



# SMK NEGERI 9 KABUPATEN TANGERANG

Alamat : Perum Taman Agro Subur Ds. Pasanggrahan Kec. Solear Kab. Tangerang  
Banten 15730 email : smkn9@gmail.com

## PESAN UNTUK ORANG TUA:

Assalamualaikum wr.wb., Mohon Bapak/ Ibu berkenan mendampingi putra/ putrinya dalam pelaksanaan Belajar Dari Rumah (BDR). Salam sehat dan semangat selalu

## RENCANA PELAKSANAAN PEMBELAJARAN JARAK JAUH

(HOME LEARNING) 2020

Mata Pelajaran : Bahasa Inggris  
Materi Pokok : Narrative Text  
Skill : Reading - Writing  
Kelas/ Semester : X / 1  
Alokasi waktu : 3 x 45 menit

### Kompetensi Dasar :

- 3.8 Membedakan fungsi sosial, struktur teks, dan unsur kebahasaan beberapa teks naratif lisan dan tulis dengan memberi dan meminta informasi terkait legenda rakyat, sederhana, sesuai dengan konteks penggunaannya
- 4.8 Menangkap makna secara kontekstual terkait fungsi sosial, struktur teks, dan unsur kebahasaan teks naratif, lisan dan tulis sederhana terkait legenda rakyat

### Tujuan Pembelajaran:

- Setelah membaca teks Power point, peserta didik dapat menjelaskan fungsi sosial, struktur, dan unsur kebahasaan teks narrative secara benar dan tepat.
- Melalui kegiatan mengamati video yang diberikan guru, peserta didik dapat mengilustrasikan perbedaan dan persamaan dari teks narrative dengan tepat.
- Melalui demonstrasi, siswa dapat membandingkan perbedaan dan persamaan teks fable dan legend dari teks narrative dengan sikap kemandirian dan kedisiplinan.
- Melalui kegiatan mendesain teks narrative, siswa dapat mendesain teks terkait fable and legend yang relevan dengan lingkungan peserta didik secara mandiri dan kreatif.

### Media Pembelajaran :

WAG, Video Pembelajaran Google Classroom, Microsoft 365, YouTube link,

### Kegiatan 1

- Guru melakukan apersepsi dengan menampilkan dokumen dan menampilkan video penjelasan dan definisi narrative text untuk diperhatikan oleh siswa. melalui link youtube di Google Classroom dengan kode kelas  
<https://classroom.google.com/c/NTM00Tk2MTk4MjVa?cjc=xhpi7ka>  
<https://www.youtube.com/watch?v=GRTvXR0tCA>, <https://www.youtube.com/watch?v=bq9z307KcP4>

### Kegiatan 2

- Guru menampilkan video mengenai dua macam narrative text, yaitu fable dan legend, siswa diminta memperhatikan dan membandingkan antara kedua teks tersebut.  
[https://www.youtube.com/watch?v=aX5SmP\\_ppd8](https://www.youtube.com/watch?v=aX5SmP_ppd8)  
<https://www.youtube.com/watch?v=HZ27OiDcwWk>

### Kegiatan 3

- Guru memberikan tugas menulis teks recount text melalui Microsoft Office 365 dengan menggunakan link:  
[https://forms.office.com/Pages/ResponsePage.aspx?id=IWuoD01i2EeN\\_vhVs5\\_MvpMlnftIH-hLvtBZskspaDFUOEplWEhGWVIR0jIFR0NMTjlFM1I5R1daUi4u](https://forms.office.com/Pages/ResponsePage.aspx?id=IWuoD01i2EeN_vhVs5_MvpMlnftIH-hLvtBZskspaDFUOEplWEhGWVIR0jIFR0NMTjlFM1I5R1daUi4u)

### Penilaian :

#### Penilaian Pengetahuan :

- Test tertulis menggunakan Microsoft Office 365

#### Penilaian Sikap :

- Waktu penyerahan absensi dan tugas siswa
- Kesopanan saat menghubungi guru melalui media sosial

