Lampiran 1. Keputusan Direktur Jenderal Pendidikan Menengah

Nomor : 1464/D3.3/KEP/KP/2014

Tanggal : 16 Juni 2014

**STRUKTUR KURIKULUM SMK/MAK**

BIDANG KEAHLIAN : TEKNOLOGI INFORMASI DAN KOMUNIKASI

PROGRAM KEAHLIAN : TEKNIK KOMPUTER DAN INFORMATIKA

| MATA PELAJARAN | | KELAS | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| X | | XI | | XII | |
| 1 | 2 | 1 | 2 | 1 | 2 |
| Kelompok A (Wajib) \*) | |  |  |  |  |  |  |
| 1 | Pendidikan Agama dan Budi Pekerti | 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | Pendidikan Pancasila dan Kewarganegaraan | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | Bahasa Indonesia | 4 | 4 | 4 | 4 | 4 | 4 |
| 4 | Matematika | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | Sejarah Indonesia | 2 | 2 | 2 | 2 | 2 | 2 |
| 6 | Bahasa Inggris | 2 | 2 | 2 | 2 | 2 | 2 |
| Kelompok B (Wajib) \*) | |  |  |  |  |  |  |
| 7 | Seni Budaya | 2 | 2 | 2 | 2 | 2 | 2 |
| 8 | Prakarya dan Kewirausahaan | 2 | 2 | 2 | 2 | 2 | 2 |
| 9 | Pendidikan Jasmani, Olah Raga & Kesehatan | 3 | 3 | 3 | 3 | 3 | 3 |
| Kelompok C (Peminatan) | |  |  |  |  |  |  |
| C1. Dasar Bidang Keahlian \*) | | | | | | | |
| 10 | Fisika | 2 | 2 | 2 | 2 | - | - |
| 11 | Pemrograman dasar | 2 | 2 | 2 | 2 | - | - |
| 12 | Sistem Komputer | 2 | 2 | 2 | 2 | - | - |
| C2. Dasar Program Keahlian | | | | | | | |
| 13 | Simulasi Digital | 3 | 3 | - | - | - | - |
| 14 | Perakitan Komputer | 4 | 4 | - | - | - | - |
| 15 | Sistem Operasi | 3 | 3 | - | - | - | - |
| 16 | Jaringan Dasar | 4 | 4 | - | - | - | - |
| 17 | Pemrograman Web | 4 | 4 | - | - | - | - |
| C3. Paket Keahlian | | | | | | | |
| Rekayasa Perangkat Lunak | | | | | | | |
| 18 | Pemodelan Perangkat Lunak | - | - | 2 | 2 | - | - |
| 19 | Pemrograman Desktop | - | - | 4 | 4 | - | - |
| 20 | Pemrograman Berorientasi Objek | - | - | 4 | 4 | 2 | 2 |
| 21 | Basis Data | - | - | 4 | 4 | 2 | 2 |
| 22 | Pemrograman Web Dinamis | - | - | 4 | 4 | 2 | 2 |
| 23 | Pemrograman Grafik | - | - | - | - | 4 | 4 |
| 24 | Pemrograman Perangkat Bergerak | - | - | - | - | 4 | 4 |
| 25 | Administrasi Basis Data | - | - | - | - | 4 | 4 |
| 26 | Kerja Proyek Teknik Komputer dan Jaringan | - | - | - | - | 6 | 6 |
| Teknik Komputer dan Jaringan | | | | | | | |
| 18 | Komputer Terapan | - | - | 2 | 2 | - | - |
| 19 | Komunikasi Data | - | - | 4 | 4 | - | - |
| 20 | Sistem Operasi Jaringan | - | - | 4 | 4 | 2 | 2 |
| 21 | Administrasi Server | - | - | 4 | 4 | 2 | 2 |
| 22 | Rancang Bangun Jaringan | - | - | 4 | 4 | 2 | 2 |
| 23 | Jaringan Nirkabel | - | - | - | - | 4 | 4 |
| 24 | Keamanan Jaringan | - | - | - | - | 4 | 4 |
| 25 | *Troubleshhoting* Jaringan | - | - | - | - | 4 | 4 |
| 26 | Kerja Proyek Teknik Komputer dan Jaringan | - | - | - | - | 6 | 6 |
| Multimedia | | | | | | | |
| 18 | Desain Multimedia | - | - | 2 | 2 | - | - |
| 19 | Teknik Animasi 2 Dimensi | - | - | 4 | 4 | - | - |
| 20 | Teknik Animasi 3 Dimensi | - | - | 4 | 4 | 2 | 2 |
| 21 | Pengolahan Citra Digital | - | - | 4 | 4 | 2 | 2 |
| 22 | Komposisi Foto Digital | - | - | 4 | 4 | - | - |
| 23 | Teknik Pengambilan Gambar Bergerak | - | - | - | - | 4 | 4 |
| 24 | Teknik Pengolahan Audio | - | - | - | - | 2 | 2 |
| 25 | Teknik Pengolahan Video | - | - | - | - | 4 | 4 |
| 26 | Desain Multimedia Interaktif | - | - | - | - | 4 | 4 |
| 27 | Kerja Proyek Multimedia | - | - | - | - | 6 | 6 |
| TOTAL | | 48 | 48 | 48 | 48 | 48 | 48 |

\*) sesuai Permendikbud Nomor 70 Tahun 2013