

PENDIDIKAN KARAKTER DI RUMAH DAN SEKOLAH UNTUK MENDUKUNG PRESTASI SISWA

SEMINAR ORANG TUA
SMPN6 SEKAYU, MUSI BANYU ASIN
29 JULI 2021



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Bachelor of Psychology Unika Atma Jaya Jakarta - 2005
Magister of Education Pelita Harapan University - 2014
Diploma of Special Needs Children , Linguistic Council, Singapore
2008



Moderator "Child Labour " Workshop, UNICEF 2010
Counseling & Guidance Teacher SDK4 PENABUR, 2014 - 2016
Key Note Speaker Menjadi Sahabat Anak Era Digital, Musi Banyuasin, 2019
Key Note Speaker "Menjadi Sahabat Anak Era Digital", Palembang 2020
Key Note Speaker Collaborative Supporting Between School & Parents, Kintamani 2020
Key Note Speaker Mengelola Stress di Masa Pandemi, Gowa, Sulsel, 2020

SEBELUM
PANDEMI

PANDEMI

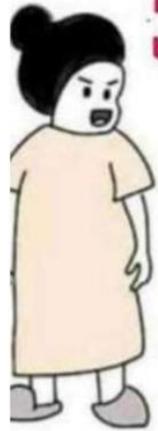
JANGAN
MAEN gadget
teroooooSSSS...



JANGAN
MELENG DARI
LAYAR ~ LIAT
BU GURU NERANGIN
APAAAN...



mo kmane lagi..
blajar di rumah..



mo ke rumah bu guru..
emak ngajarnya mara
mara muluu #?&*@!



