

# MONTHLY REPORT

Rangkuman  
Program Yayasan  
**PeaceGeneration**  
**Indonesia**

• • •

*The Summary of  
**Peace Generation**  
**Indonesia's Programs***

2020 | JUNI/JUNE



# PESAN ORGANISASI

1 Makhluk kecil bernama Covid-19 telah mengubah semua tatanan besar, termasuk pendidikan. Unsur-unsur dari sistem pendidikan yang mencakup 5R: *rule* (aturan), *role* (peran), *resource* (bahan), *relation* (hubungan), dan *result* (hasil) berubah total. Aturan (*rule*) pendidikan dipaksa beradaptasi, dari pembelajaran tatap muka menjadi pembelajaran dari rumah. Otomatis peran (*role*) dipaksa guru berubah dari pengajar dan penceramah jadi seorang *online mentor* dan *content creator*. Orangtua dipaksa menjadi *teacher* dan *tutor*. Beberapa bahan ajar (*resource*) juga harus ditransformasi menjadi digital dan *online*. Hubungan (*relation*) guru-murid, orangtua-anak, rumah-sekolah mengalami pergeseran. Tak terelakkan, hasil (*result*) dari proses ini pun berubah.

Namun sayangnya, tak semua bagian dari sistem pendidikan siap beradaptasi. Banyak peran yang lambat atau gagal berubah. Tak sedikit guru yang masih menjalankan perannya seolah dia mengajar dalam suasana normal. Para orangtua gagap menjalankan peran barunya. Bahan ajar pun tak banyak berubah, hanya berpindah medium saja, sementara isi dan kemasannya sama. Alhasil, siswa menjalani proses belajar dengan beban dan metode yang normal di suasana yang tidak normal. Tak heran jika data dari KPAI menunjukkan 79,9% anak mengalami stres selama proses pembelajaran jarak jauh ini.

Melihat situasi ini, kami merasa terpanggil dan tertantang untuk sedikit berkontribusi. Dengan pengalaman PeaceGen dalam pendidikan perdamaian dan media pembelajaran kreatif, kami melihat ada dua sisi yang bisa kami isi. Pertama, kami melihat nilai-nilai perda-

maian yang kami usung sangat sejalan dengan kebutuhan di lapangan akan pentingnya membantu anak-anak dan remaja untuk berdamai dengan diri (*self compassion*) untuk memastikan kesehatan mental mereka. Kedua, kami mengerahkan tim kami untuk merancang beragam media kreatif untuk membantu pembelajaran dari rumah (*home based learning*) dengan penggunaan ragam media (*blended learning*).

Dengan mengusung dua hal tersebut, PeaceGen menginisiasi penyusunan Protokol Kesehatan Mental yang diharapkan dapat membantu sektor pendidikan. Melalui program Ayo Main, Peacegen juga membantu para guru di Jawa Timur menerapkan Disiplin Positif dan *Social Emotional Learning* dalam pembelajaran di masa normal baru ini. Selain peningkatan kapasitas guru, PeaceGen juga membuat sejumlah alat bantu pembelajaran dalam bentuk poster, *flash card*, *board game* dan jurnal atau buku aktivitas siswa. Di bulan Juni juga PeaceGen memulai program pengembangan kurikulum pesantren yang mengusung keterampilan abad 21 mencakup berpikir kritis dan kreativitas. Pada program ini PeaceGen mengembangkan sejumlah modul pembelajaran Islam dan sebuah aplikasi pengukuran keterampilan abad 21 dengan pendekatan permainan (gamifikasi).



# Message from the Organization

**E** A small creature named Covid-19 has changed all major social orders, including education. The elements of the education system which include the 5R: rules, roles, resources, relations, and results have totally changed. The rules of education are forced to adapt, from face-to-face learning to learning from home. Automatically, the role of the teacher is forced to change from teacher and lecturer to an online mentor and content creator. Parents are forced to become teachers and tutors. Some teaching materials (resources) must also be transformed into digital material, accessible online. Teacher-student, parent-child, home-school relationships have experienced a shift. Inevitably, the results of this process also change.

