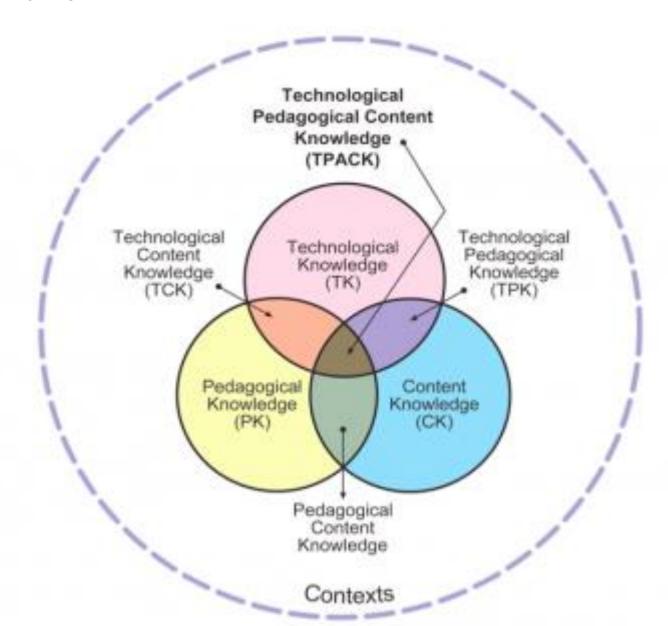
PERANCANGAN PEMBELAJARAN

(Tinjauan Pedagogis Kritis)

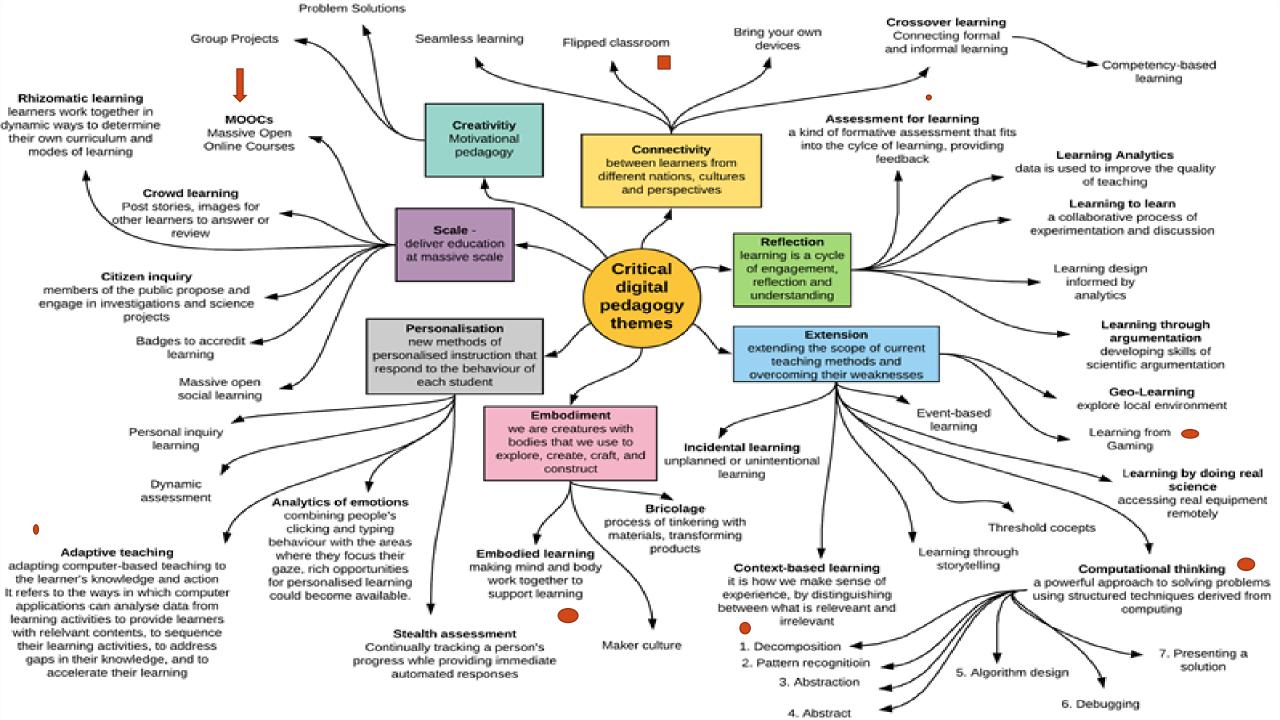
Abdurrahman
Professor Pendidikan Fisika
Fakultas Keguruan dan Ilmu Pendidikan
Universitas Lampung

