

Universitas Negeri Surabaya Faculty of Mathematics and Natural Sciences, Mathematics Education Masters Study Program

Document Code

UNESA	A										
SEMESTER LEARNING PLAN											
Courses		CODE	Cours	Course Family		t Weight	SEMESTER	Compilation Date			
Field Exp (Internsh	erience Practice ip)	84102021	50		T=1	P=0 ECTS=2.24	3	July 17, 2024			
AUTHORIZATION		SP Devel	oper	Course	Course Cluster Coordinator		Study Program Coordinator				
							Dr. Agung Lukito, M.S.				
Learning model	Project Based I	_earning									
Program Learning	PLO study pro	PLO study program that is charged to the course									
Outcome (PLO)	PLO-11	PLO-11 Collaborate and be responsible professionally and ethically in completing mathematics and mathematics education tasks									
	PLO-13	PLO-13 Able to work independently on a complex problem in mathematics and mathematics education, and thoroughly present and scientifically discuss the results both orally and in writing									
	Program Obje	Program Objectives (PO)									
	PLO-PO Matrix	PLO-PO Matrix									
		P.O	P.O PLO-11 PLO-13								
	PO Matrix at th	learning stage (Sul	b-PO)								
		P.O	P.O Week								
		1	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16								
Short Course Descript	ion										
References Main :											
	Supporters:										
Supporting lecturer Dr. Rini Setianingsih, M.Kes. Dr. Agung Lukito, M.S. Dr. Janet Trineke Manoy, M.Pd. Dr. Ismail, M.Pd. Dr. Siti Khabibah, M.Pd.											
Week-	Final abilities of each learning stage (Sub-PO)		aluation	Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)				
		Indicator	Criteria & Form	Offline (offline)	On	lline (<i>online</i>)					
(1)	(2)	(3)	(4)	(5)		(6)	(7)	(8)			

		Students are able to explain the meaning of learning media	Criteria: Quantitative and test Form of Assessment: Participatory Activities	- Explanation of the meaning of learning media - Exploring mathematics learning media videos as a source of inspiration for students	Online/online	Materials: 1. Mathematics books, both student books and teacher books. 2. Bell-Gredler, Margaret E. 1986. Learning and Instruction. New York: Macmillan Publishing Company. 3. Fenrich, P. (1997). Practical Guidelines For Developing Instructional Multimedia Applications. USA: Harcourt Brace College Publishers. 4. Heinich, R., Molenda. (1999). Instructional Media and Technologies for Learning. USA: Prentice Hall. 5. Journal of Education, both foreign and domestic 6. School curriculum 7. Robert Heinich Merrill, (2002) Instruction Media and Technologies for learning 8. Smaldino, SE, Deborah LL, and James DR, (2011) Instructional Technology and Media for Learning: Learning Technology and Media for Learning: Learning Technology and Media for Learning: Learning Technology and Media for Learning. Jakarta: Kencana. 9. Manoy, JT, (2021) Flipbook Class VIII Middle School Mathematics Learning Media (Manual) Library: Material: Examining concepts, types/classifications, functions, basics of media development, as well as designing, selecting and producing learning media by utilizing the surrounding environment (contextual) and ICT. This lecture will be carried out through theoretical explanations, project assignments, presentations and discussions. References:	5%
2	Explain the characteristics of learning media. 2. Explore mathematics learning media videos as a source of inspiration.		Form of Assessment : Participatory Activities	Students present the characteristics of mathematics learning media			5%
3		Students can explain the types and properties of mathematics learning media	Criteria: Quantity and Test Form of Assessment : Participatory Activities	Student presentations related to the types and properties of learning media			5%

4			Form of Assessment : Participatory Activities	Presentation related to examples of mathematics learning media		5%
5			Form of Assessment : Project Results Assessment / Product Assessment	Designing manual learning media		18%
6	Students are able to design manual learning media	Design and produce manual learning media	Criteria: Design and produce manual learning media Form of Assessment:	Designing manual learning media		0%
			Project Results Assessment / Product Assessment			
7	Students are able to design manual learning media		Form of Assessment : Project Results Assessment / Product Assessment	Designing manual learning media		14%
8	Students are able to design manual learning media		Form of Assessment : Project Results Assessment / Product Assessment	Designing manual learning media		0%
9	Students are able to design manual learning media		Form of Assessment : Project Results Assessment / Product Assessment	Designing manual learning media		0%
10	Students can design and produce IT-based learning media		Form of Assessment: Project Results Assessment / Product Assessment	Design and produce IT- based learning media		27%
11	Students can design and produce IT-based learning media		Form of Assessment: Project Results Assessment / Product Assessment	Design and produce IT- based learning media		0%
12	Students can design and produce IT-based learning media		Form of Assessment : Project Results Assessment / Product Assessment	Design and produce IT- based learning media		0%
13	Students can present the results of their designs and IT-based learning media products		Criteria: Quantitative & Non-test Form of Assessment: Project Results Assessment / Product Assessment	Presenting the results of the design and production of IT-based learning media created		21%
14	Students can present the results of their designs and IT-based learning media products		Criteria: Quantitative & Non-test Form of Assessment : Project Results Assessment / Product Assessment	Presenting the results of the design and production of IT-based learning media created		0%

15	Students can present the results of their designs and IT-based learning media products	Forn Asse Proje Asse Prod	antitative & n-test n of essment : ect Results essment /	Presenting the results of the design and production of IT-based learning media created		0%
16	Students can present the results of their designs and IT-based learning media products	Forn Asse Proje Asse Prod	antitative & n-test n of essment : ect Results essment /	Presenting the results of the design and production of IT-based learning media created		0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	20%
2.	Project Results Assessment / Product Assessment	80%
		100%

Notes

- Learning Outcomes of Study Program Graduates (PLO Study Program) are the abilities possessed by each Study
 Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their
 study program obtained through the learning process.
- 2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- 3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- 4. **Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
- 5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
- Assessment Criteria are benchmarks used as a measure or measure of learning achievement in assessments based on
 predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and
 unbiased. Criteria can be quantitative or qualitative.
- 7. Forms of assessment: test and non-test.
- 8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
- 9. Learning Methods: Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
- 10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics
- 11. The assessment weight is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
- 12. TM=Face to face, PT=Structured assignments, BM=Independent study.