

WORKSHOP PEMANFAATAN CONSTRUCT 2 PADA PEMBELAJARAN MATEMATIKA DALAM JARINGAN SELAMA MASA PANDEMI COVID 19 BAGI GURU MATEMATIKA SMP DI KABUPATEN SLEMAN

by Ilham Rizkianto dkk.

ABSTRACT

The purpose of this community service is to produce a prototype of learning media in game format using software construct 2 which is expected to sustain the implementation of mathematics learning during the Covid 19 pandemic era. In addition, this activity can provide experience in implementing online learning based on case studies for mathematics teachers in Sleman Regency. This is motivated by the Covid-19 pandemic, which requires teachers and students to carry out online learning as an effort to overcome the spread of the Covid 19 virus. The implementation of this community service is to use virtual meetings and learning management system. Teachers will be guided to design learning media using software construct 2 which can be used in online learning. Teachers will also be given case studies on how to implement learning during the pandemic. The success of this community service activity is measured by the results of the prototype learning media designed by the teacher and a questionnaire filled out by the activity participants regarding the implementation of the training.

Kata Kunci: *mathematics learning*