



Pendidik Masa Depan

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Abstrak

Seiring perkembangan ilmu pengetahuan dan teknologi, terjadi berbagai perubahan yang sangat berpengaruh terhadap berbagai aspek kehidupan manusia. Ada dua perubahan yang utama, yaitu perubahan demografi yang menyebabkan adanya beragam generasi, dan perubahan teknologi. Dalam perubahan tersebut muncul prinsip *The Winner Takes All* dan konsep kearsutamaan konglomerasi, pemain-pemain baru, serta hilangnya beragam pekerjaan. Tantangan yang dihadapi siswa maupun guru pun berbeda dari tantangan masa lalu. Dalam hal ini, pendidik diharapkan tidak hanya berfungsi sebagai pendidik, tetapi juga pemimpin serta “*teacherpreneur*”. Pendidik masa depan adalah guru, pemimpin dan *teacherpreneur* sekaligus.

Kata kunci: Generasi, *The Winner Takes All*, *teacherpreneur*

Materi Presentasi

Slide 1

SEMINAR NASIONAL PENDIDIKAN SAINS
“Strategi Pengembangan Pembelajaran dan Penelitian Sains untuk Mengasah Keterampilan Abad 21
(Creativity and Innovation, Critical Thinking and Problem Solving, Communication, Collaboration/4C)”
Universitas Sebelas Maret Surakarta, 26 Oktober 2017

Pendidik Masa Depan
Paulina Pannen
2017

RISTEKDIKTI
<https://youtu.be/tRS4X-kVQ1M>






Slide 2

Perubahan itu Pasti! (Al Gore 2013)

Slide 3

Perubahan Demografi

5 generasi

68 and over	50-67	33-49	19-32	18 and under
				
1922-1945	1946-1964	1965-1980	1981-1994	1995-2010
Traditionalists	Baby Boomers	Generation X	Generation Y / Millennials	Gen Z / i-Generation / Linksters
Value logic and discipline, stability, want a legacy	Idealistic, competitive, questions authority, dislikes change, recognition, stellar career	Work/life balance, career portability, flexible, some anxiety, dislike micro management	Value diversity, technologically superior, change, want meaningful work, embrace selected technologies and don't let go	Technology a part of life, never lost, multi-profiled, multi collaborators, multi personality multi locations

- Karakter
- Kedekatan dengan teknologi
- Pekerjaan
- Persepsi masa depan
- ...

GLOBAL HR Excellence Singapore 1997 - 18th October 2014

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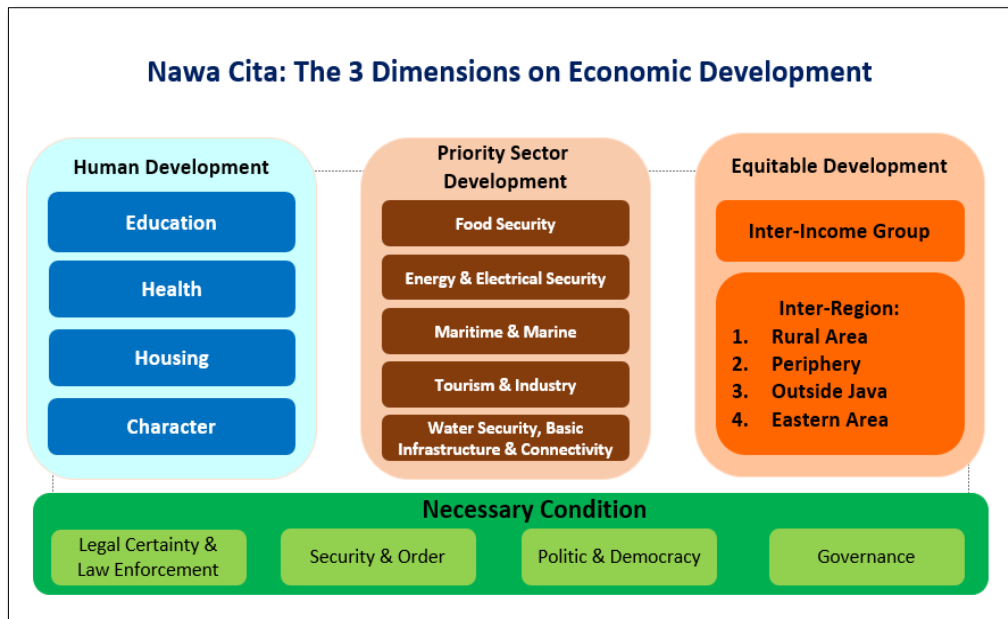
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Slide 4

