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Design Research Conference (SEA-DR) 2019

*"Improving Professionalism and Reflective Thinking  
through Design Research"*

UNIVERSITAS SANATA DHARMA  
YOGYAKARTA, INDONESIA

25 - 27 July 2019

# DESIGN RESEARCH MEETS LESSON STUDY IN TRAINING PROGRAM FOR MATHEMATICS TEACHERS

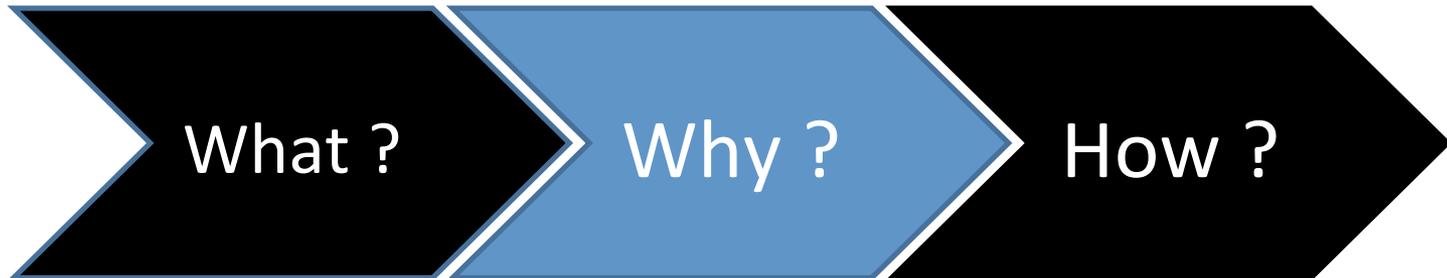


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**YOGYAKARTA, 25 JULI 2019**



- ◆ Lesson Study
- ◆ Design Research
- ◆ PMRI



# LESSON STUDY

Teachers in collaboration select a topic and plan and prepare a lesson (called a research lesson)

One teacher enacts the research lesson and the others observe the students in class, and finally teachers discuss their observations

Discussions and the reflection on classroom practices and student learning further stimulate teachers' professional development,

LS movement for improving teaching practice. Math-educators have been developing lesson study community with elementary school teachers (Isoda, 2006)

A group of teacher develops a lesson together and ultimately one of them teaches the lesson while the others observe the student learning (Romero, 2004)

Teachers collaboratively plan a research lesson, observe this lesson live, collect data and analyze them together to improve pupils' learning (Fernandez & Chokshi, 2002).

LS has contributed to teachers' professional development, improving teaching practice, improving students' learning and building and sustaining professional learning community (e.g. reviews of Xu & Pedder, 2014 and Huang & Shimizu, 2016).

Developing theories of mathematics education are still unusual.

Math-educators have been developing lesson study community

1

2

Gravemeijer, K. (2007) explained the process to develop the local theory of teaching through Design Research

Design research can be characterized as a research approach in which the design of educational materials is interwoven with the development of theory (Eerde, 2013).



# Different Names

- Development Research (Frudenthal, 1998)
- Design Experiments (Brown, 1992; Cobb et al., 2003)
- Design Based Research (Educational Researcher, 2003)
- Educational Design Research (Van den Akker et al., 2006)
- Design Research

# Aim of Design Research

The aim of a design research is to develop:

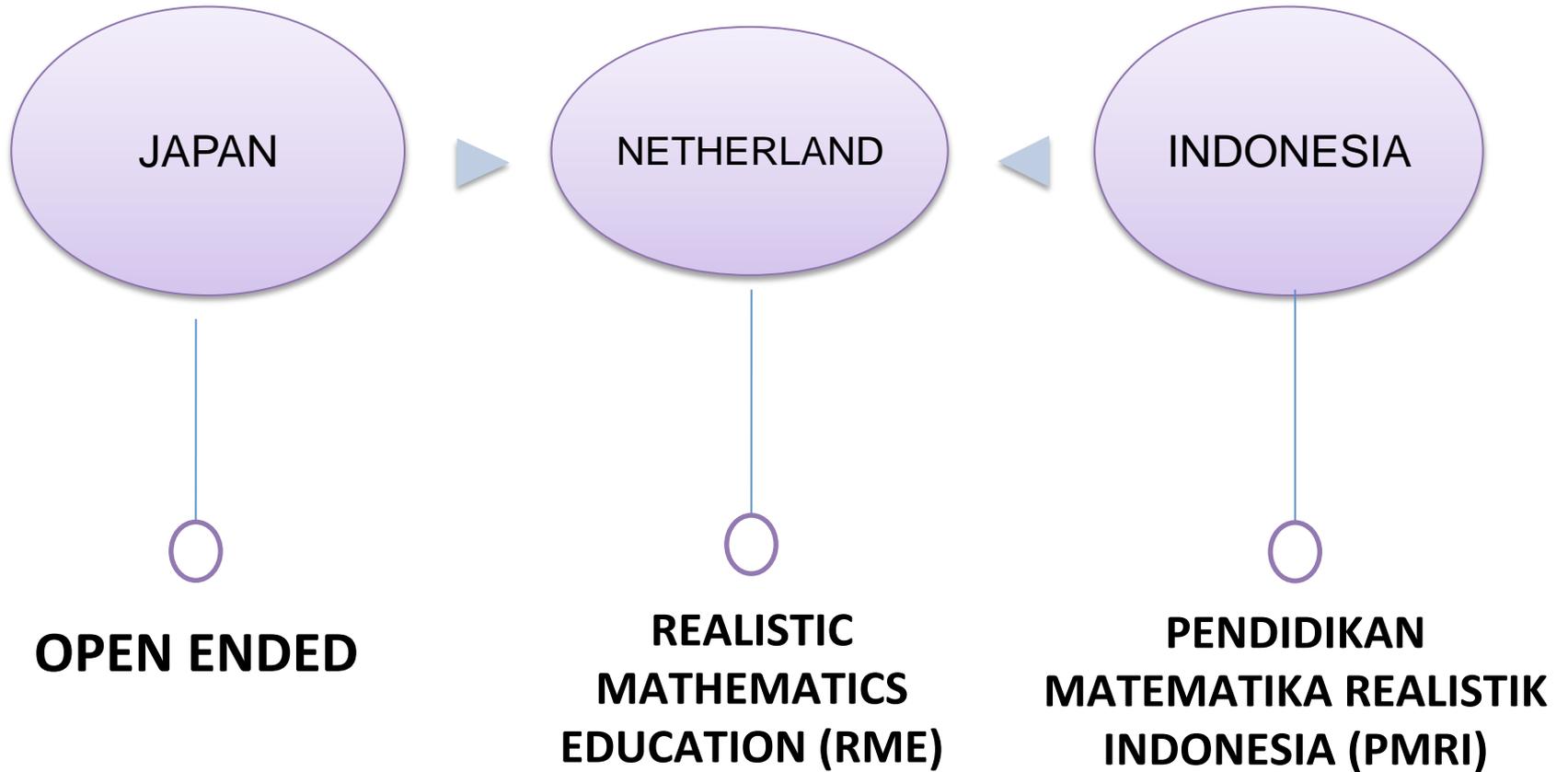
- **Instructional Theory** about **learning process** of the students

