

Kurikulum dan Silabus Pendidikan abad 21





GENERATION Z

★ BORN 1995-2009 ★

ZEE'S GLOBAL GEN

GEN Z
DIGITAL INTEGRATORS
COTTON WOOL KIDS
UPAGERS
THE ZEDS
TEENS

Z

iGEN
CLICK 'N GO KIDS
SCREENAGERS
BUBBLE WRAP GENERATION
TWEENS



INFORMATION



COMMUNICATION

TECHNOLOGY

CORE SUBJECTS AND 21st CENTURY THEMES

- Global Awareness
- Financial, Economic, Business and Entrepreneurial Literacy
- Civic Literacy
- Health Literacy
- Environmental Literacy

LIFE AND CAREER SKILLS

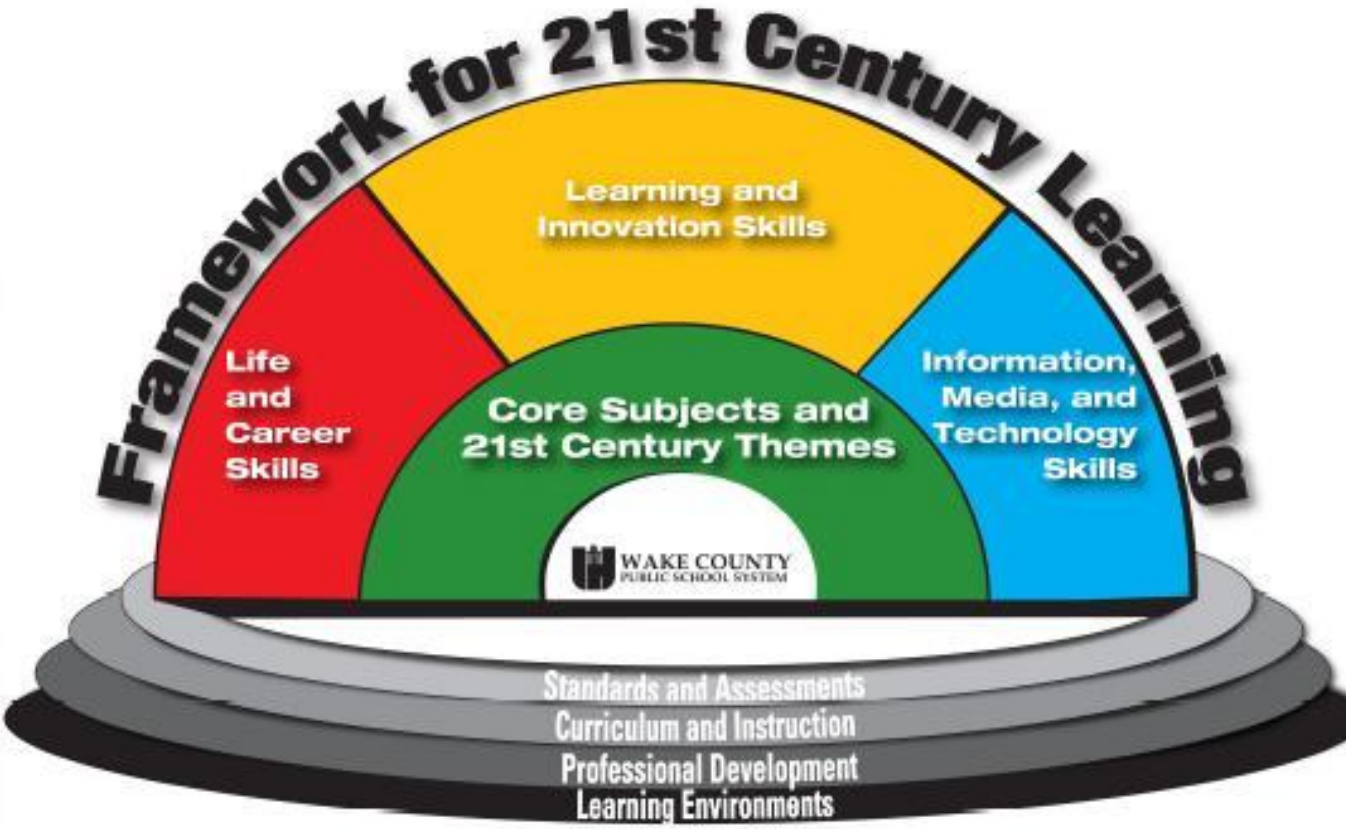
- Flexibility and Adaptability
- Initiative and Self-Direction
- Social and Cross-Cultural Skills
- Productivity and Accountability
- Leadership and Responsibility

