

The progress of Indonesia's LS community

Lesson Study Facilitator

Ryo Suzuki

LEGO® SERIOUS PLAY® Trained LSP Facilitator

Future Mapping Trained Facilitator

Read for Action Reading Facilitator

Whiteboard meeting Facilitator



Teacher's license (K - 12), worked in public schools in Japan



Junior Expert of Education, JICA (Japan International Cooperation Agency)



2007 - 2009

Lesson Study JICA Expert, PELITA (Program of Enhancing Quality of Education)



2010 - 2013

Benesse Co. Education Facilitator

since 2013

Indonesia's Education

- Test-centered type,
one way teaching method.
- Problem of training resources & quality



Lesson Study in Indonesia

- Implemented for
more than 10 years.
- Smooth introduction & socialization
(Top down)
- Difficulty to improve lesson quality
sufficiently.
(no Bottom up culture)





- ① Why **teachers commit to pursue** lesson improvement
- ② How **students deepen their learning**
- ③ The difference between **LS Indonesia and our LS (LSc)**

Why we do Lesson Study ? What is a good lesson ?



creating our “BEINGS” together



What did the teachers reflect on our LS?



Key : To be a Facilitator



Presenter

Facilitator

A CORE THEORY OF SUCCESS



How can I ask my friend to talk well?

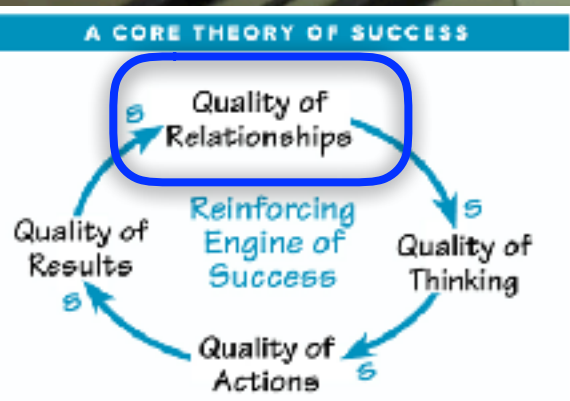
“probing technique”

Daniel Kim (2016)

