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

<table>
<thead>
<tr>
<th>Component</th>
<th>Detail Activity</th>
<th>Time</th>
<th>Method</th>
<th>Media</th>
<th>References</th>
<th>Character</th>
</tr>
</thead>
</table>
| 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.  
• 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  | 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| • 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’  |                             |               |              |                                               |
decision making using other statements and find many resources about them in the Internet

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

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

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 \( \geq 85 \) mark A
- \( 70 \leq \text{score} < 85 \) mark B
- \( 60 \leq \text{score} < 70 \) mark C
- \( \text{score} < 60 \) mark D

10. References
A. Compulsory :

B. Additional

Yogyakarta, 23 August 2010
Lecturer,
Sri Andayani, M.Kom
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