Mengetahui  
Kepala SMKN 9 Kab. Tangerang

**EVI RESTI RAHMAYANI, M.Pd**  
NIP. 197709022006042003

Tangerang, Juli 2020  
Guru Pengampu

**DETTY MULYANI ASTERINA, S.Pd**  
NIP.

## RENCANA PELAKSANAAN PEMBELAJARAN (RPP)

Sekolah : SMK NEGERI 9 KABUPATEN TANGERANG  
Mata Pelajaran : Bahasa Inggris  
Kelas/Semester : X/Genap  
Materi Pokok : Teks Naratif; Informasi Terkait Legenda Rakyat  
Alokasi Waktu : 4 Minggu x 2 Jam Pelajaran @45 Menit

### A. Kompetensi Inti

- **KI3:** Memahami, menerapkan, dan menganalisis pengetahuan faktual, konseptual, prosedural, dan metakognitif berdasarkan rasa ingin tahunya tentang ilmu pengetahuan, teknologi, seni, budaya, dan humaniora dengan wawasan kemanusiaan, kebangsaan, kenegaraan, dan peradaban terkait penyebab fenomena dan kejadian, serta menerapkan pengetahuan prosedural pada bidang kajian yang spesifik sesuai dengan bakat dan minatnya untuk memecahkan masalah
- **KI4:** Mengolah, menalar, dan menyaji dalam ranah konkret dan ranah abstrak terkait dengan pengembangan dari yang dipelajarinya di sekolah secara mandiri, bertindak secara efektif dan kreatif, serta mampu menggunakan metode sesuai kaidah keilmuan

### B. Kompetensi Dasar dan Indikator Pencapaian Kompetensi

Kompetensi Dasar	Indikator
3.8 Membedakan fungsi sosial, struktur teks, dan unsur kebahasaan beberapa teks naratif lisan dan tulis dengan memberi dan meminta informasi terkait legenda rakyat, sederhana, sesuai dengan konteks penggunaannya	<ul style="list-style-type: none"><li>• Mengidentifikasi kalimat-kalimat yang memuat bagian-bagian legenda yang ditanyakan</li><li>• Mengidentifikasi persamaan dan perbedaan fungsi sosial, struktur teks dan unsur kebahasaan teks naratif</li><li>• Memahami struktur teks naratif dalam memberi dan meminta informasi terkait legenda rakyat</li><li>• Memahami unsur kebahasaan dari teks naratif dalam memberi dan meminta informasi terkait legenda rakyat</li></ul>
4.8 Menangkap makna secara kontekstual terkait fungsi sosial, struktur teks, dan unsur kebahasaan teks naratif, lisan dan tulis sederhana terkait legenda rakyat	<ul style="list-style-type: none"><li>• Membacakan legenda dengan intonasi, ucapan dan tekanan kata yang benar, dengan saling mengoreksi</li></ul>

### C. Tujuan Pembelajaran

Setelah mengikuti proses pembelajaran, peserta didik diharapkan dapat:

- Setelah membaca teks Power point, peserta didik dapat menjelaskan fungsi sosial, struktur, dan unsur kebahasaan teks narrative secara benar dan tepat.
- Melalui kegiatan mengamati video yang diberikan guru, peserta didik dapat mengilustrasikan perbedaan dan persamaan dari teks narrative dengan tepat.
- Melalui demonstrasi, siswa dapat membandingkan perbedaan dan persamaan teks fable dan legend dari teks narrative dengan sikap kemandirian dan kedisiplinan.
- Melalui kegiatan mendesain teks narrative, siswa dapat mendesain teks terkait fable and legend yang relevan dengan lingkungan peserta didik secara mandiri dan kreatif.

### D. Materi Pembelajaran

[https://www.youtube.com/watch?v=\\_GRTvXR0tCA](https://www.youtube.com/watch?v=_GRTvXR0tCA),

<https://www.youtube.com/watch?v=bq9z307KcP4>

[https://www.youtube.com/watch?v=aX5SmP\\_ppd8](https://www.youtube.com/watch?v=aX5SmP_ppd8)