Student's change (1) Dafa

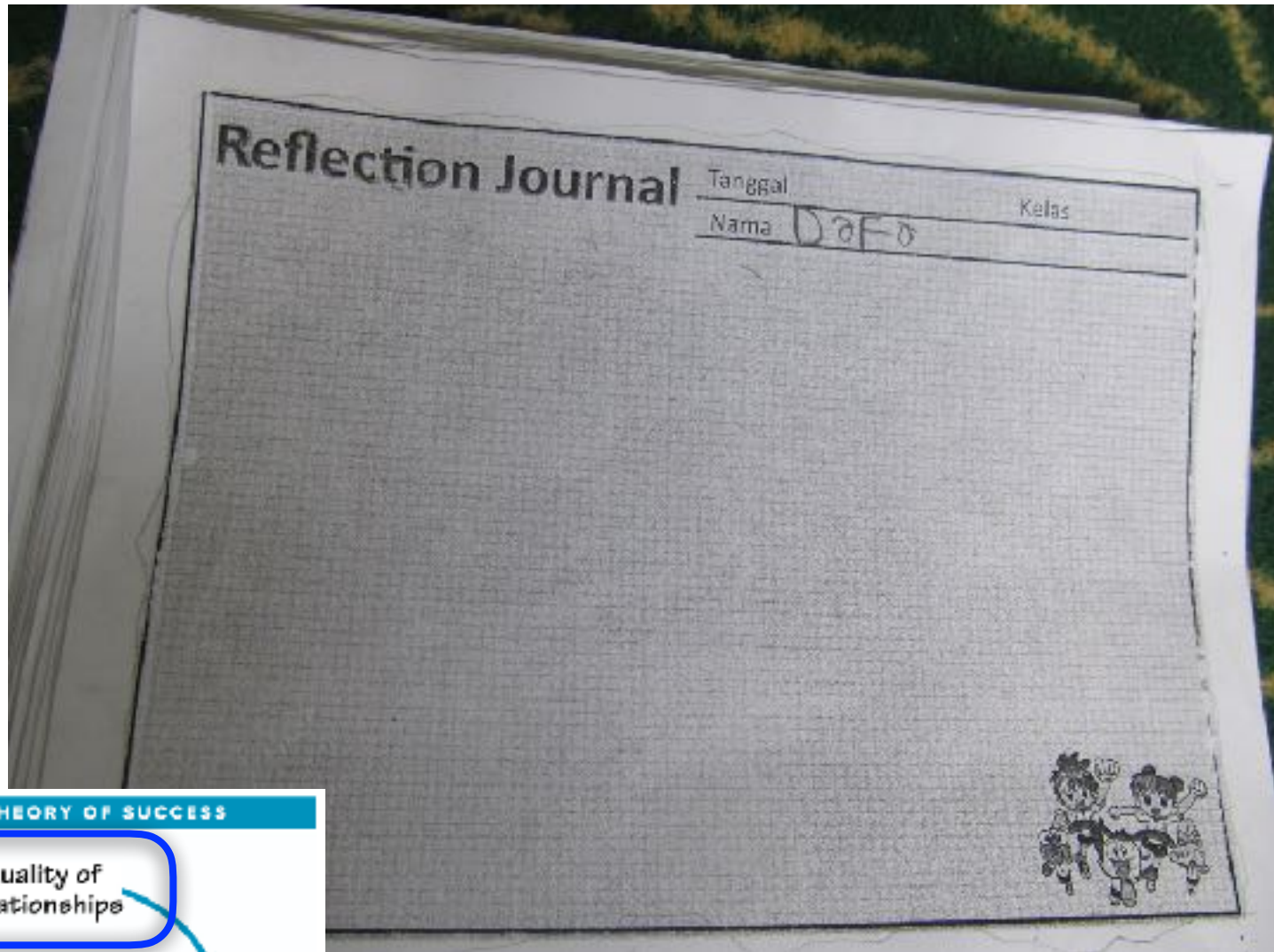


He had a difficulty of reflecting on himself

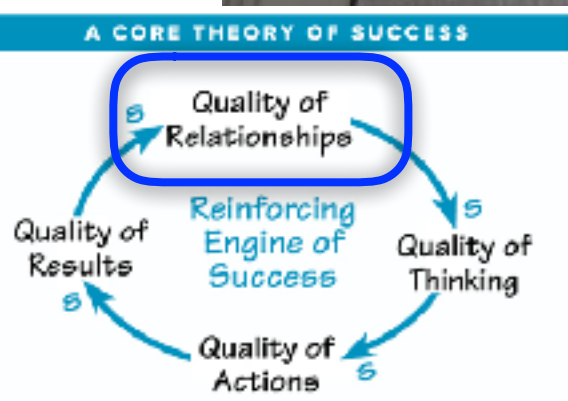


Daniel Kim (2016)

Student's change (1) Dafa



He had a difficulty of reflecting on himself



Daniel Kim (2016)