Titip tolong sampaikan ke guru yg
bersangkutan 10:17 AM ✓

Oke mom 10:17 AM

Mom, coba pakai laptop & pakai
googlechrome mom 10:26 AM

saya sudah mau banting laptop saya
ini 10:28 AM ✓

sabar mom 😊 10:29 AM

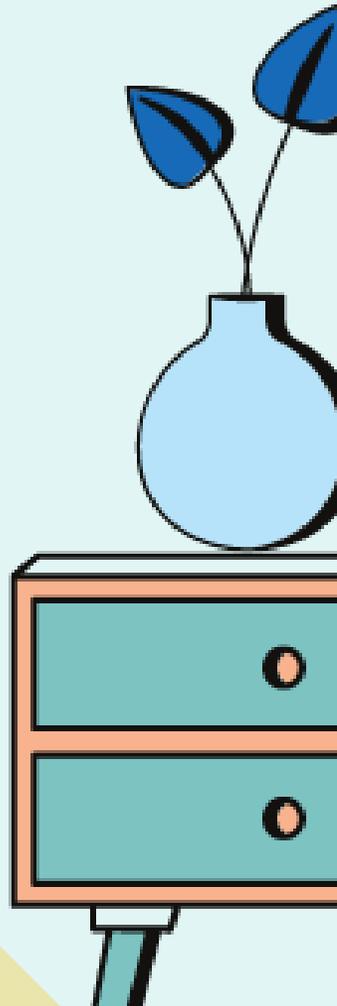
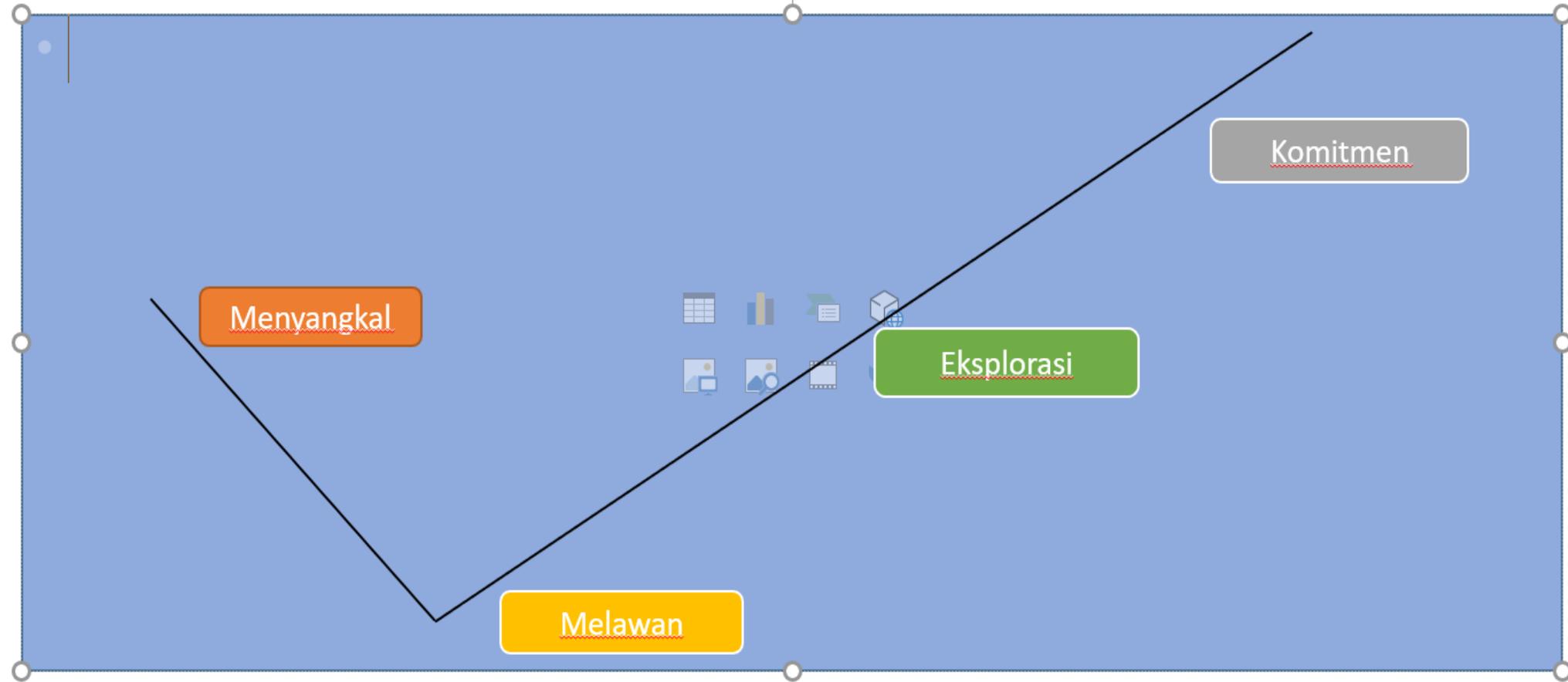
Oke mom, ditampung yaa 😎😏 20:13

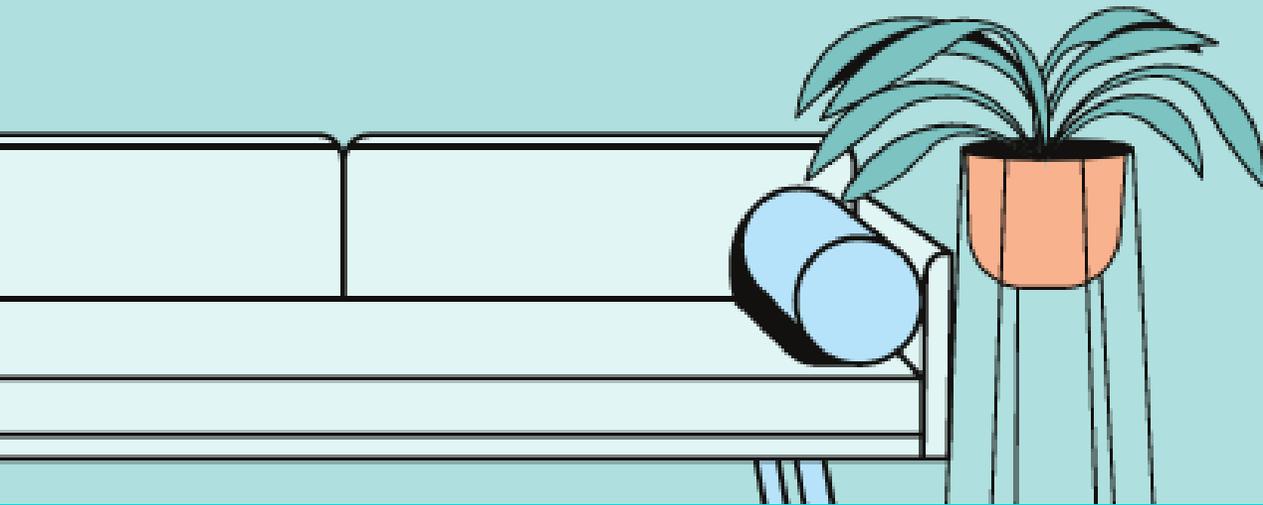
Disampein sir jgn cuma ditampung
emang situ tempayan tampung2 20:14 ✓

