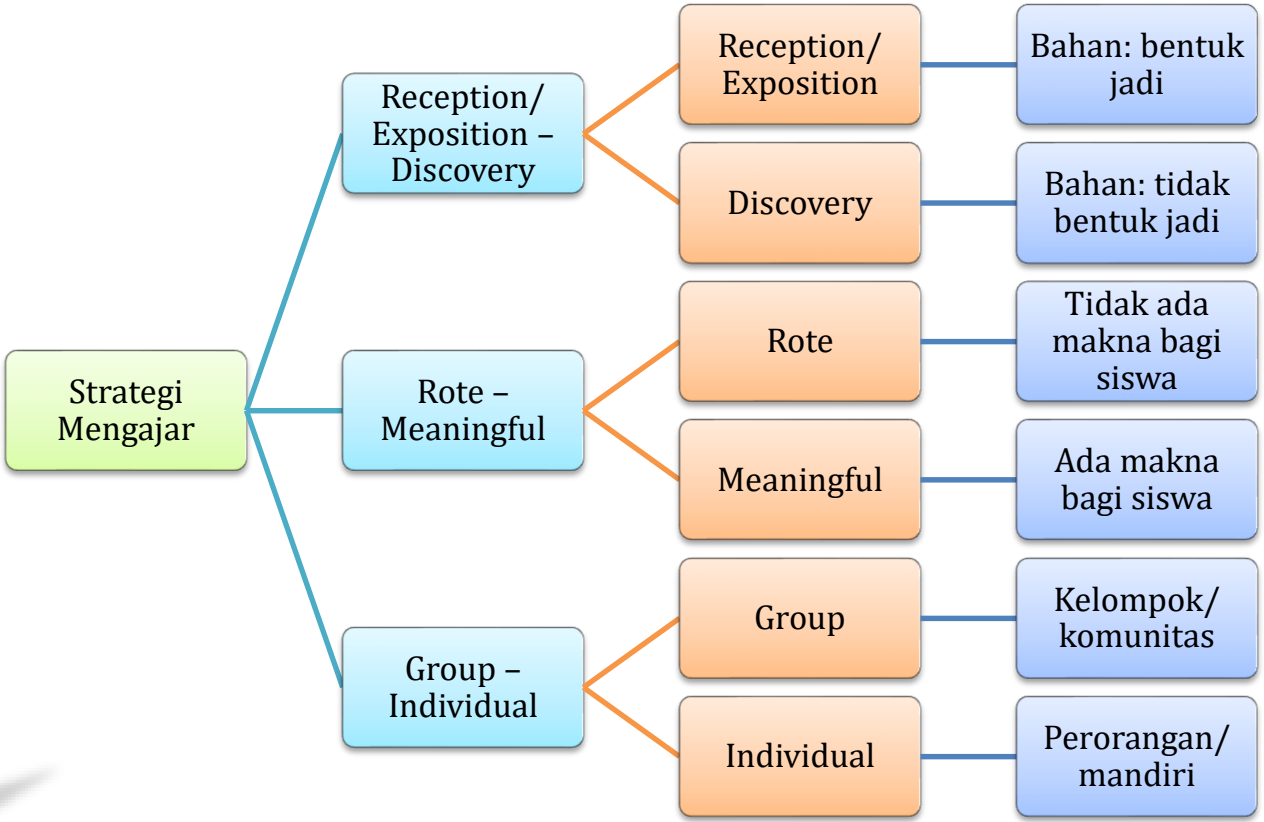
SEKUENS BAHAN AJAR

Kronologis	Kausal	Struktural	Logis	Psikologis	Spiral	Ke Belakang	Hirarki Belajar
Waktu	Sebab - Akibat	Struktur Bidang	Mudah ke Sulit	Sulit ke Mudah	Mendalam	Akhir ke Awal	Urutan Perilaku