Disajikan pada Workshop Peningkatan Keterampilan Dasar Teknik Instruksional (Pekerti) LP3M Universitas Lampung 2022

KNOWLEDGE BASED LECTURER



Koehler, M., & Mishra, P. (2009). What is technological pedagogical content knowledge (TPACK)?. *Contemporary issues in technolog teacher education*, *9*(1), 60-70.



Features of Critical Pedagogy

- Observe
- Participate
- Dialogue
- Cognitive Conflict
- Negotiation
- Concludes
- Meta-cognition

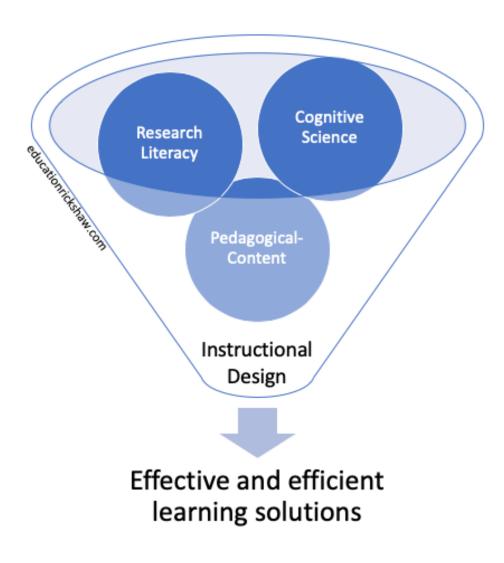
Purpose

To examine a concept in terms of its socio, economic, political, humane and moral implications

Students are critical observers, examiners, evaluaters, planners, and decision makers



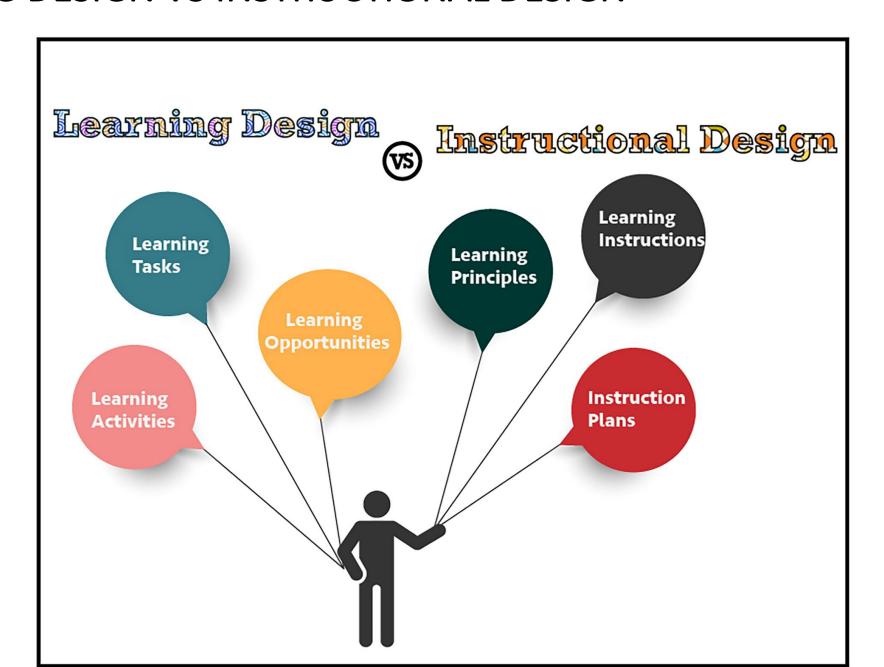
WHAT IS INSTRUCTIONAL DESIGN?