Gara2 emosi ampe martabak abis
6potong 🤔🤔🤔 kl sy gendut kan repot 20:15 ✓

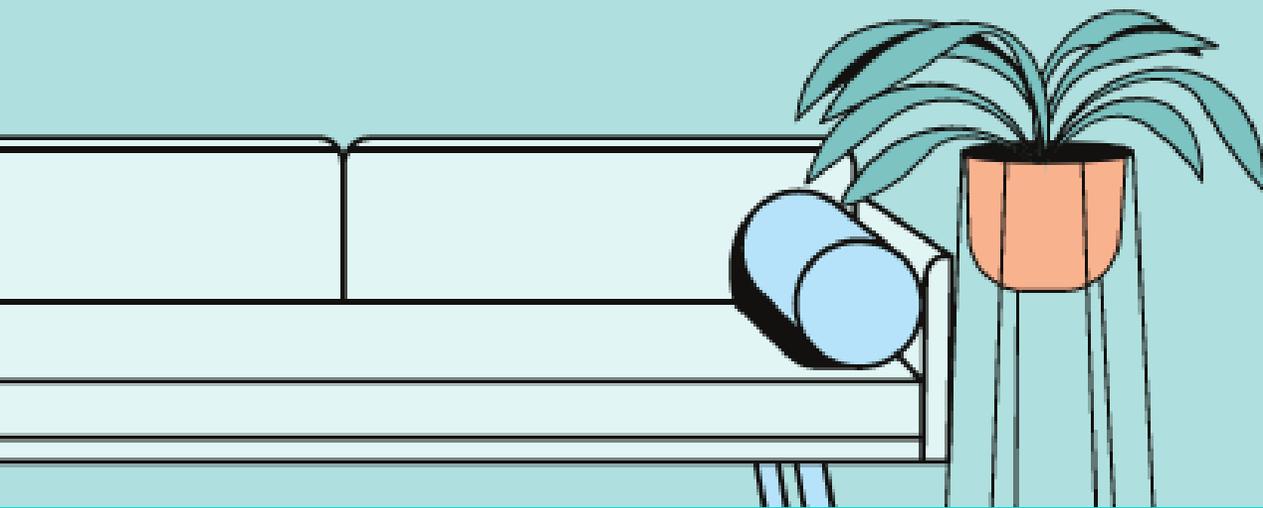
Type a message

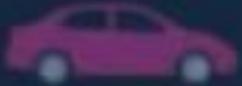
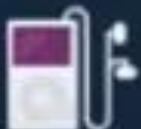
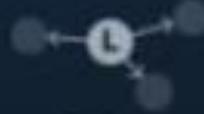
TINGKATAN DALAM PERUBAHAN