3. Strategi Mengajar



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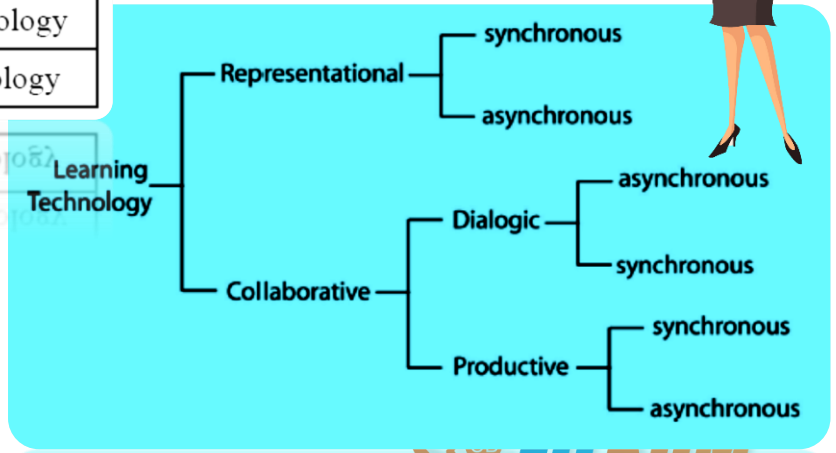
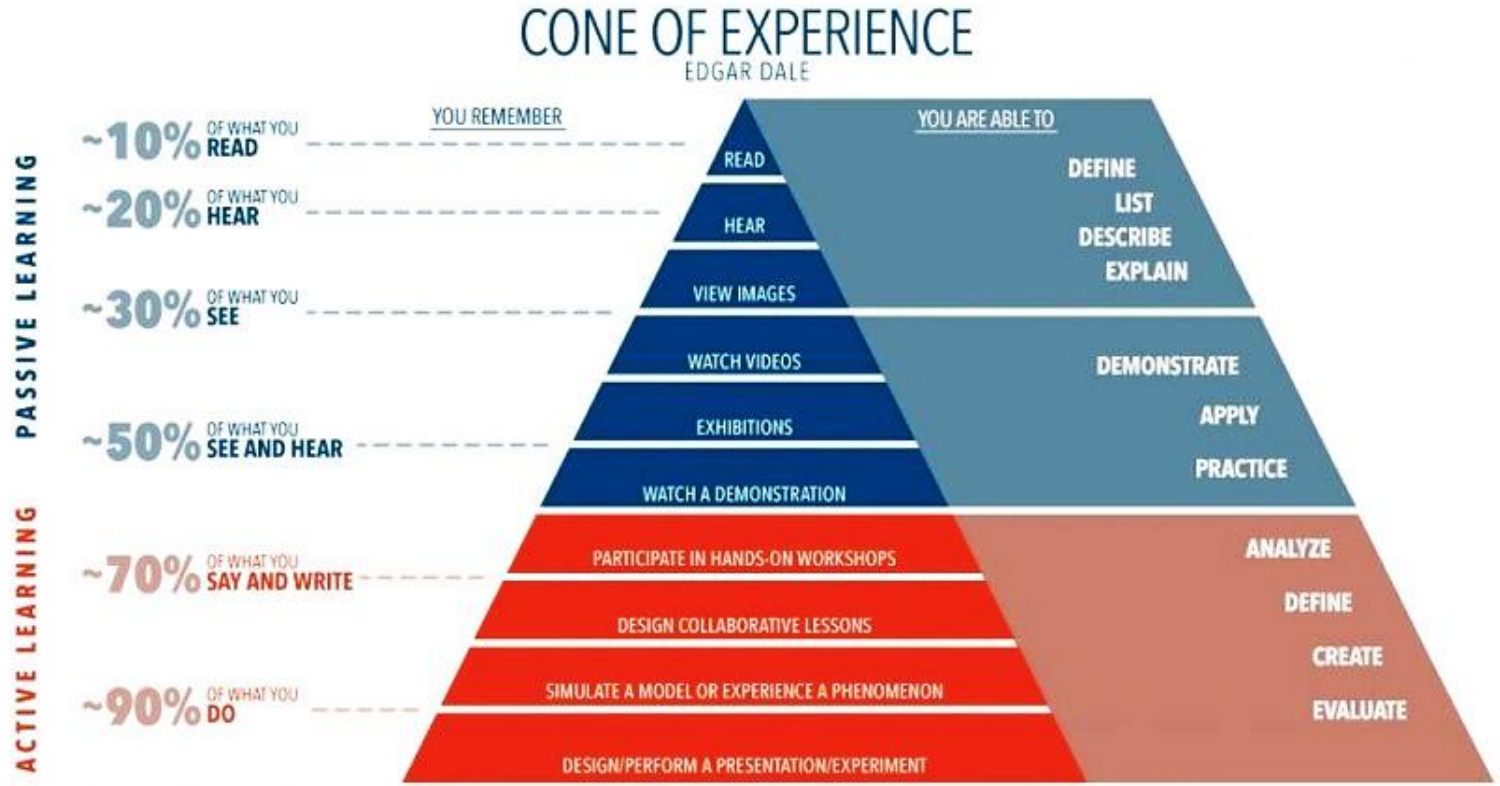
4. Media Mengajar