Education 3.0

"is characterized by rich, cross-institutional, cross-cultural educational opportunities within which the learners themselves play a key role as creators of knowledge artifacts that are shared, and where social networking and social benefits outside the immediate scope of activity play a strong role "

Slide 5



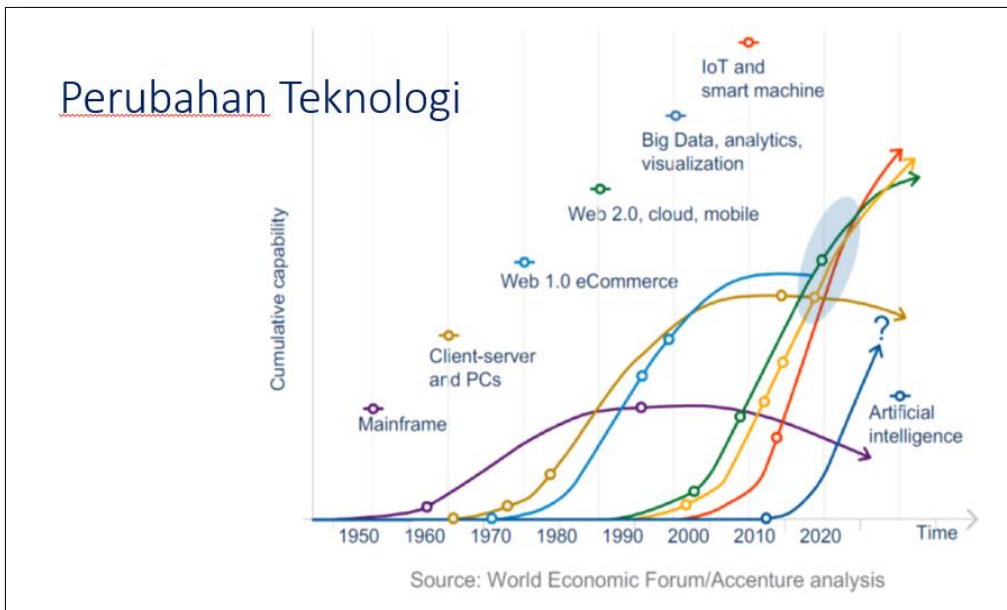
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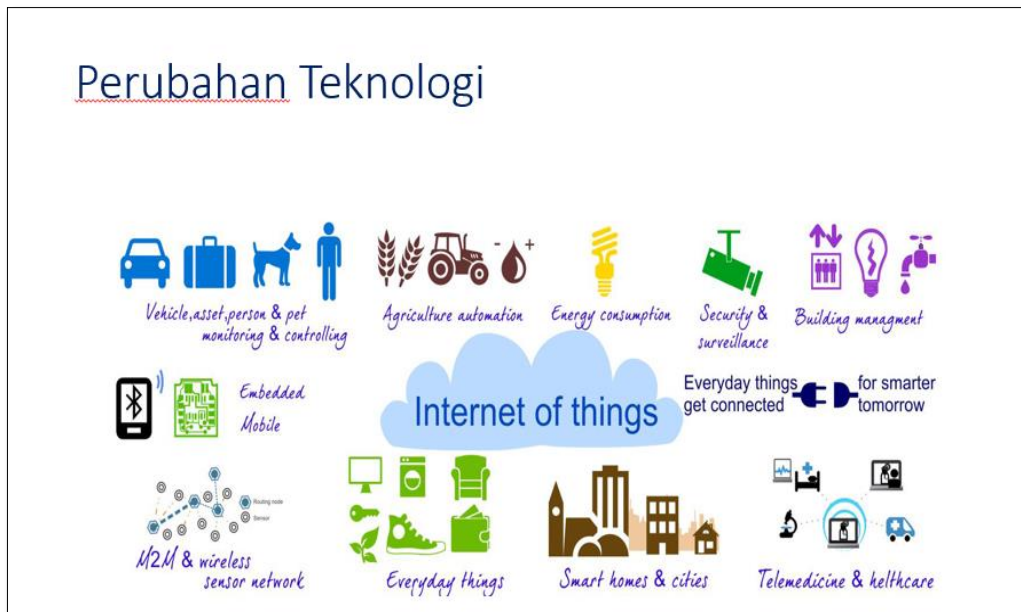
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Slide 8