But unfortunately, not all parts of the education system are highly-skilled at adapting. Many roles fail to change. There aren't many teachers who still carry out their role as if they taught in a normal atmosphere. Stuttering parents carry out their new roles. The teaching materials have not changed much, they only moved the medium, while the contents and packaging are the same. As a result, students undergo the learning process with normal loads and methods in an abnormal atmosphere. No wonder the data from KPAI shows 79.9% of Indonesian children experience stress during this distant learning process.

Seeing this situation, we feel called and challenged to contribute what we can. With PeaceGen's experience in peace education and creative learning media, we see two sides that we can fill. First, we see the values of peace that we promote are very much in line with the needs on the ground of the importance of helping children and adolescents to make peace with themselves (self compassion) to ensure their mental health. Second, we mobilized our team to design a variety of creative media to help learning from home (home based learning) by using a variety of media (blended learning).

By carrying out these two things, PeaceGen initiated the preparation of the Mental Health Protocol which is expected to help the education sector. Through the "Ayo Main" program, PeaceGen also helps teachers in East Java implement Positive Discipline and Social Emotional Learning to learn in this new normal time. In addition to increasing teacher capacity, PeaceGen also makes a number of learning aids in the form of posters,

**Irfan Amalee**

Executive Director of  
PeaceGeneration Indonesia



# LAPORAN PROGRAM

## Program Report

① Selama bulan Juni, kami telah melakukan beberapa capaian-capaian program dengan detail seperti berikut:

- Program yang kami kerjakan terhitung sampai bulan Juni 2020 adalah: **Frosh Project, Sistem Deteksi Dini (SITI) 2, Ayo Main!, K-HUB PVE Community, Breaking Down The Wall (BDW), SEAN-CSO, dan Islamic Curriculum Development.**
- Total penerima manfaat kami untuk bulan Juni sebanyak **2844 orang yang terdiri dari 1537 laki-laki dan 1307 perempuan.**
- Serial podcast 'Disiplin Positif' di Spotify dan YouTube **yang sudah didengar lebih dari 500 kali.**
- Rapat pertemuan daring dengan organisasi PVE se-Indonesia untuk program K-HUB.
- Terselenggaranya AoP Online Courses.

② During the month of June, we carried out a number of program achievements:

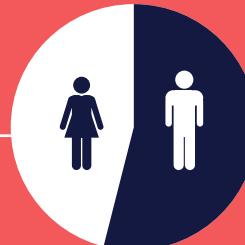
- The programs that we have been working on through June 2020 are: **Frosh Project, Early Detection System (SITI) 2, Come Play !, K-HUB PVE Community, Breaking Down the Wall (BDW), SEAN-CSO, and Islamic Curriculum Development.**
- Our beneficiaries for June were **2844 people in total, consisting of 1537 men and 1307 women.**
- The podcast series 'Positive Discipline' on Spotify and YouTube which **has been heard more than 500 times.**
- Online meetings with Indonesian PVE organizations for the K-HUB project.
- AoP Online Courses.



**7**  
**PROGRAM**  
**PROGRAMS**



**2844**  
**PENERIMA**  
**MANFAAT**  
**BENEFICIARIES**



**Laki-laki**  
**Male**  
**1537**  
**Perempuan**  
**Female**  
**1307**

# CERITA PERUBAHAN

## Story of Change

- ➊ Cerita perubahan kali ini datang dari salah satu Mentor Frosh Project yang menemukan kembali semangatnya setelah mengalami kegagalan dalam hidup. Baca cerita lengkapnya di website kami.
- ➋ This time, the story of change comes from one of the Mentors of Frosh Project who rediscovered his spirit after experiencing failure in life. Read the full story on our website.
- ➌ “Mendapatkan berbagai pengalaman yang beragam, akan sangat bermanfaat ketika kita menjalani hidup yang sebenarnya di masyarakat. Bukan lagi sebagai mahasiswa yang memiliki kewajiban untuk berkontribusi, namun sebagai masyarakat asli dari daerah yang kita huni sejak dulu hingga mungkin akhir hayat kita ada disana.”