Taksonomi Teknologi dalam Pembelajaran

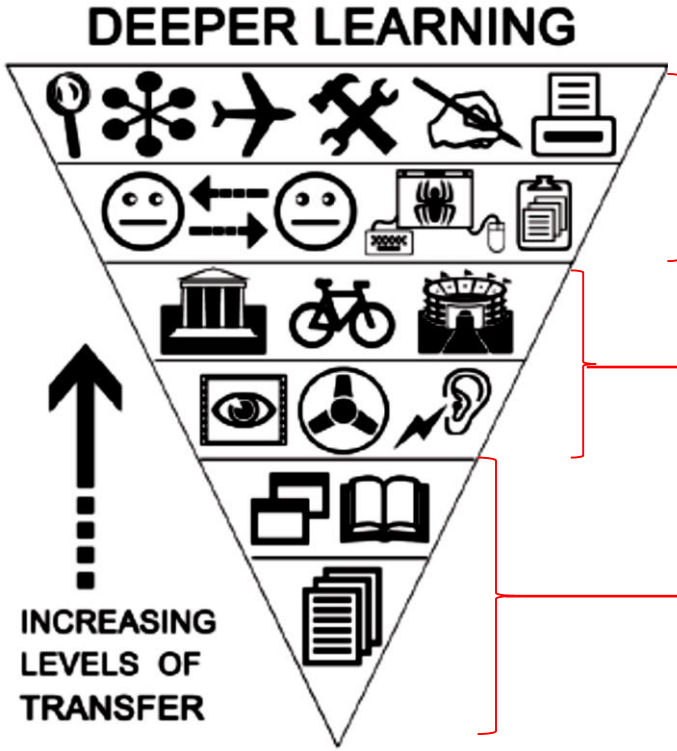
Level	Taxonomy Classification	
1.0	Literacy	Understanding Technology
2.0	Collaboration	Sharing Ideas
3.0	Decision Making	Solving Problems
4.0	Infusion	Learning with Technology
5.0	Integration	Teaching with Technology
6.0	Tech-ology	The Study of Technology



4. Media Mengajar



4. Media Mengajar



Dynamic media, experiential learning
model-making & problem-forming
empiricism, hypothesis testing
analysis, synthesis, evaluation
inductive/reflective thinking, simulation
collaboration, group projects, journaling

Interactive media, virtual museums
movies, audio/video tapes, recordings
demonstrations, streaming media
concept formation, rule/examples
observation, field trips, walking tours

Static media, passive learning, lecture
telling, listening, slides, text, photos
books, illustrations, graphs/charts
encyclopedia, posters, resource guides
didactic/rote learning, memorization