and

- **The educational materials that are designed** to support that learning



# INSTRUCTIONAL THEORY



# THE PURPOSE

To describe the implementation of the training program uses a combination of lesson study and design research for mathematics teachers at the PMRI pilot school in Palembang Indonesia.

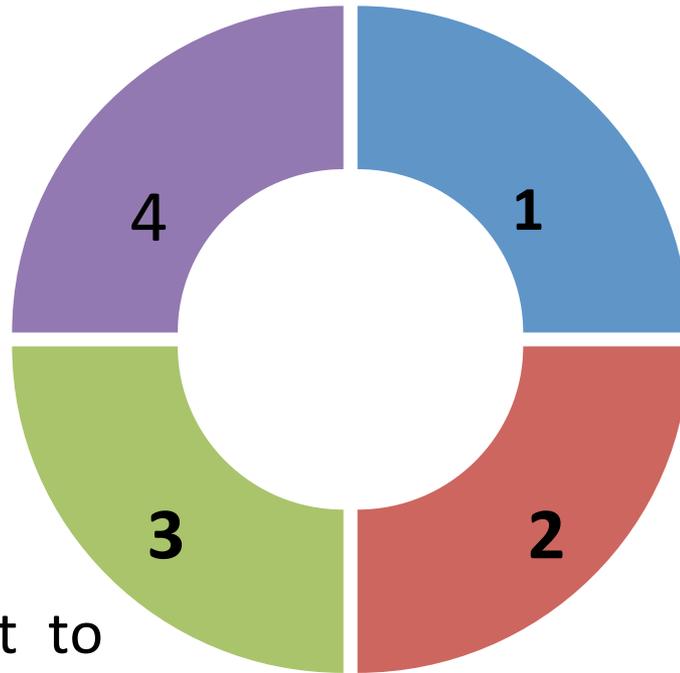
# 4 Stages in Lesson Study

## See

The goal in this phase is to find advantages and weaknesses in the learning process

## Re-design

This phase is meant to fix the learning process and as a documentation for teachers involved in the preceding phases



## Plan

In this phase, teacher design the learning media that suits the students

## Do

The goal in this phase is to conduct the learning process that have been designed

# Phases in Design Research

1. Preparation and design
2. Conducting the design experiment
3. Conducting the retrospective analysis

Subject of the  
Study

Mathematics  
teachers: PMRI  
Pilot School in  
Palembang

Research Method

D e s i g n  
Research  
  
(validation  
s t u d i e s ;  
development  
studies)

# The Stages of Design Research

The Design Experiment



Pilot Experiment

Teaching Experiment

# The Stages of Lesson Study

Do Stage

# Pilot Experiment

**Students confused with the problem and he ask for help to solve the problem**

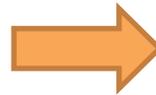


35 orang  $\times$  4 orang = 140  $\rightarrow$   $140 : 4 = 35$   
1 macam kue sebanyak 35  
jadi, 2 macam kue yang akan dipesan  
oleh bu melani sebanyak 35

[Small](#)  
[Group](#)  
[Video](#)

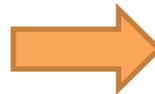
# Retrospective Analysis

Doing reflection, after pilot experiment



VideoRetrospective  
Analysis

Initial HLT



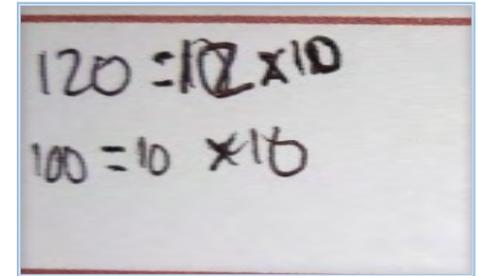
Final HLT

# Teaching Experiment

After revision the HLT, researcher and team implementing in the classroom

[Learning Video](#)





[Learning Video](#)

# Retrospective Analysis

**Doing reflection, after teaching experiment**



Video

# CONCLUSION

Through Lesson Study and Design Research can make students collaborate well, so that mathematics learning becomes meaningful and easy



*Thank you*

*Terima Kasih*

*Dank u*



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