**Bagaimana
Pendapat Anda?**



CATEGORY	BUILDERS	BABY BOOMERS	GENERATION X	GENERATION Y	GENERATION Z
Slang terms	 <p>We prefer proper English if you please</p> <p>Born: < 1946 Age: 74+</p>	<p>Be cool</p> <p>Peace Groovy</p> <p>Way out</p>  <p>Born: 1946-1964 Age: 55-73</p>	<p>Dude Ace</p> <p>Rad As if</p> <p>Wicked</p>  <p>Born: 1965-1979 Age: 40-54</p>	<p>Bling Funky</p> <p>Doh! Fashazz</p> <p>Whassup?</p>  <p>Born: 1980-1994 Age: 25-39</p>	<p>Fam</p> <p>GOAT Slay</p> <p>Yass queen</p>  <p>Born: 1995-2009 Age: 10-24</p>
Social markers	World War II 1939-1945	Moon landing 1969	Stock market crash 1987	September 11 2001	GFC 2008
Iconic cars	 <p>Model T Ford Final: 1927</p>	 <p>Ford Mustang 1964</p>	 <p>Holden Commodore 1978</p>	 <p>Toyota Prius 1997</p>	 <p>Tesla Model S 2012</p>
Iconic toys	 <p>Roller skates</p>	 <p>Frisbee</p>	 <p>Rubik's cube</p>	 <p>BMX bike</p>	 <p>Folding scooter</p>
Music devices	 <p>Record player LP: 1948</p>	 <p>Audio cassette 1962</p>	 <p>Walkman 1979</p>	 <p>iPod 2001</p>	 <p>Spotify 2008</p>
Leadership style	 <p>Controlling</p>	 <p>Directing</p>	 <p>Coordinating</p>	 <p>Guiding</p>	 <p>Empowering</p>

Generasi Z dan Alpha Navigator Dunia Virtual

Kreator Konten Bertanya kepada AI (Chatboard)



Cerdas Emosi

Cerdas Kognitif

Agility

Resiliensi

Kreatif

Nilai-nilai
fundamental



TUNTUTAN/BATASAN TINGGI



RESPON
EMOSI
YANG
DINGIN

TUNTUTAN/BATASAN RENDAH

RESPON
EMOSI YANG
HANGAT



HOUSE RULES

We share & look after toys



No screaming or shouting

No jumping on the furniture



We use kind words to each other

We listen to each other



We eat nicely at the table

We ask before taking or doing



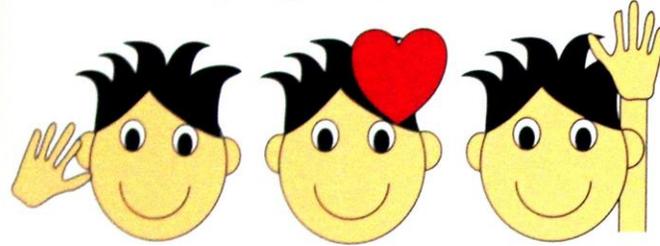
We take off our shoes inside

We use our manners

EXCUSE ME

THANK YOU

Behaviour



Listen

Be Kind

Ask First



Good Manners

Eat Nicely

Share



No Shouting

No Fighting

No Swearing



PENDIDIKAN KARAKTER DI SEKOLAH



The infographic is divided into three circular sections. The first section on the left shows a student at a desk with papers and a calculator, surrounded by math symbols. The middle section shows a student with a backpack and various icons representing character traits. The third section on the right shows a school building with a flag and a group of students.

Asesmen Kompetensi Minimum (AKM) Literasi-Numerasi

Survei Karakter

Survei Lingkungan Belajar

BANGGA BUATAN INDONESIA

SDM yang unggul merupakan pelajar sepanjang hayat yang memiliki kompetensi global dan berperilaku sesuai dengan nilai-nilai Pancasila



Pengembangan SDM unggul harus bersifat holistik dan tidak terfokus kepada kemampuan kognitif saja

Sumber: Permendikbud Nomor 22/2020 tentang Renstra Kemendikbud 2020-2024

Dampak Covid 19 terhadap generasi Z (McCrindle, 2020)

1. **Pendidikan** → platform berbasis teknologi, face to face, stimulasi taktil bernilai penting
2. **Keluarga** → pergeseran prioritas keluarga, waktu keluarga menjadi penting
3. **Pertemanan** → mencari cara kreatif untuk tetap dapat bersosialisasi
4. **Resiliensi** → generasi yang lebih resilien asal ada teladan