**Setelah menimba berbagai pengalaman dari kegiatan mentoring, training, yang awalnya saya hanya seorang mahasiswa yang mudah putus asa, kini saya menjadi orang yang lebih percaya diri dan mengusahakan semaksimal mungkin apa yang saya inginkan tanpa takut gagal.”**

- ➍ “*Getting a variety of experiences will be very useful when we live real life in society. It's not only students who have the obligation to contribute, but also we, as local members of the community from an area where we lived from the beginning to the end of our lives.*

*At first I was just a student who was easily discouraged, but after gaining experience through mentoring and training activities, now I am a person who is more confident and tries as much as possible to get what I want without fear of failure. ”*

*-Andi Ismail*

(Mentor Frosh Project)

Frosh

# PROGRAM — YANG AKAN DATANG

- Menghadapi New Normal, program-program PeaceGen tetap berjalan normal kembali sesuai dengan target, akan tetapi ada sebagian program yang masih perlu penyesuaian karena mobilitasi masih terbatas. Berikut kegiatan-kegiatan kami selama bulan Juli:



**Frosh:** Pembuatan laporan publik untuk Frosh Project ID dan persiapan Frosh 2.0



**AoP:** AoP Online Resources, AoP Journey Website.



**K-HUB:** Pemetaan penerima manfaat, rapat pertemuan dengan organisasi-organisasi PVE, finalisasi frontend development, pembuatan konten K-HUB 1.0.



**SEAN-CSO:** Merilis newsletter, pengumpulan konten, penyempurnaan website, membuat laporan analitik media sosial, pembuatan video.



**Breaking Down the Wall:** Kurikulum pembelajaran 12 Nilai Dasar Perdamaian untuk siswa, connecting tim BDW dan sekolah.



**SITI:** Penyusunan instrumen pengukuran program, rencana kegiatan, laporan bulanan, koordinasi dengan CSAVE.



**Ayo Main!:** Pembuatan video, penyebaran dan promosi podcast Disiplin Positif, perubahan dan penambahan media belajar, melakukan seleksi volunteer pendamping sekolah.



**Islamic Curriculum Development:** Memulai penulisan modul, meeting perdana penulis modul.

# UPCOMING PROGRAMS

E

Facing New Normal, PeaceGen programs are running normally again in accordance with their targets, but there are some programs that still need to be adjusted because mobilization is still limited. Following are our activities during July:



**Frosh:** The making of Public Report of Frosh Project ID and Frosh 2.0. preparation.



**AoP:** AoP Online Resources, AoP Journey Website.



**K-HUB:** Beneficiaries mapping, meeting with PVE Organizations, front-end development finalization, content creation for K-HUB 1.0.



**SEAN-CSO:** Publish newsletters, content collection, improve website, create social media analytic reports, video making.



**Breaking Down the Wall:** Learning curriculum 12 Basic Values of Peace for students, connecting BDW teams and schools.



**SITI:** Team coordination, training with local offices.



**Ayo Main!:** Making videos, distributing and promoting 'Disiplin Positif' podcasts, changing and adding learning media, selecting volunteers for school assistants.



**Islamic Curriculum Development:** Starting the module writing, kick-off meeting for the module's writers.

# KOLABORASI

## *Collaboration*

- ➊ PeaceGeneration terus berupaya mendorong inovasi dan perluasan manfaat melalui kolaborasi program, penelitian, ataupun pengembangan produk. Jika sahabat tertarik bekerjasama dengan PeaceGen, jangan sungkan menghubungi **salam@peacegen.id** dan kunjungi website kami di **www.peacegen.id**.
- ➋ PeaceGeneration continues to strive for innovation and the expansion of benefits through collaborative programs, research, and product development. If you are interested in collaborating with PeaceGen, don't hesitate to contact **salam@peacegen.id** and visit our website at **www.peacegen.id**.





PEACEFUL | PLAYFUL  
to teach peace, teach peace  
@peacegenid