LEARNING AND INNOVATION SKILLS

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Communication and Collaboration

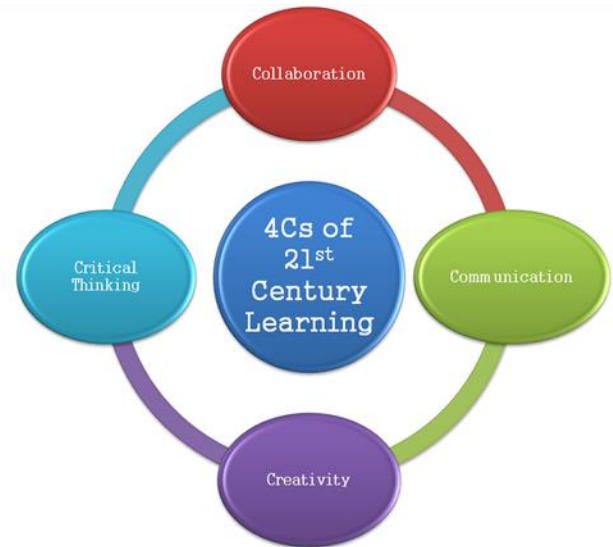
INFORMATION, MEDIA, AND TECHNOLOGY SKILLS

- Information Literacy
- Media Literacy
- ICT (Information, Communications and Technology) Literacy



Keterampilan belajar (*learning skills*)

- *Critical Thinking [and problem solving]*
- *Creative Thinking [and innovation]*
- *Collaborating*
- *Communicating*



21st Century Skills

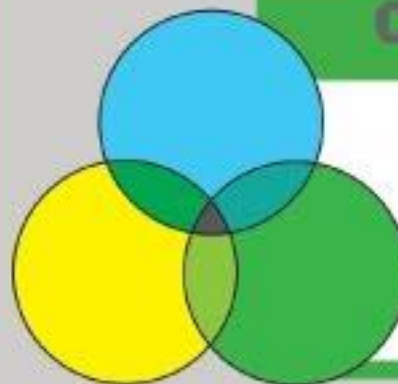
Metro 4Cs Rubric Performance Areas



Critical Thinking

- Information & Discovery
- Interpretation & Analysis
- Reasoning
- Constructing Arguments
- Problem Solving
- Systems Thinking

Collaboration



- Leadership & Initiative
- Cooperation
- Flexibility
- Responsibility & Productivity
- Collaborate Using Digital Media
- Responsiveness & Constructive Feedback



Communication

- Effective Listening
- Delivering Oral Presentations
- Communicate Using Digital Media
- Engaging in Conversations & Discussions
- Communicating in Diverse Environments

Writing to:

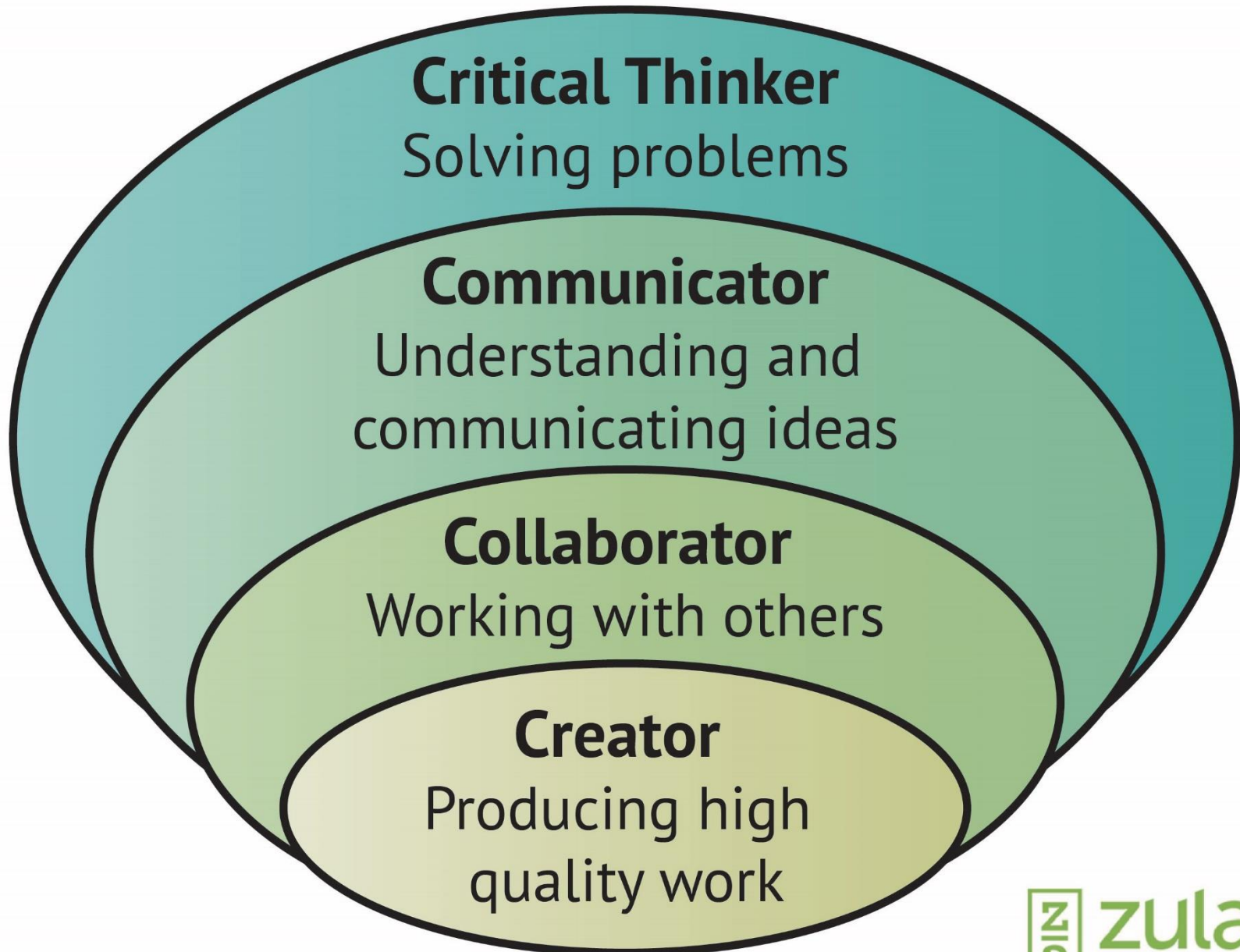
- Inform
- Support an Argument With Claims
- Engage and Entertain



Creativity

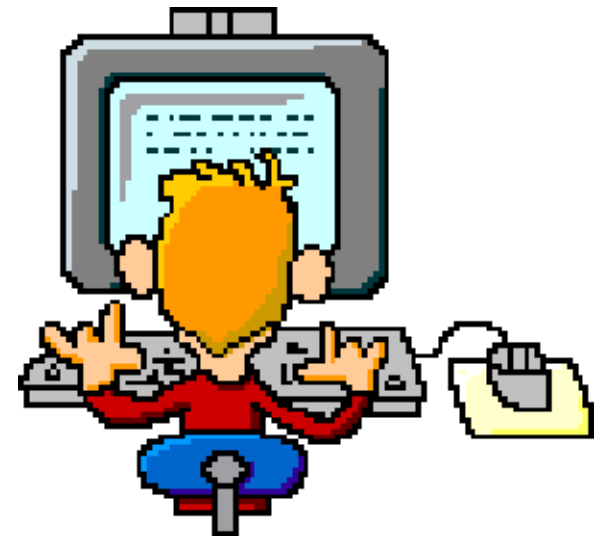
- Idea Generation
- Idea Design & Refinement
- Openness & Courage to Explore
- Work Creatively with Others
- Creative Production & Innovation

The Four Cs of 21st Century Skills



Keterampilan literasi (*literacy skills*)

- *Information Literacy*
- *Media Literacy*
- *Technology Literacy*



Keterampilan hidup (*life skills*)

- *Flexibility*
- *Initiative*
- *Social Skills*
- *Productivity*
- *Leadership*



The Seven Cs – 21st Century Lifelong Skills



Seven Cs	Component Skills
Critical Thinking-and-Doing	Problem-solving, Research, Analysis, Project Management, etc.
Creativity	New Knowledge Creation, "Best Fit" Design Solutions, Artful Storytelling, etc.
Collaboration	Cooperation, Compromise, Consensus, Community-building, etc.
Cross-cultural Understanding	Across Diverse Ethnic, Knowledge and Organizational Cultures
Communication	Crafting Messages and Using Media Effectively
Computing / ICT Literacy	Effective Use of Electronic Information and Knowledge Tools
Career & Learning Self-reliance	Managing Change, Lifelong Learning and Career Redefinition