Slide 9

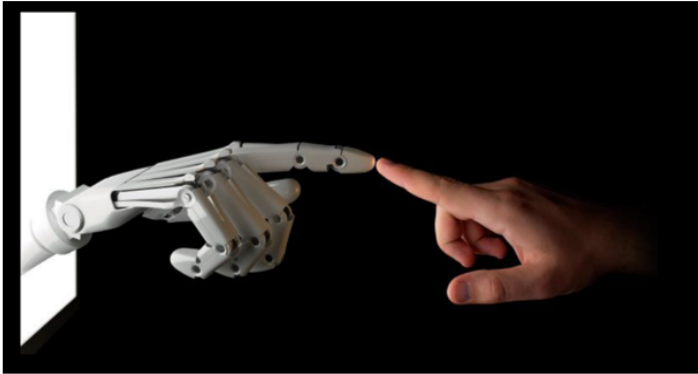


Slide 10



Slide 11

Disruptive Technology



- 4G to 5G tanpa batasan sensor
- Mobil tanpa sopir
- Pesawat tanpa pilot (sekarang: drone)
- Virtual analysis dari petugas pajak
- 3D printer untuk kedokteran

Slide 12



Connectivity

“I store my knowledge with my friends”

Wisdom of the crowd

Uber, gojek, dll

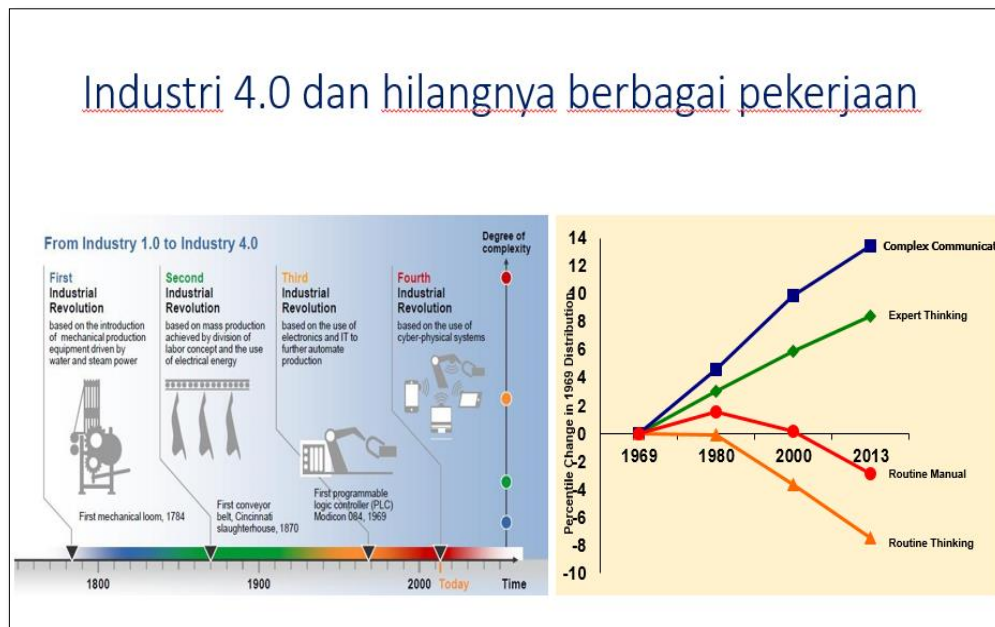
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by Steve Wheeler