Definition of Instructional Design

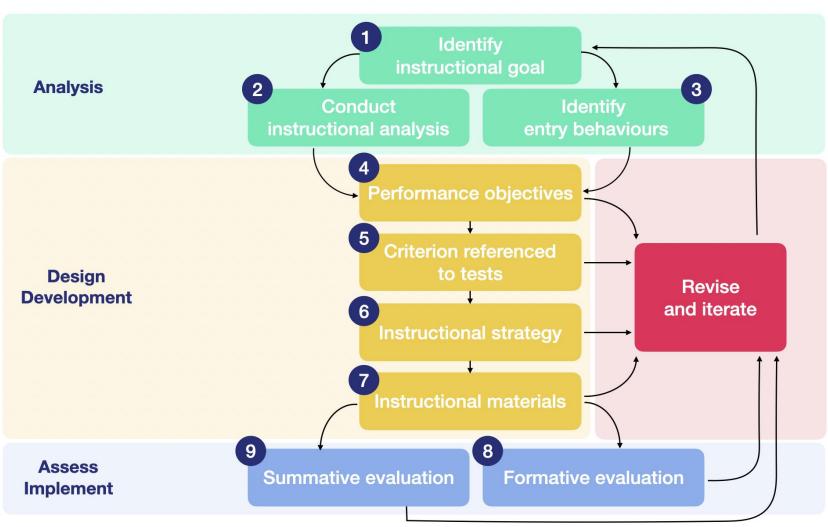
The systematic and reflective process of translating principles of learning and instruction into plans for instructional materials, activities, information resources, and evaluation.

LEARNING DESIGN VS INSTRUCTIONAL DESIGN

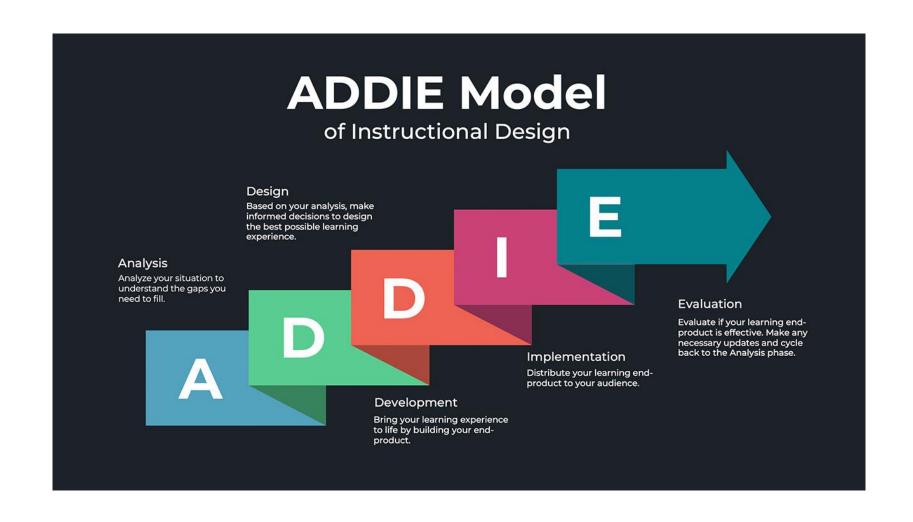


DICK & CAREY (1978)