<https://www.youtube.com/watch?v=HZ27OiDcwWk>



- Fungsi Sosial
  - Mendapat hiburan, menghibur, mengajarkan nilai-nilai luhur, mengambil teladan
- Struktur Teks
  - Dapat mencakup:
    - Orientasi
    - Komplikasi
    - Resolusi
    - Orientasi ulang
- Unsur Kebahasaan
  - Kalimat-kalimat dalam simple past tense, past continuous, dan lainnya yang relevan
  - Kosakata: terkait karakter, watak, dan setting dalam legenda
  - Adverbia penghubung dan penunjuk waktu
  - Ucapan, tekanan kata, intonasi, ejaan, tanda baca, dan tulisan tangan
- Topik
  - Cerita legenda yang dapat menumbuhkan perilaku yang termuat di KI

#### E. Metode Pembelajaran

- 1) Pendekatan : Saintifik
- 2) Model Pembelajaran : Discovery learning, Problem Based Learning (PBL)
- 3) Metode : Tanya jawab, wawancara, diskusi dan bermain peran

#### F. Kegiatan Pembelajaran

##### A. Pertemuan Kesatu:

- Pendahuluan/Kegiatan Awal (10 menit) Di forum google classroom <https://classroom.google.com/c/NTM00Tk2MTk4MjVa?cjc=xhpi7ka>
  - a. Memberikan salam
  - b. Mempersilakan siswa untuk berdoa
  - c. Menanyakan kepada siswa kesiapan dan kenyamanan untuk belajar
  - d. Menyediakan absen siswa dengan aplikasi [Google form](#)
  - e. Menyampaikan tujuan pembelajaran
- Kegiatan Inti (25 menit) : <https://www.youtube.com/watch?v=GRTvXR0tCA>,  
Mengamati: siswa mengamati video pembelajaran berisi teks narrative dan PPT yang diberikan guru.
  - a. Bertanya: Siswa bertanya jawab melalui diskusi di forum google classroom mengenai teks narrative
  - b. Mencoba: Siswa mencoba membuat teks recount
- Penutup (10 menit)
  - a. Kesimpulan/refleksi materi dilakukan siswa dibantu oleh guru
  - b. Evaluasi untuk mengukur ketercapaian tujuan pembelajaran
  - c. Mengucapkan salam

## II. Pertemuan Kedua:

1. Pendahuluan/Kegiatan Awal (10 menit) Di forum [google classroom](#)  
<https://classroom.google.com/c/NTM0OTk2MTk4MjVa?cjc=xhpi7ka>
  - a. Memberikan salam
  - b. Mempersilakan siswa untuk berdoa
  - c. Menanyakan kepada siswa kesiapan dan kenyamanan untuk belajar
  - d. Menyediakan absen siswa dengan aplikasi Google form
  - e. Menyampaikan tujuan pembelajaran
2. Kegiatan Inti (25 menit) :  
<https://www.youtube.com/watch?v=bq9z307KcP4>
  - a. Guru menampilkan video mengenai cara membuat narrative text legend dan fable
  - b. Peserta didik membaca dan memperhatikan teks yang diberikan kemudian menganalisis perbedaan dan persamaan antara legend dan fable
3. Penutup (10 menit)
  - a. Kesimpulan/refleksi materi dilakukan siswa dibantu oleh guru
  - b. Evaluasi untuk mengukur ketercapaian tujuan pembelajaran
  - c. Mengucapkan salam

## III. Pertemuan Ketiga:

1. Pendahuluan/Kegiatan Awal (10 menit) Di forum [google classroom](#)  
<https://classroom.google.com/c/NTM0OTk2MTk4MjVa?cjc=xhpi7ka>
  - a. Memberikan salam
  - b. Mempersilakan siswa untuk berdoa
  - c. Menanyakan kepada siswa kesiapan dan kenyamanan untuk belajar
  - d. Menyediakan absen siswa dengan aplikasi Google form
  - e. Menyampaikan tujuan pembelajaran
2. Kegiatan Inti (25 menit) :  
[https://www.youtube.com/watch?v=aX5SmP\\_ppd8](https://www.youtube.com/watch?v=aX5SmP_ppd8)  
<https://www.youtube.com/watch?v=HZ27OiDcwWk>
  - a. Guru memberikan tugas menulis recount text melalui Microsoft Office 365 dengan menggunakan link:  
[https://forms.office.com/Pages/ResponsePage.aspx?id=IWuoD01i2EeN\\_yhVs5\\_MvpMlnftIH-hLvTBZskspaDFUOEplWEhGWVIRQjlFR0NMTjlFM1I5RlDaUi4u](https://forms.office.com/Pages/ResponsePage.aspx?id=IWuoD01i2EeN_yhVs5_MvpMlnftIH-hLvTBZskspaDFUOEplWEhGWVIRQjlFR0NMTjlFM1I5RlDaUi4u)
3. Penutup (10 menit)
  - a. Kesimpulan/refleksi materi dilakukan siswa dibantu oleh guru
  - b. Evaluasi untuk mengukur ketercapaian tujuan pembelajaran
  - c. Mengucapkan salam