Student's change (1) Dafa



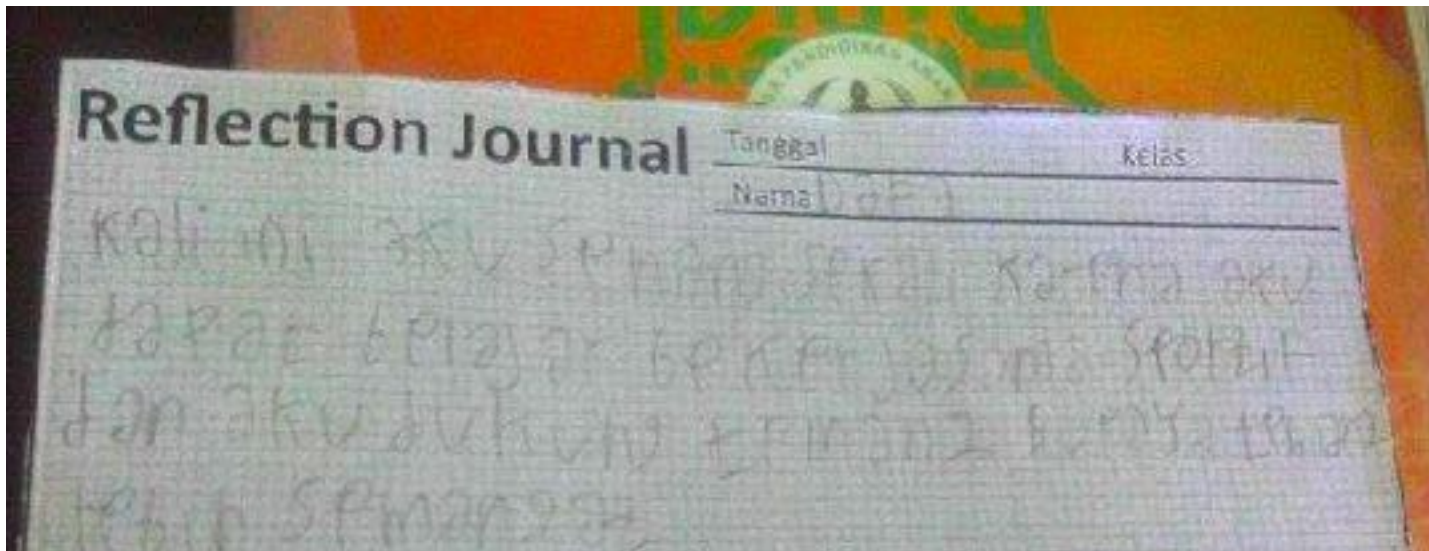
A CORE THEORY OF SUCCESS



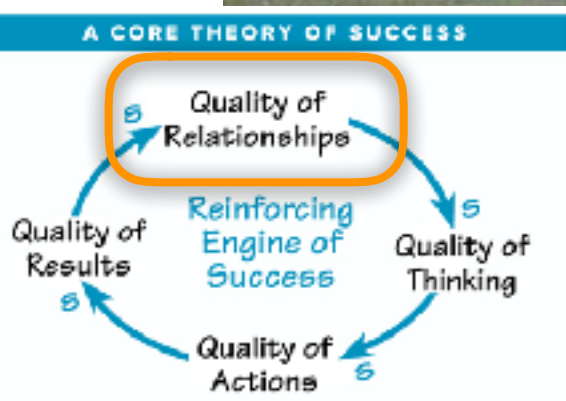
Given opportunities changed him to build a relationship

Daniel Kim (2016)

Student's change (1) Dafa



I really enjoyed the class today because I could learn how to collaborate.
And I supported my friends so that they could be more motivated.



Daniel Kim (2016)

1

1.414213... = $\sqrt{2}$

I can't...

2. [REDACTED]

2

Seeee ... Sekarang
aku bisa menemukan
SiSi yang tidak bis
ditentukan arang
gambar persegi dua
Yang luasnya 1, 2,
3, 4, 5, 6, 7, 8, 9, 10.
Ternyata yang gampang 1, 4,
dan 9. Dan yg susah 2, 3,
5, 6, 7, 8, dan 10. Ternyata
bisa gambar beberapa per-
segi yg susah. Contohnya
2. Caranya Persegi yang
banyak kotak di dalamnya
2. Lalu cari panjang
SiSinya. Caranya cari
bilangan yg sama gg kalau
dikalikan hasilnya 2.
Kalau gak ketemu
bisa pakai rahasia
akar ($\sqrt{\quad}$)

Scanned by CamScanner

Why we should use square root (*efficiency)

Student's change (2) Ariq



A CORE THEORY OF SUCCESS



Let's find the answer to $x^2 = 2$
(=1.4142...)

Daniel Kim (2016)



Purpose of the activity (brainstorming)
Change the meaning of Lesson (brainstorming)

Creating Lesson Design (plan session)

Safe & comfortable environment



Facilitation skill



Quality of relation → thinking → result

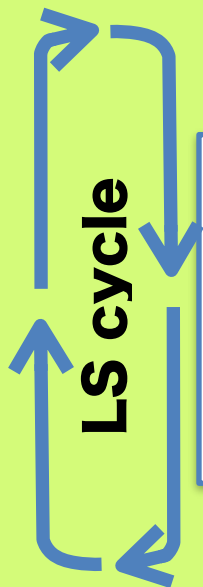
Students

Sharing what we learned (see session)

Sharing the importance (brainstorming)

Teachers

LS cycle





Ownership
Quality
Good result
Commitment
Active learning
Balance
Design
Reflection



**Facilitation
Skill**



Asia Future Education Center



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