DICK AND CAREY MODEL



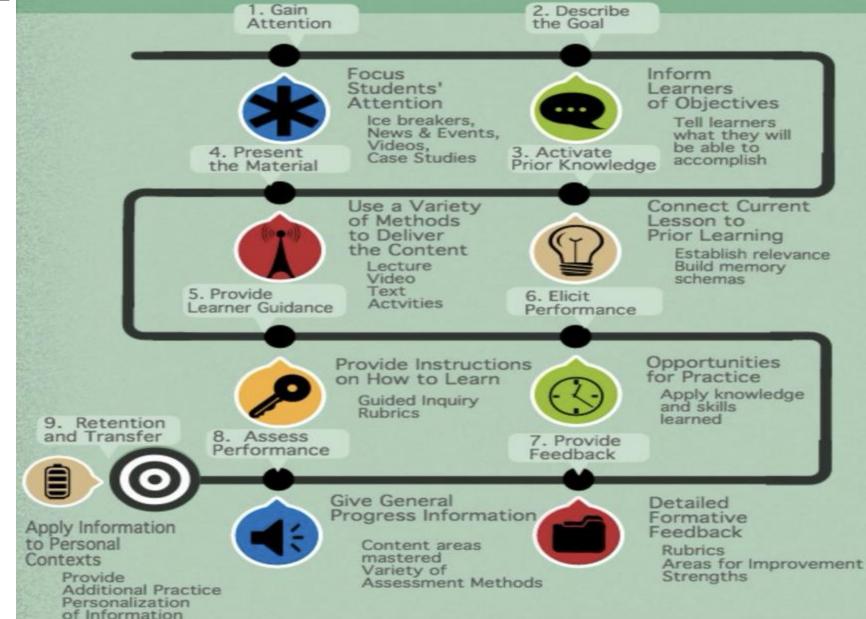
ADDIE MODEL



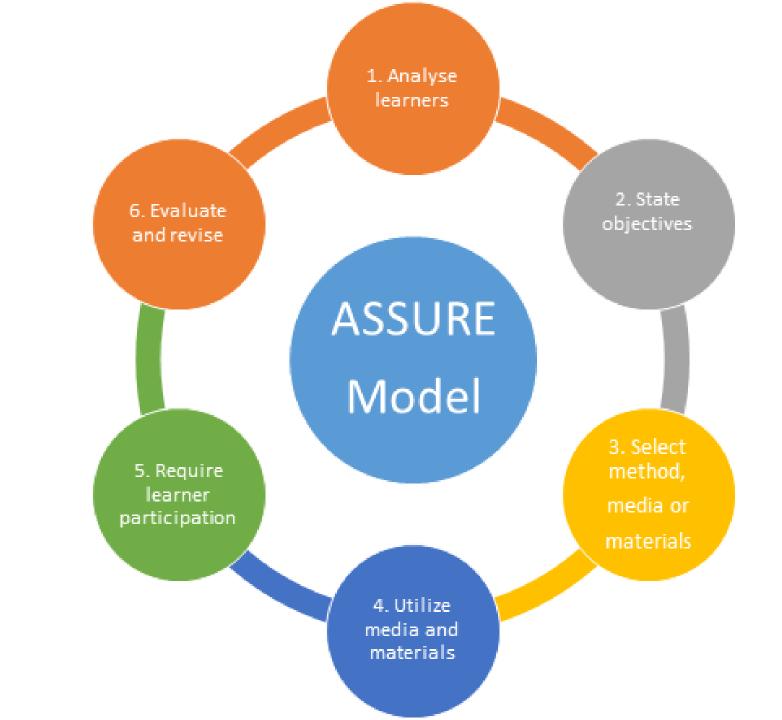
GAGNE MODEL

Gagne's Nine Events of Instruction

1965

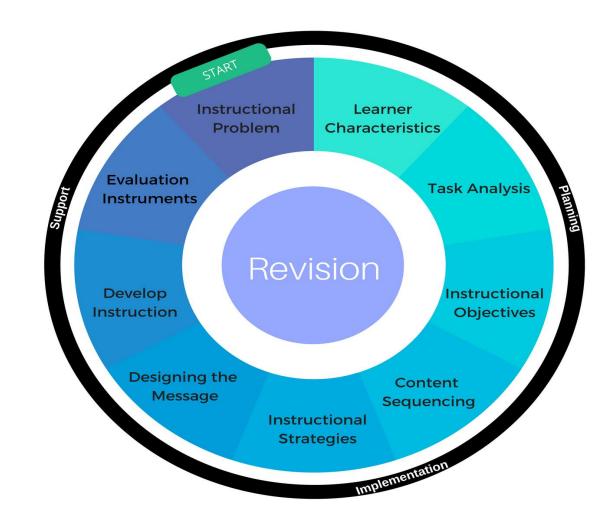


ASSURE MODEL

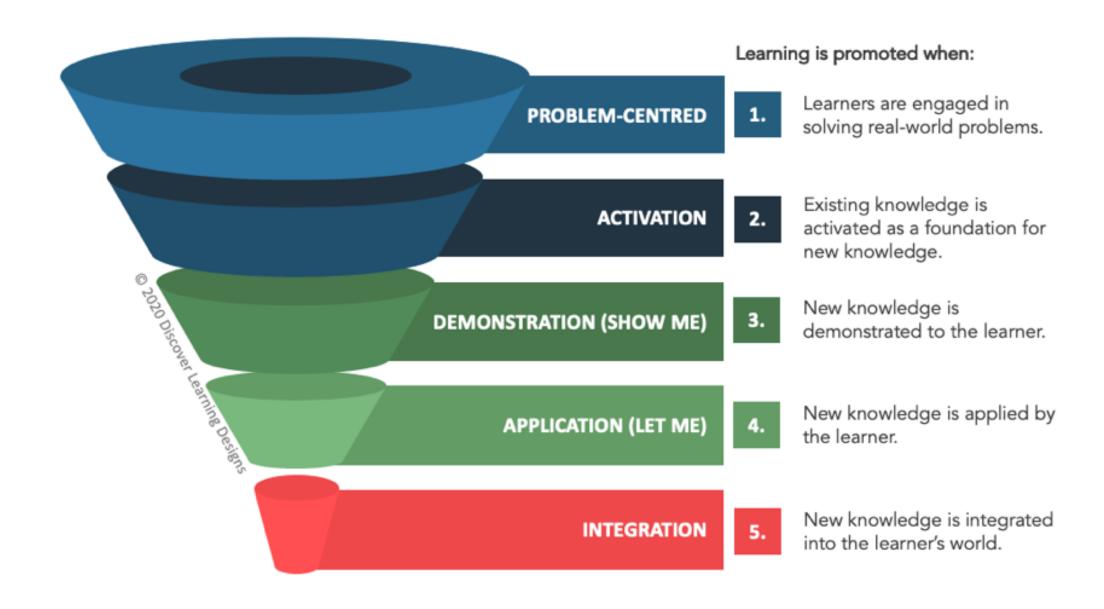


KEMP MODEL

KEMP INSTRUCTIONAL DESIGN MODEL



MERRIL MODEL



ARCS MODEL







Satisfaction

- Engage