## G. Alat/Bahan dan Media Pembelajaran

- a. Alat/Bahan: WAG, Video Pembelajaran Google Classroom, Microsoft 365, YouTube link,  
Media Pembelajaran: video link youtube :  
<https://www.youtube.com/watch?v=GRTvXR0tCA>,  
<https://www.youtube.com/watch?v=bq9z307KcP4>  
[https://www.youtube.com/watch?v=aX5SmP\\_ppd8](https://www.youtube.com/watch?v=aX5SmP_ppd8)  
<https://www.youtube.com/watch?v=HZ27OiDcwWk>

## H. Sumber Belajar:

- Buku teks English SMK/MAK Grade X Bumi Aksara hal.131-146
- Internet

## I. Penilaian Pembelajaran

1. Teknik Penilaian:  
Penilaian pengetahuan: Tes uraian  
Penilaian keterampilan: Unjuk kerja
2. Instrumen Penilaian

### a. Short Answer

#### The following text is for number 1-3

*A Story From The Farm Yard Two roosters were fighting fiercely to be the king of the farm yard. One finally gained advantage and the other surrendered.*

*The loosing rooster slunk away and hid itself in a quiet corner. The winner flew up to a high wall, flapped its wings and crowed its victory, as loud as it could.*

*Suddenly, an eagle came sailing through the air and carried it off, with its talons. The loosing rooster immediately came out of its corner and ruled the farm yard from then on.*

1. From the text we know that ....
2. What is the main idea of paragraph 3?
3. What can we learn from the story?

#### The following text is for number 4-5

#### *The Bear and the Two Friends*

*Once, two friends were walking through the forest. They knew that anything dangerous can happen to them at any time in the forest. So they promised each other that they would remain united in case of danger.*

*Suddenly, they saw a large bear approaching them. One of the friends at once climbed a nearby tree. But the other one did not know how to climb. So being led by his common sense, he lay down on the ground breathless, pretending to be a dead man.*

4. What can we get from the story?
5. Where do you think the story happened?

### b. Essay

**Make a narrative text about the legend of Tangkuban Perahu!**

## I. PROGRAM REMEDIAL DAN PENGAYAAN

### 1. PROGRAM REMEDIAL

Program remedial akan dilakukan dengan 2 cara yaitu:

- Cara klasikal, dilakukan jika lebih dari 75% siswa memiliki nilai dibawah KKM, maka akan diberikan dulupendalaman materi, lewat google class siswa disuruh belajar lagi materi tersebut setelah itu siswa diberikan soal yang sama untuk diisi kembali.
- Cara individual, dilakukan jika kurang dari 25% siswa memiliki nilai di bawah KKM, maka siswa akan dipanggil dan disuruh belajar sendiri materi yang di remedialkan, setelah itu diberikan soal yang sama satu ulangan untuk diisi kembali yang diupload di google class

## SOAL REMEDIAL :

The following text is for number 1-4

### *Mouse Deer and Mr. Crocodile*

*One day, a mouse deer was walking by the river. He was very starving because he hadn't eaten since morning. It was midday. But he found nothing in the land but dying trees. "Huh... I hate this branches, I don't like it!"*

*Across the river, there was green grassland, with young leaves. 'Hmm.. it seems delicious' imagined the mouse deer, 'but how can I get there? I can't swim, the current is very rapid'*