Slide 13



Slide 14



Slide 15

Tantangan

- **The winner takes all** → pemenang atau kalah?
 - Competitiveness
 - Google vs Yahoo
 - E-commerce
 - Pemain kelas 2 dan 3 akan hilang (SMEs)
 - Pasar tradisional akan hilang
- **Tenaga kerja** → digantikan robot
- **Munculnya pemain baru**
 - Mobil Tesla (listrik) – google car, apple car ?
 - Visa, Amex → paypal, gopay?



Slide 16



Slide 17

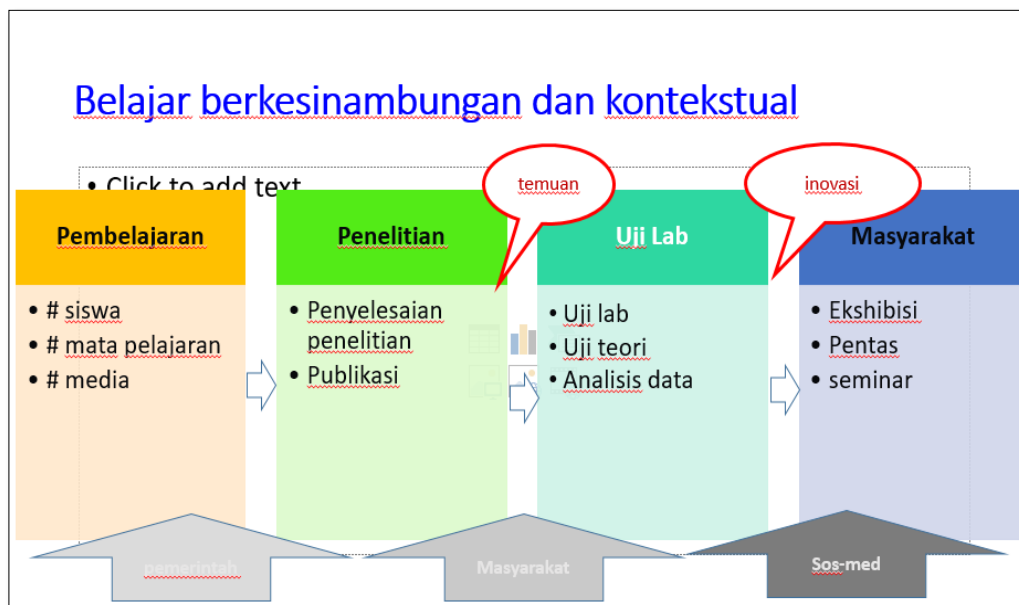
Paradigma Guru & Sekolah



Belajar kepada siapa saja dan belajar di mana saja. Karena pada hakikatnya setiap orang adalah GURU dan setiap tempat adalah SEKOLAH.

Dani Kaizen
3 May 2019, 13:00

Slide 18



Slide 19



Slide 20

Pedagogi dan tantangannya

1. Learning is open
2. Learning is social
3. Learning is personal
4. Learning is augmented
5. Learning is multirepresented
6. Learning is mobile

leading people to a place where they can learn for themselves. It is about creating environments and situations where people can draw out from within themselves,

ultimately realise

Adapted from Wheeler, S. (2011) "<http://steve-wheeler.blogspot.com/2013/11/the-meaning-of-pedagogy.html>"