Model Pembelajaran abad 21



Model pembelajaran

suatu rencana atau pola yang dapat kita gunakan untuk merancang pembelajaran tatap muka di dalam kelas atau dalam latar tutorial dan dalam membentuk materiil-materiil pembelajaran – termasuk buku-buku, film-film, pita kaset, dan program media komputer, dan kurikulum (serangkaian studi jangka panjang)

Model Pembelajaran Penemuan (*Discovery Learning*, DL)

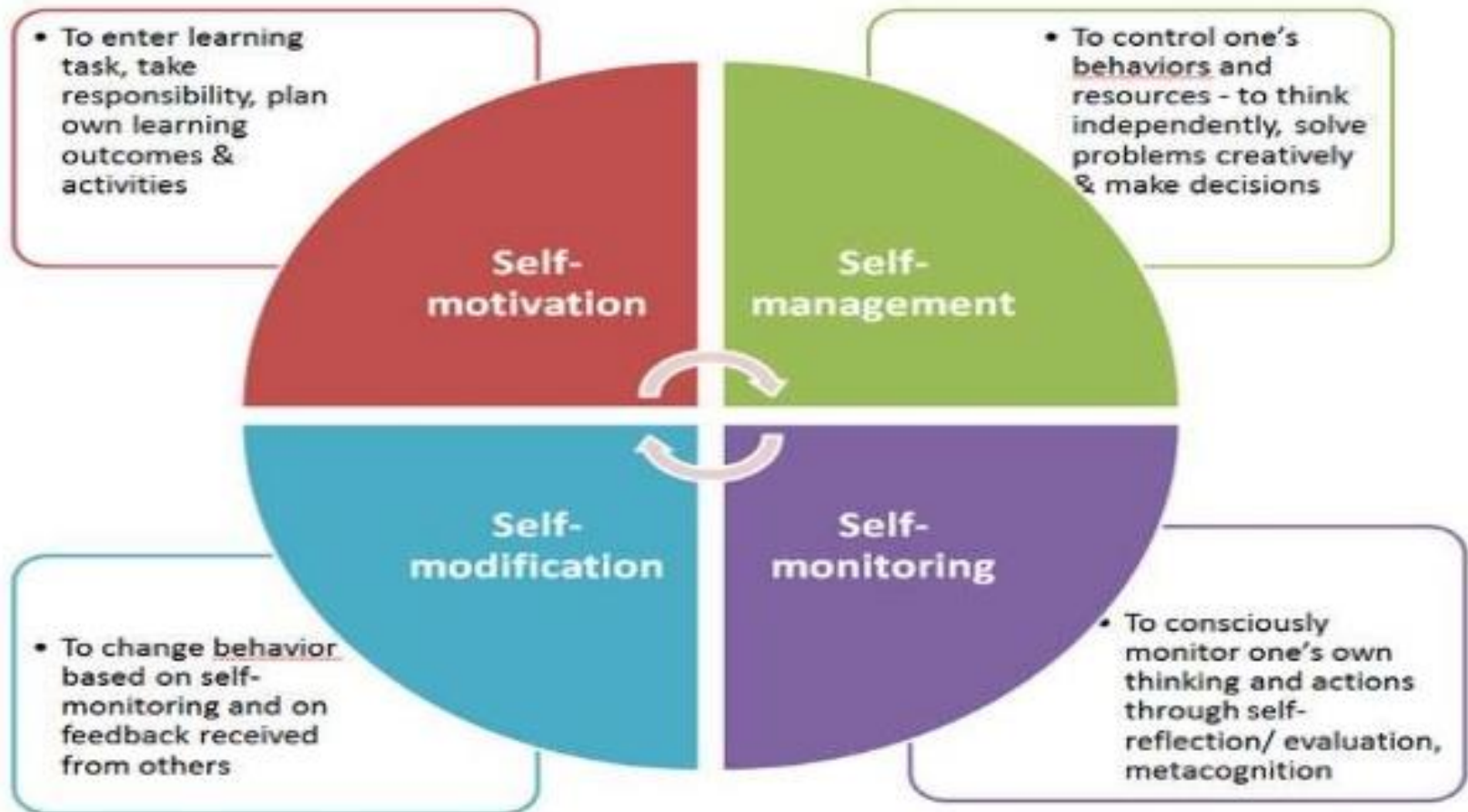
Discovery/Inquiry Learning

Karakteristik pembelajaran: peserta didik secara aktif menemukan ide dan mendapatkan makna