*The mouse deer was figuring out the way how to reach there. Suddenly, he jumped to the air, 'aha.: he then walked to the edge of the river. He didn't see the reflection because the water flowed very fast. He dipped one of his fore legs into the water. A few moment later, appeared Mr. Crocodile showing his sharp teeth. He then laughed, "Ha... ha... ha, you can't run away from me, You'll be my tasty lunch!" said the crocodile.*

*"Of course I can't. You are very strong, Mr. Croco," replied the mouse deer frightenedly. Then, the other crocodiles approached moving slowly. They approached the edge of the river.*

*"But, before you all have a party, I wonder how many your members are there in the river. If I know your number exactly, I can distribute my meat evenly," said the mouse deer.*

*"Oh...o, great, good idea! But we are a large group, I can't count it precisely," Mr. Croco moaned. "Leave it to me, and I can make it for you!" Now, can you ask the others to line up, from one edge to the other edge of the river? The mouse deer requested. Then the crocodiles arranged themselves in line from one edge to the other edge of the river. The mouse deer jumped to the body of one crocodile to the others while he was counting, 'one, two, three; and so forth up to ten. Then at last he arrived at grassland, and he thanked to the dumb crocodiles.*

1. Why did mouse deer want to go across the river?
2. How many crocodiles were there in the story above?
3. " .... But we are a large group, I can't count it precisely," The underlined word has closest meaning with ....
4. After reading the text, we may conclude that the mouse deer was ....

## 2. PROGRAM PENGAYAAN

Program pengayaan akan dilakukan jika ada siswa yang sudah memiliki nilai di atas KKM tetapi masih mau meningkatkan lagi nilainya. Siswa akan diberikan soal yang sama dan disuruh mengisi kembali soal tersebut. Soal sudah di apload di google class dengan pascode kelas masing –masing.

The following text is for number 1-5

*Long, long ago, when the gods and goddesses used to mingle in the affairs of mortals, there was a small kingdom on the slope of Mount Wayang in West Java. The King, named Sang Prabu, was a wise man. He had an only daughter, called Princess Teja Nirmala, who was famous for her beauty but she was not married. One day Sang Prabu made up his mind to settle the matter by a show of strength.*

*After that, Prince of Blambangan, named Raden Begawan had won the competition. Unfortunately, the wicked fairy, Princess Segara fell in love with Raden Begawan and used magic power to render him unconscious and he forgot his wedding. When Sang Prabu was searching, Raden Begawan saw him and soon realized that he had been enchanted by the wicked fairy. The fairy could not accept this, so she killed Raden Begawan. When Princess Teja Nirmala heard this, she was very sad. So a nice fairy took her to the Kahyangan.*

1. Which one of the following statements is false about Sang Prabu?
2. Why the wicked fairy did used her magic to make Raden Begawan unconscious?
3. What do you think will happen if gods or goddesses cannot mingle in the affairs of people in the earth at that time?
4. So a nice fairy took her to the Kahyangan. (Paragraph 2) The word her in the sentence refers to...
5. The similarity between fairy and human according to the text.

Mengetahui  
Kepala SMKN 9 Kab. Tangerang

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NIP. 197709022006042003

Tangerang, Juli 2020  
Guru Pengampu

**DETTY MULYANI ASTERINA, S.Pd**  
NIP.

## LAMPIRAN

### Penilaian Hasil Pembelajaran

#### 1. Sikap

##### - Penilaian Observasi

Penilaian observasi berdasarkan pengamatan sikap dan perilaku peserta didik sehari-hari, baik terkait dalam proses pembelajaran maupun secara umum. Pengamatan langsung dilakukan oleh guru. Berikut contoh instrumen penilaian sikap

No	Nama Siswa	Aspek Perilaku yang Dinilai				Jumlah Skor	Skor Sikap	Kode Nilai
		BS	JJ	TJ	DS			
1	Soenarto	75	75	50	75	275	68,75	C
2		...	...	...	...	...	...	...