- Signpost
- Activate

Use real stories, branding and challenges

- Signpost
- Assumptions
- Knowledge

Identify clear benefits, relate to work situations

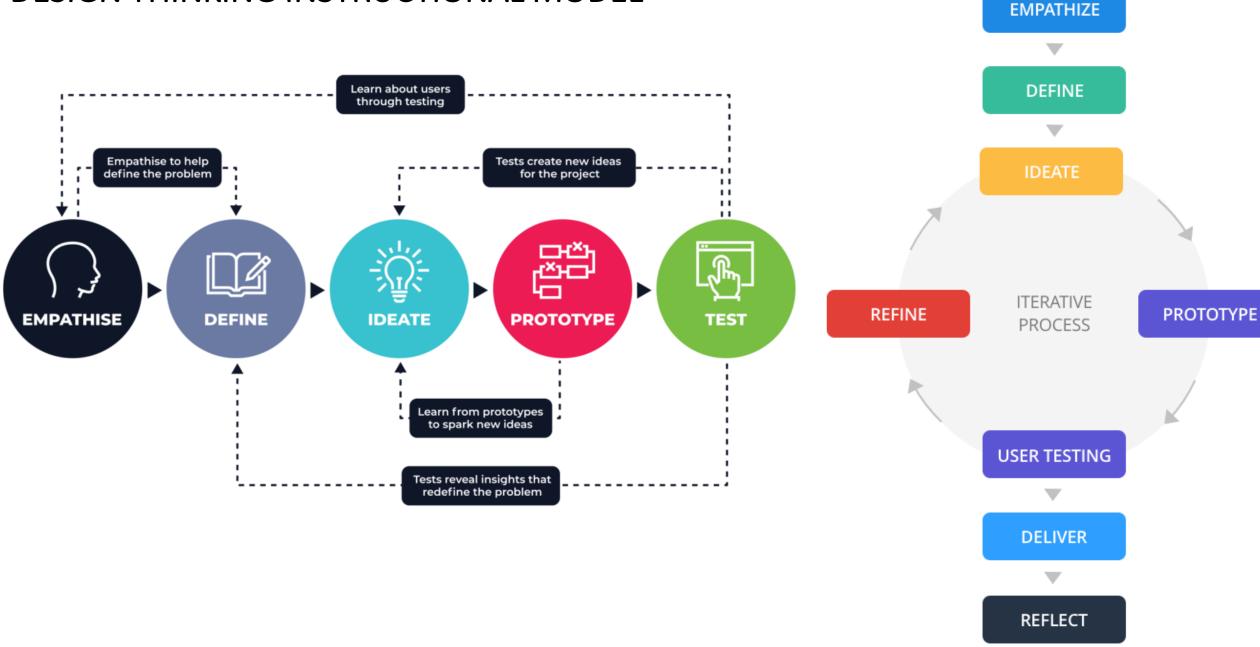
- Guidance
- Performance
- Feedback

Contextualize assessment exercises and scenarios.

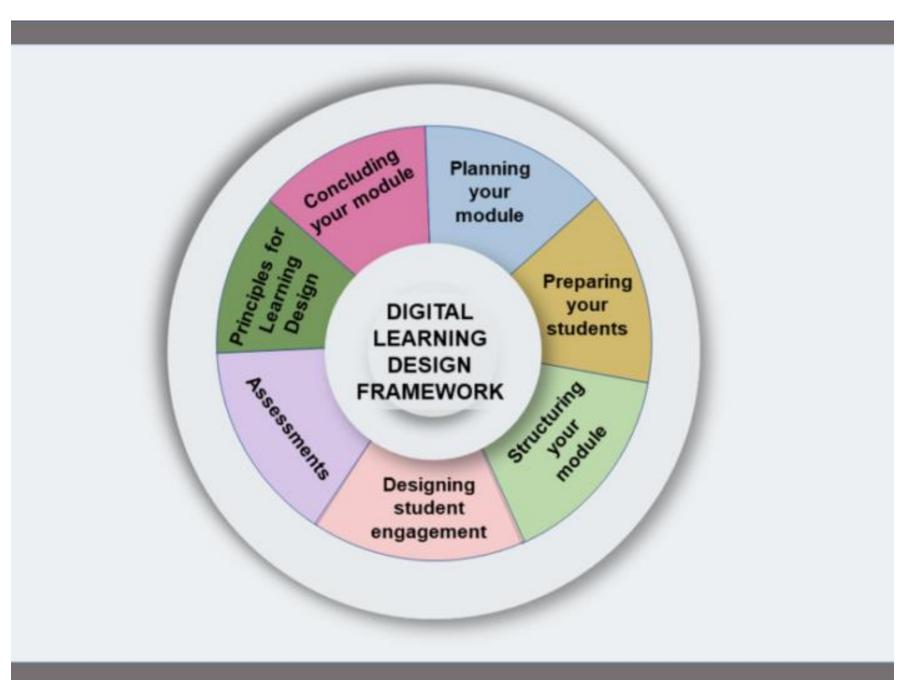
- Reinforce
 - Acknowledge
- Summarize

Track completion of learning and praise performance

DESIGN THINKING INSTRUCTIONAL MODEL



DIGITAL LEARNING DESIGN



Instructional Design for Online Learning Material Phase II: PREPARE 1 Learner Analysis 1 Content Preparation 1 Development of Materials 1 Testing and improvement 2. Instructional Goal 2. Learner Assessment Tools 2. Assessment 3. Learning Objectives 3. Revision 3. Design

HEUTAGOGY