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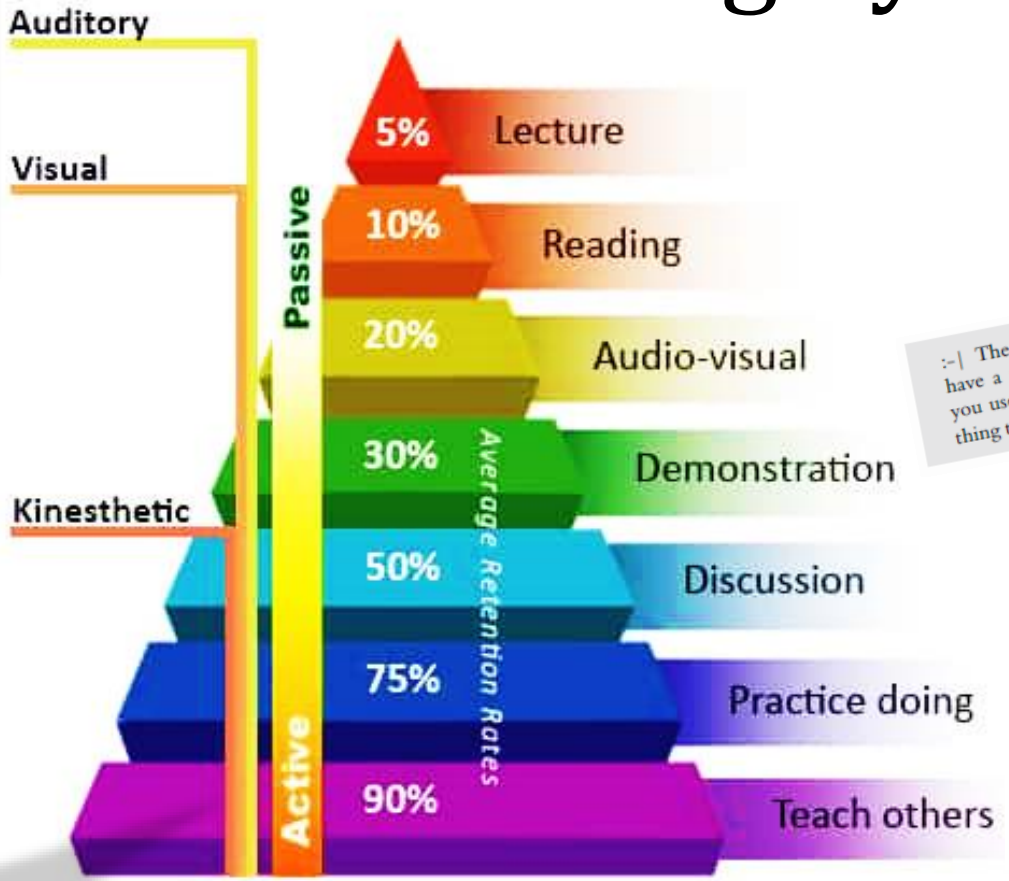
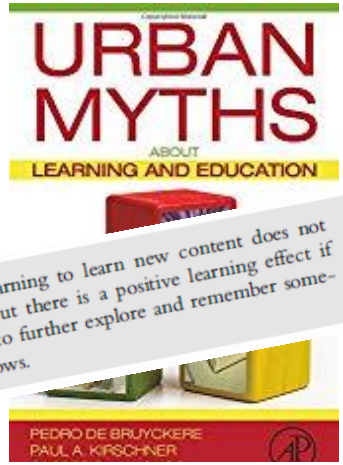
Learning Pyramid





MYTH 6

You Learn Nothing from Games Other than Violence

The use of games in education: people seem to be either for it or against it. But what does the research say? A summary of the professional literature about the learning effect of games carried out by researchers (and gamers) at the University of Connecticut indicates that there is evidence for a learning effect with regard to languages, history and (providing you have a Wii-style console) movement, but that there is no evidence for a similar effect with mathematics and the sciences. A comparative study of the effect of using either a game or a PowerPoint® explanation for the learning of biology and electromechanics concluded that the games – even though they had been consciously designed for learning – were less