##### Keterangan :

- BS : Bekerja Sama
- JJ : Jujur
- TJ : Tanggun Jawab
- DS : Disiplin

##### Catatan :

1. Aspek perilaku dinilai dengan kriteria:

100 = Sangat Baik

75 = Baik

50 = Cukup

25 = Kurang

2. Skor maksimal = jumlah sikap yang dinilai dikalikan jumlah kriteria =  $100 \times 4 = 400$

3. Skor sikap = jumlah skor dibagi jumlah sikap yang dinilai =  $275 : 4 = 68,75$

4. Kode nilai / predikat :

75,01 – 100,00 = Sangat Baik (SB)

50,01 – 75,00 = Baik (B)

25,01 – 50,00 = Cukup (C)

00,00 – 25,00 = Kurang (K)

5. Format di atas dapat diubah sesuai dengan aspek perilaku yang ingin dinilai

#### 2. Penilaian Pengetahuan

##### a. Penilaian Kemampuan Menulis

No	Aspek yang Dinilai	Kriteria	Skor 1-5	Skor 1-4	
1	Keaslian Penulisan	Sangat original	5	4	
		Original	4	3	
		Cukup original	3	2	
		Kurang memahami	Hampir tidak original	2	1
		Tidak original	original	1	
2	Kesesuaian isi dengan judul	Isi sangat sesuai dengan judul	5	4	
		Isi sesuai dengan judul	4	3	
		Isi cukup sesuai dengan judul	3	2	
		Isi kurang sesuai dengan judul	Isi hampir tidak sesuai dengan judul	2	1

[

Isi kurang sesuai dengan judul	Isi hampir tidak sesuai dengan judul	2	1
Isi tidak sesuai dengan judul		1	
Keruntutan teks sangat tepat		5	4
Keruntutan teks tepat		4	3
Keruntutan teks cukup tepat		3	2
Keruntutan teks kurang tepat	Isi hampir tidak sesuai dengan judul	2	1
Keruntutan teks tidak tepat		1	
Pilihan kosakata sangat tepat		5	4
Pilihan kosakata tepat		4	3
Pilihan kosakata cukup tepat		3	2
Pilihan kosakata kurang tepat	Pilihan kosakata hampir tidak tepat	2	1
Pilihan kosakata tidak tepat		1	
Pilihan tata bahasa sangat tepat		5	4
Pilihan tata bahasa tepat		4	3
Pilihan tata bahasa cukup tepat		3	2
Pilihan tata bahasa kurang tepat	Pilihan tata bahasa hamper tidak tepat	2	1
Pilihan tata bahasa tidak tepat		1	
Penulisan kosakata sangat tepat		5	4
Penulisan kosakata tepat		4	3
Penulisan kosakata cukup tepat		3	2
Penulisan kosakata kurang tepat	Penulisan kosakata hampir tidak tepat	2	1
Penulisan kosakata tidak tepat		1	
Tulisan rapi dan mudah terbaca		5	4
Tulisan tidak rapi tetapi mudah terbaca		4	3



	Tulisan tidak rapi dan tidak mudah terbaca		3	2
	Tulisan tidak rapi dan sulit terbaca	Tulisan rapi dan hamper tidak terbaca	2	1
	Tulisan tidak rapi dan tidak terbaca		1	

#### Skor Penilaian

No.	Huruf	Rentang angka
1.	Sangat Baik (A)	86-100
2.	Baik (B)	71-85
3.	Cukup (C)	56-70
4.	Kurang (D)	$\leq 55$



## Narrative Text Structure

(Abstract)

A short introductory remark to the story

Orientation

It tells 'who is who and where'

(Evaluation)

It shows narrator's judgments or comments of the events of the whole story

Complication

It treats the crisis or climax in the story.

Resolution

It explains efforts taken to solve the problem.

(Coda/Re-orientation)

It closes the story by additional remarks.



