YOGYAKARTA STATE UNIVERSITY
FACULTY OF MATHEMATICS AND NATURAL SCIENCE

LESSON PLAN

1. Faculty /Study Program   : Mathematics and Natural Science/Mathematics Education
2. Course / Code   : Computer Programming, MAA 319
3. Credit   : Theory : 2   Practice : 1
4. Semester/Time   : Sem: V,   Time : 2 x 100 minutes
5. Basic Competence   : Students are able to compose a program to solve a problem of making decision using if-then statement
6. Indicator   :
   - Students are able to use if-then statement to compose a program that contain decisions making
   - Students are able to use if-then-else statement to compose a program that contain decisions making

7. Essential Concepts   : MAKING DECISIONS: if-then, if then else
8. Learning Activity   : 9

Component	Detail Activity	Time	Method	Media	References	Character
Opening	• Lecturer greets the students and asks students to review some important points of the previous topic • Lecturer describes the relation of previous topic and the next one.	5'	Explanation and Discussion	Computer, LCD	A:21-22, B.1, B.4	Thinking logically, critically, creatively, and innovatively Caring about social matters and environment
Main Activities	• Lecturer explains the basic step of if-then statement • Students are invited to give active participation in the discussion to compose a program for a given problem in decision making • In pair, students discuss and try their program • Students present their idea • Other students give their opinion	75'	Explanation Demonstration, Discussion, practice, group work			
Closure	Student and lecturer conclude the entire materials	10'				
Follow up	Students are asked to study further about	10'				

Component	Detail Activity	Time	Method	Media	References	Character
	decision making using other statements and find many resources about them in the Internet					

Learning Activity   : 10 (practice, 1 sks practice = 100')

Component	Detail Activity	Time	Method	Media	References	Character
Opening	Lecturer reviews of some important point in the topic	5'	Explanation and Discussion	Computer, worksheet		Thinking logically, critically, creatively, and innovatively
Main Activities	Students practice and do exercises to compose a program to solve some problems in decisions making using if-then and if-then-else statement	80'	Practice, by self/in a group		worksheet / quiz	
Closure	Lecturer gives feedback to the result of students' work	10'	Explanation			Caring about social matters and environment
Follow up	Lecturer describes the introduction of the next material. Students are supposed to read the next material in handout and explore the Internet.	5'	Explanation			

9. Assessment

Write down a program to print the students mark into letters A,B,C or D based on their score.

The classification is: score ≥ 85 mark A

$70 \leq$ score < 85 mark B

$60 \leq$ score < 70 mark C

score < 60 mark D

10. References

A. Compulsory :

Sri Andayani, 2010. Handout of Computer Programming, FMIPA UNY.

B. Additional

1. Jogiyanto, H.M. (1989). Turbo Pascal, Yogyakarta, Andi Offset
2. http://pascalprogramming.byethost15.com
3. http://www.taoyue.com
4. http://www.geocities.com/SiliconValley/Horizon/5444/

Yogyakarta, 23 August 2010
Lecturer,

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