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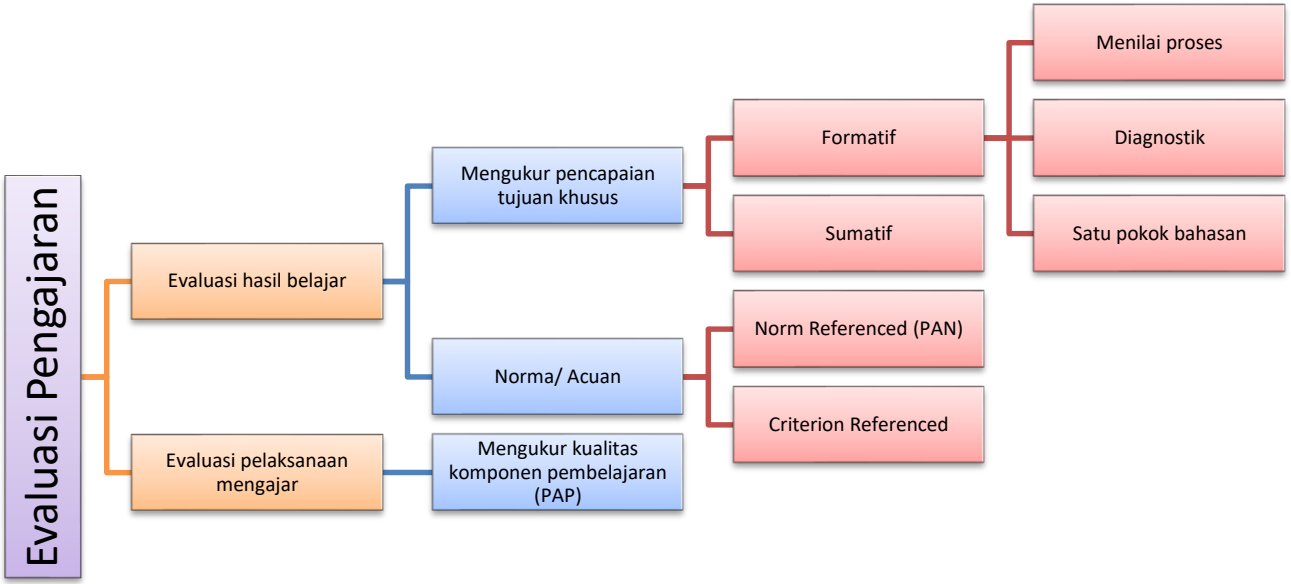
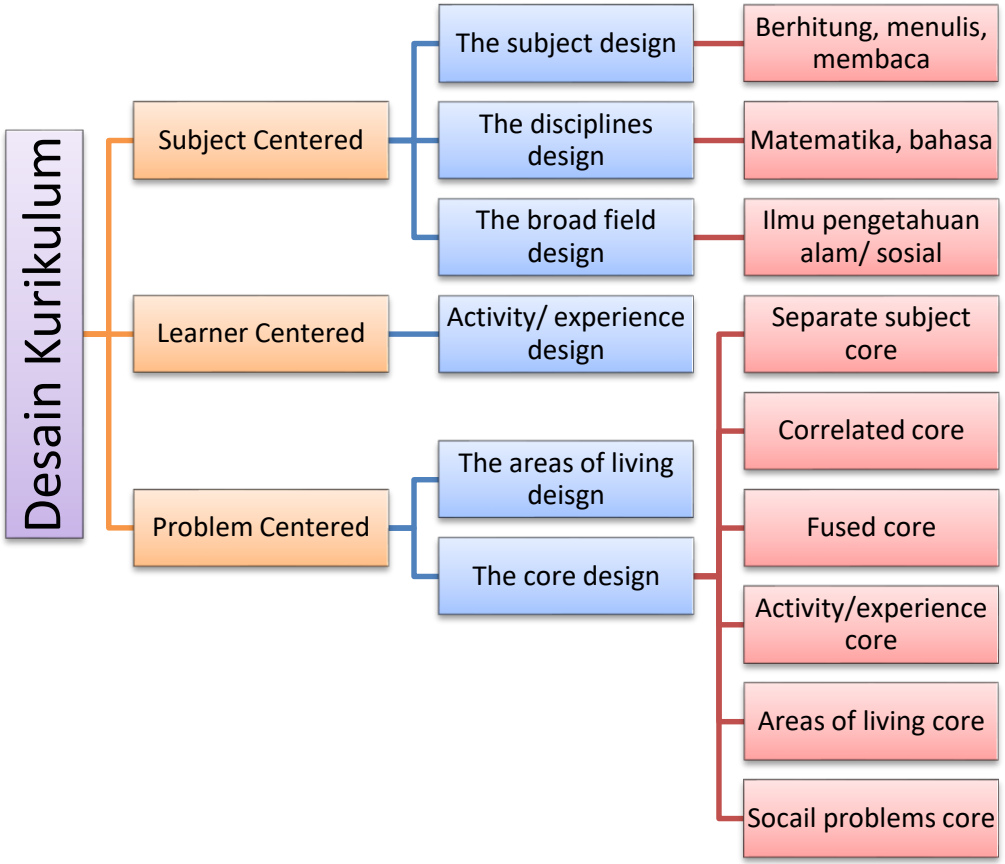
Evaluasi Pengajaran



Penyempurnaan Pengajaran

Penyempurnaan

- Tindak lanjut dari hasil evaluasi pengajaran
- Memperbaiki semua komponen pembelajaran
- Prioritasisasi perbaikan komponen pembelajaran
- Bisa dilakukan sendiri oleh guru, atau dengan bantuan pihak lain

Desain Kurikulum