Komponen



Model Pembelajaran Mandiri (*Self-Directed Learning, SDL*)



Model Pembelajaran Kooperatif (*Cooperative Learning, CL*)

Cooperative Learning

Teaching Game

Student Teams
Achievement
Division (STAD)

**Team (TGT) Number Head
Together (NHT)**

Team Accelerated Instruction (TAI)

**Model Make A Investigasi
Match (Membuat Kelompok (Group
pasangan) Investigation)**

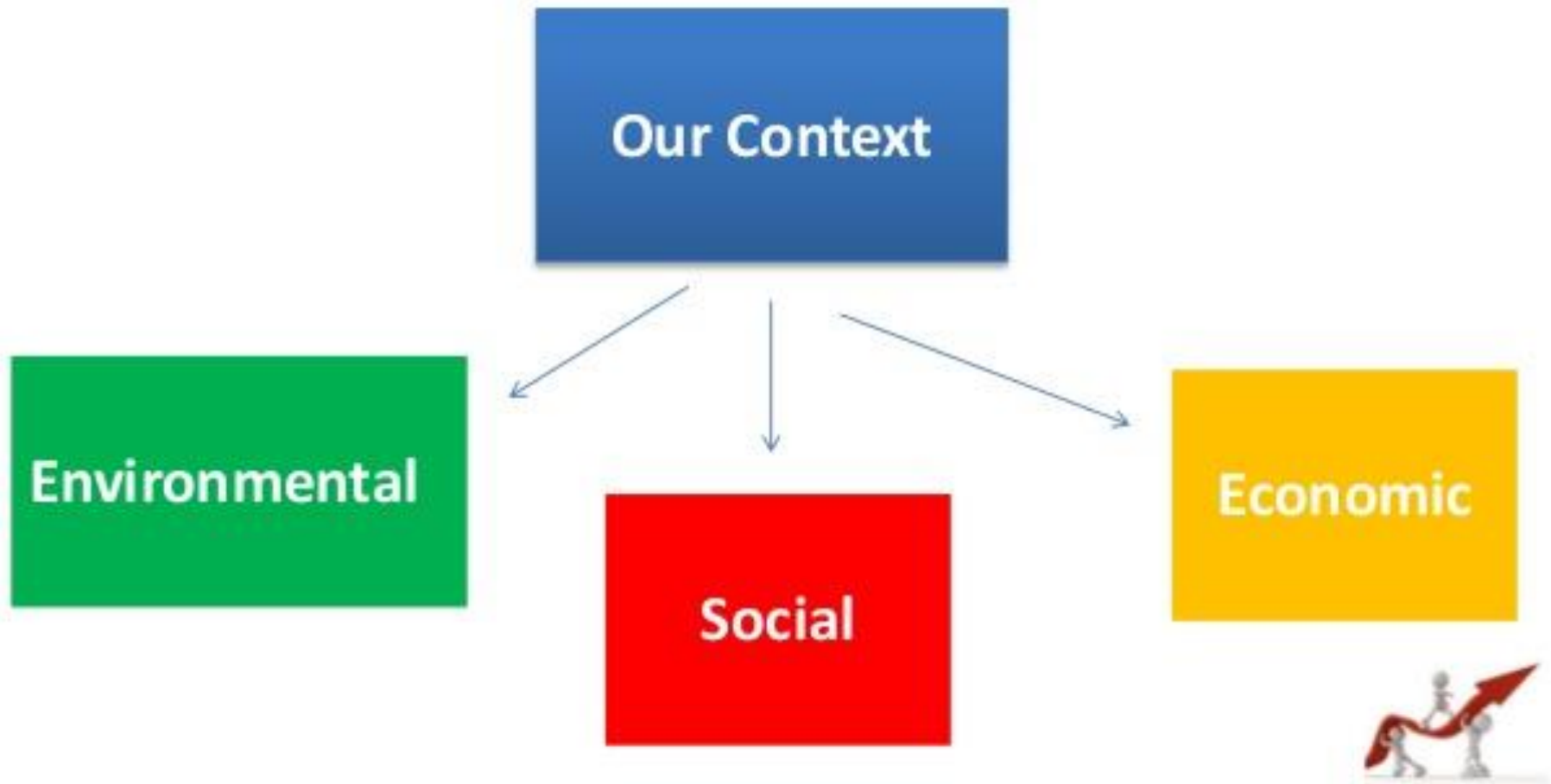
**Cooperative Integrated Reading and
Composition (CIRC)**

