Module Name :	Implementation Of The Development Of Teaching Materials In Schools
Module Level :	Undergraduate
Code :	32151153
Sub-heading, if applicable :	
Classes, if applicable :	
Semester :	7st
Module coordinator :	Dr.Firmanul Catur Wibowo, M.Pd.
Lecturer(s) :	Dr.Firmanul Catur Wibowo, M.Pd.
Language :	Indonesian
Classification within the curriculum :	Compulsory course

Type of Teaching	Contact hours per week during the semester	Class Size
Lecture (Expository, discussion, exercise)	200 minutes	40

Workload	Total workload of this course 181,3 hours (6 ECTS) per semester which consist of 53,4 hours (1.76ECTS) classroom activity, 64 hours (2,12 ECTS) structured task, and 64 hours (2,12 ECTS) per semester.
Credit points :	6 ECTS
Prerequisite course(s) :	-
Course Outcomes :	After taking this course the student have ability to : CLO41. Identify the characteristics of high school students CLO42. Analyze and evaluate high school physics teaching materials CLO43. Able to evaluate and solve problems in the use of teaching materials in the classroom
Content :	1. Characteristics of learners 2. Learners' stages of thinking 3. Dimensions of learner development 4. Analyzing printed teaching materials 5. Analyzing non-printed teaching materials 6. Identify the advantages and disadvantages of teaching materials 7. Implementing the use of teaching materials in the classroom 8. Organizing the use of teaching materials in the classroom

Study/exam achievements:	Examination are conducted as unit test, as following

No	Assesment Object	Assesment Technique	Weight
1	Case-based learning	Project Assessment (for	55%

			group project assignments)	
	2	Midterm Test	Written test	15%
	3	Final Test	Written test	20%
	4	Attendance	Presence list	10%

Media :	Laptop/Computer, Smartphone, Camera, Tripod/Other Support, and Rigid Body
Literatures :	1. Hamalik, Oemar. Media Pendidikan. Bandung: PT. Citra Aditya Bakti. 1994. 2. Rohani, Ahmad. Media Instruksional Edukatif. Jakarta: PT. Rineka Cipta, 1997. 3. Heinich, Robert. Instructional Media and Technologies For Learning. New Jersey: Prentice-Hall, 1996. 4. Suciati, Andreas. Menguasai Pembuatan Animasi dengan Macromedia Flash MX. Jakarta: PT. Elex Media Komputindo, 2003. 5. Sadiman, Arief. Media Pendidikan; Pengertian, Pengembangan dan Pemanfaatannya. Jakarta: Raja Grafindo Persada, 2003. 6. Priyanto, Zaky. Making Educational Animation Using Flash. Informatika, 2008. 7. Smaldino, et al. Instructional Media and Technology for Learning. New Jersey: Prentice Hall, 2005. 8. Arsyad, Azhar. Media Pembelajaran. Jakarta: PT. Raja Grafindo, 2004.