FIRST PERSON

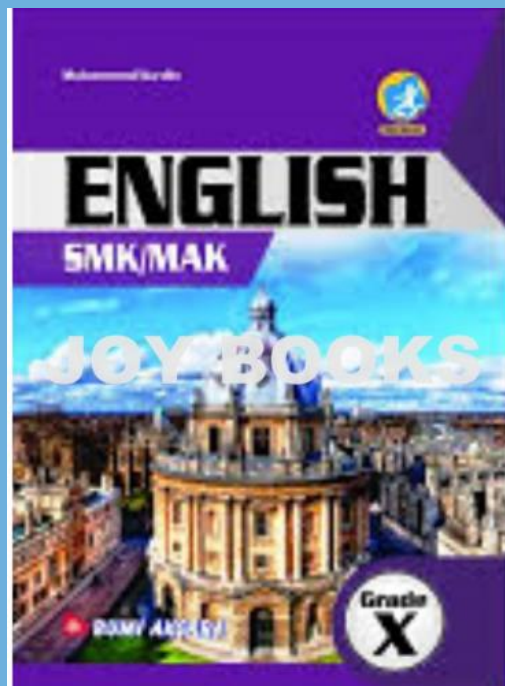
### A Ticket from The Police

**I Have a special experience in dealing with the police.** I once visited Medan and stayed in my colleague's house . As it was my first visit to the city. Johan, my friend, took me to have a sight- seeing around the city of Medan. Johan drove the car and I sat beside him. I did not know if we had breached the traffic regulations but the police stopped our car and gave a sign that we had to stop at the side of the road. Johan opened the car window and a tough tall police officer appeared. Johan had to obediently produce his driving license to respond to the police officer's order. In a gruffly manner the police officer withheld the license and was about to give him a ticket to pay the fine blaming that we had crossed the road when the red light was on. Johan, being accustomed to such a situation in his home city, reacted in a calm manner. He took a Rp. 10.000 bank note from his pocket, went out the car and shook hands with the police officer. I did not hear the words uttered by Johan but the police officer smiled at him. Johan returned to the car. The police officer waved his hand and let us proceed to our destination. **It appears to me that such a practice to deal with the police is common in Medan.**



[https://www.youtube.com/watch?v=aX5SmP\\_ppd8](https://www.youtube.com/watch?v=aX5SmP_ppd8)

<https://www.youtube.com/watch?v=HZ27OiDcwWk>



**NARRATIVE TEXT**

NARRATIVE TEXT IS A STORY WHICH COMPLETION OR PROBABLY BEING FINISHED BY THE WRITERS TO SHOW THE PROCEEDING AND REASONING POWER NARRATIVE TEXT IS THE NARRATIVE MADE THE SET OF METACOGNITIVE COMMANDMENTS THAT NARRATIVE IS THE A PIECE OF INFORMATION.

WITH MELISSA WILSON, LMS

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**1 Fable**

A fable is a story featuring animals, plants, or forces of nature which are anthropomorphized, given human qualities. A fable always ends with a moral which is usually written on the last line. The story is intended to be heard through reading the story.

**2 Legend**

A legend is a story about human events or actions that has been proved not documented in real history. It can relate to everyone and connect to with other culture. Legends are about people and their action or deeds.

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**Fable**

A fable is a story featuring animals, plants or forces of nature which are anthropomorphized (given human qualities). A fable always ends with a moral which is usually written on the last line. The is the lesson that is intended to be heard through reading the story.

**Social Function of Fable**

- To entertain or to amuse the reader
- To convey moral message or lessons to the reader

**Language Features of Fable**

- Uses concrete and somewhat verbs
- Often taking place outside
- Using past action verbs (Came, Ran, Drove)
- Uses specific location (mountain, garden, school, city)
- Using adjectives which are descriptive phrases
- Using time connectives and Conjunctions to arrange the events
- Using adverbs and adjectival phrases
- Using dialogue to elicit an emotional response from the reader
- Using Past Tense
- Ending in happy resolution
- Using a variety of simple, compound and complex sentences

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**Legend**

A legend is a story about human events or actions that has been proved not documented in real history. It can relate to everyone and connect to with other culture. Legends are about people and their action or deeds.

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**Social Function of Legend**

- To present the story of human actions in such a way that they are perceived by the listeners or readers
- To entertain or to amuse the readers about the interesting story

**Generic Structure of Legend**

1. Orientation
2. Complication
3. Resolution
4. Re-orientation

**Characteristic of Legend**

- A legend is set in a specific place and time
- The main character is often heroic
- The main character is human, not a God
- A legend is a fictional story
- Usually show in some historical truth at the heart of every legend
- Heroes perform great deeds with their strength and intelligence
- Heroes often give up dreams of happiness to tell others
- The hero is real but some part of the story are not completely true
- Handled down through generation
- The story was told orally and turned into fictional workplaces

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**Language Features of Legend**