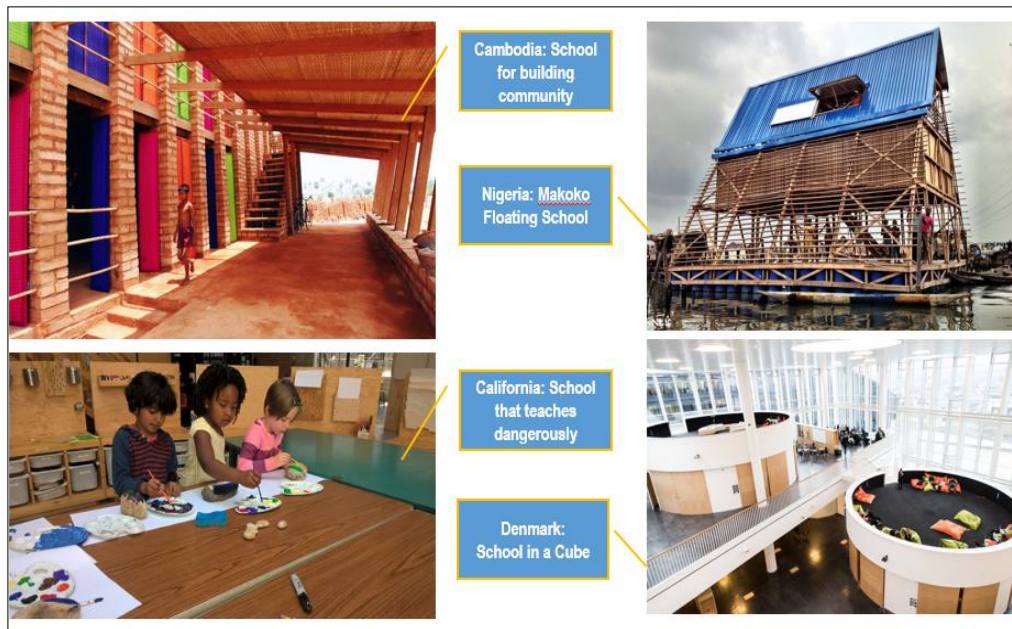
Slide 21

Generasi bangsa kita sekarang dihadapkan pada dunia yang sangat berbeda



The illustration shows a central globe of the Earth with green continents and blue oceans. Surrounding the globe is a circle of diverse children from various ethnicities and cultures, all holding hands. A large blue arrow points to the right, indicating a transition or future direction.

Slide 22



This slide features a collage of four images, each with a descriptive label in a blue box:

- Cambodia: School for building community** - Shows the interior of a school with a long, open-plan wooden structure and colorful doors.
- Nigeria: Makoko Floating School** - Shows a school building on stilts over water, with a blue corrugated metal roof.
- California: School that teaches dangerously** - Shows children sitting at a table, engaged in a hands-on learning activity with various materials.
- Denmark: School in a Cube** - Shows a modern, circular school interior with a large, open-plan space and a central circular area.

Slide 23



Slide 24



Slide 25

Tantangan: 21st C Educators

Teacher, **Leader**, Teacherpreneur



Slide 26

Tantangan: 21st C Educators

Teacher, **Leader**, Teacherpreneur



Slide 27

Tantangan: 21st C Educators

Teacher, **Leader**, Teacherpreneur



AKU BISA!



Anak Bukan Kertas Kosong



Proactive →

Terbaik
Kreatif
Kompeten
Percaya diri
Ingin berubah

Innovative
Imaginative
....

Slide 28

Educators Quality


Applied Skills

- Critical Thinking/Problem Solving
- Oral Communications
- Written Communications
- Teamwork/Collaboration
- Diversity
- Information Technology Application
- Leadership
- Creativity/Innovation
- Lifelong Learning/Self Direction
- Professionalism/Work Ethic
- Ethics/Social Responsibility

21st C Framework

21st C Teachers

21st C Education Focus



20th Century

- Curriculum
- Time-Slotted
- One-size-Fits-All
- Competitive Classroom
- Text-based
- Summative Tests
- Learning For School

21st Century

- Projects
- On-Demand
- Personalized
- Collaborative
- Global Community
- Web Based
- Formal Evaluations
- ms Learning For Life