Jigsaw

Model Pembelajaran Kolaboratif (*Collaborative Learning, CbL*)



Model Pembelajaran Kontekstual (*Contextual Teaching and Learning, CTL*)

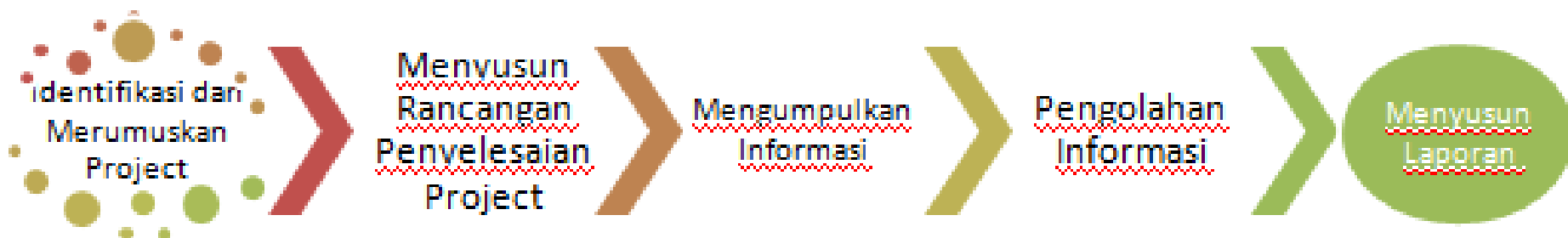


Model Pembelajaran Berbasis Proyek (*Project-Based Learning, PjBL*)

Pembelajaran Berbasis Proyek (*Project Based Learning*)

Karakteristik: peserta didik secara aktif menyelesaikan suatu project, penyelesaian memerlukan waktu penyelesaian relatif lama

Komponen



Model Pembelajaran Berbasis Masalah (*Problem-Based Learning, PBL*)

Pembelajaran Berbasis Masalah (*Problem Based Learning*)

Karakteristik: peserta didik secara aktif memecahkan masalah kontekstual

Komponen



Model Pembelajaran Ikuiri (*Inquiry*)

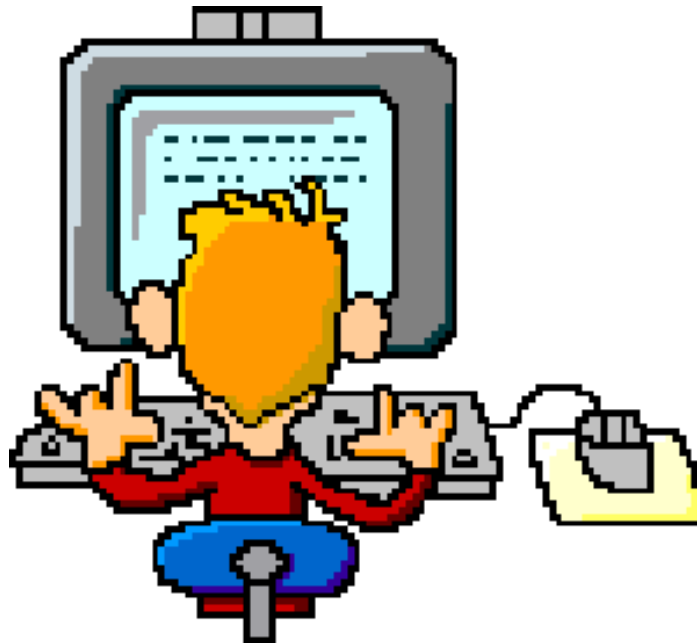
PROSES PEMBELAJARAN INKUIRI



Model Pembelajaran yang Berpusat pada Siswa (*Student-Centered Learning, SCL*)

***Pembelajaran Aktif, Inovatif,
Kreatif, Efektif, dan Menyenangkan
(PAIKEM)***

**Model Pembelajaran Berbasis
Web (*Web Based Education,
WBE*) atau Pembelajaran
Elektronik (*Electronic Learning,
E-Learning*)**



Model Pembelajaran Teknik Klarifikasi Nilai (*Value Clarification Technique, VCT*)

Mooding Setting Activity

Phase I
Learning Trigger
Activity

Phase II
Value Clarification
Analysis

Phase III
Directive
(Abstraction)

Phase IV
Action Application

Evaluation

Closing Activity



Rencana Pembelajaran Semester (RPS) atau Silabus