- The use of adjective that form of the noun phrases
- Time connectives and conjunctions
- The use of adverb and adjectival phrases
- The use of action verbs in the past tense
- The use of saying verbs that mark remarks
- The use of thinking verbs that mark the thought
- The use of dialogue to elicit an emotional response from the reader

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**Thank you**

Created by:  
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## **KUNCI JAWABAN**

### **URAIAN SINGKAT**

1. The eagle had watched them all day
2. The eagle took the winning rooster as its prey
3. Don't be cocky when we have achieved our goal
4. True friend always stand by us in ups and downs
5. In the woods

### **ESSAY**

#### **TANGKUBAN PERAHU**

One day, as common Sangkuriang go to backwoods for chasing. Once when he touched base in the forested areas, Sangkuriang begins searching for prey. He saw a flying creature roosted on a branch, then without speculation Sangkuriang shot him, and right on target. Sangkuriang then requested that Tumang seek after his quarry some time recently, however the Tumang noiseless and would not have liked to take after Sangkuriang's request. Since Tumang was exceptionally irritated at, then Sangkuriang drove out Tumang and not permitted to run home with him once more.

At home, Sangkuriang advise the episode to her mom. After listening to the account of her child, Dayang Sumbi was exceptionally furious. He got the spoon, and struck against the head Sangkuriang. Feeling disillusioned with the treatment of his mom, then Sangkuriang chose to make a go at meandering, and went out.

After numerous years of meandering Sangkuriang, in the long run he expected to come back to the place where he grew up. Once there, he was extremely shocked by any stretch of the imagination, in light of the fact that the place where he grew up has changed totally. The Sangkuriang's pleasure expanded when the present amidst the street met a lady who is extremely delightful, which is none other than Dayang Sumbi. Since interested by her excellence, the Sangkuriang proposed her straightforwardly. At long last, an application was gotten by Dayang Sumbi, and consented to be hitched soon. One day, his future wife Sangkuriang requested that authorization chase on wellbeing .Before leaving, Dayang Sumbi requesting that he belt fixing and smoothing on his head. Dayang Sumbi was amazed, on the grounds that when she smoothed Sangkuriang headband, he saw a scar. The scar is a scar like his child. In the wake of getting some information about the reason for the injury Sangkuriang it, Dayang Sumbi expanded tekejut, on the grounds that truly her spouse was her own child.

Dayang Sumbi exceptionally confounded, in light of the fact that he may not wed his own particular child. After Sangkuriang home chasing, Dayang Sumbi attempted to identify with Sangkuriang, so Sangkuriang crossed out their wedding arrangements. Dayang Sumbi's solicitation was not affirmed by Sangkuriang, and just considered twist alone.

Consistently Dayang Sumbi thought how to request their wedding never happened. Subsequent to considering every option, Dayang Sumbi at long last discovered the most ideal way. He recorded two terms to Sangkuriang. In the event that Sangkuriang can meet both of these necessities, then Dayang Sumbi need to be a wife, however generally on the off chance that it comes up short then the marriage will be drop. The primary prerequisite Dayang Sumbi needed Citarum waterway dammed. What's more, the second is, request that Sangkuriang make a substantial vessel to cross the waterway. Both conditions must complete before sunrise.

Dayang Sumbi then request help groups to hold a red silk material toward the east of the city. At the point when taking a gander at redness in the eastern city, Sangkuriang imagined that it was day break. Sangkuriang promptly halted work and was not ready to meet the prerequisites that have been put together by Dayang Sumbi.

With a feeling of irritation and dissatisfaction, Sangkuriang then separate the dam that has made his own. Due to the breakdown of the dam, then there was a surge and the entire town is submerged. Sangkuriang additionally kicked huge vessel that has been made. The kayak was floating and fell all over, and after that into a mountain called Tangkuban Perahu.

### **REMEDIAL**

1. Because he was very hungry
2. Ten crocodiles
3. Accurately
4. Cunning animal

### **PENGAYAAN**

1. Sang Prabu was taken to Kahyangan by a wicked fairy
2. She didn't want the prince of Blambangan marry the princess
3. Wicked Fairy will not take Raden Begawan's life
4. Princess Nirmala
5. The jealousy that they posses