

RENCANA PELAKSANAAN PEMBELAJARAN

Satuan Pendidikan	: SMP Negeri 1 Abang
Kelas / Semester	: IX / Genap
Tema	: Narrative Text
Sub Tema	: Memberi dan meminta informasi terkait fairy tales, pendek dan sederhana.
Pembelajaran ke	: 2
Alokasi waktu	: 10 menit

A. Tujuan Pembelajaran :

Setelah mengikuti pembelajaran dengan model *cooperative learning* peserta didik dapat:

1. Mengidentifikasi *generic structure* dari teks naratif berbentuk cerita rakyat, sesuai dengan konteks penggunaannya.
2. Menentukan *generic structure* dari teks naratif berbentuk cerita rakyat, sesuai dengan konteks penggunaannya.
3. Menjelaskan *generic structure* dari sebuah teks naratif berbentuk cerita rakyat, sesuai dengan konteks penggunaannya.
4. Menentukan tujuan komunikatif dari teks naratif berbentuk cerita rakyat, sesuai dengan konteks penggunaannya.

B. KEGIATAN PEMBELAJARAN

1. Pendahuluan (Alokasi waktu 2 menit)

- Guru masuk ke kelas dan langsung menyapa siswa dengan menggunakan bahasa Inggris “*Good morning, students*” agar *English Environment* dapat langsung tercipta. Setelah direspon, guru menanyakan keadaan siswa.
- Guru bersama peserta didik berdoa sebelum memulai kegiatan.
- Guru menanyakan kehadiran siswa dengan mengucapkan “Who is absent today?”.
- Guru memberikan motivasi dan inspirasi kepada peserta didik sebelum memulai kegiatan pembelajaran.
- Guru mereview pelajaran sebelumnya.
- Guru menyampaikan kompetensi dasar dan tujuan pembelajaran yang akan dicapai.

2. Kegiatan Inti (Alokasi waktu 6 menit)

Observing

- Peserta didik membaca sebuah cerita rakyat berjudul “Cinderella”
- Peserta didik mencari kata-kata sulit yang terdapat dalam cerita rakyat berjudul “Cinderella”
- Guru mengobservasi kegiatan peserta didik.

Questioning

- Guru memberikan kesempatan kepada peserta didik untuk berdiskusi bersama (menanya dan merespon) tentang cerita rakyat berjudul “Cinderella”

Exploring

- Peserta didik menentukan *generic structure* dari cerita rakyat berjudul “Cinderella”
- Peserta didik menentukan tujuan komunikatif dari cerita rakyat “Cinderella”
- Peserta didik mendapat feedback dari guru terhadap hasil pekerjaan mereka.

Associating

- Peserta didik menganalisis latar (tempat dan tokoh) dalam cerita rakyat berjudul “Cinderella”

- Peserta didik mendapat feedback dari guru.

Communicating

- Peserta didik menceritakan kembali cerita rakyat “Cinderella”
- Peserta didik mendapat feedback dari guru.

3. Penutup (Alokasi waktu 2menit)

- Guru bersama peserta didik menyimpulkan materi yang sudah dipelajari.
- Guru melakukan tindak lanjut dalam bentuk pemberian tugas individual.
- Guru menginformasikan materi selanjutnya.
- Doa penutup.

C. PENILAIAN PEMBELAJARAN:

- Pengetahuan : Tes tulis dan penugasan
- Keterampilan : Unjuk kerja diskusi dan presentasi
- Sikap yang diamati : Kerja sama dalam kelompok

Mengetahui,
Kepala Sekolah

Amlapura, 16 Juli 2021
Guru Mapel

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PENILAIAN HASIL BELAJAR

▪ Kriteria penilaian Kinerja dan Tugas

1. Penilaian Sikap (*Attitude*)

5 = Tidak pernah menunjukkan sikap (Rasa hormat, jujur, peduli, berani, percaya diri, komunikatif, peduli sesama, ingin tahu)

4 = Pernah menunjukkan sikap (Rasa hormat, jujur, peduli, berani, percaya diri, komunikatif, peduli sesama, ingin tahu)

3 = Beberapa kali menunjukkan sikap (Rasa hormat, jujur, peduli, berani, percaya diri, komunikatif, peduli sesama, ingin tahu)

2 = Sering menunjukkan sikap (Rasa hormat, jujur, peduli, berani, percaya diri, komunikatif, peduli sesama, ingin tahu)

1 = sangat sering menunjukkan sikap (Rasa hormat, jujur, peduli, berani, percaya diri, komunikatif, peduli sesama, ingin tahu)

Aspek yang dinilai	5	4	3	2	1	Ket.
Rasa hormat						
Jujur						
Peduli						
Berani						
Percaya diri						
Komunikatif						
Peduli Sosial						
Ingin Tahu						

2. Penilaian pengetahuan

Speaking rubric

No	Name	Confidence	Pronunciation	Intonation	Accuracy	Team work
1						
2						
3						
4						

Catatan skor:

5 = Hampir sempurna

4 = Ada kesalahan tapi tidak mengganggu makna

3 = Ada beberapa kesalahan dan mengganggu makna

2 = Banyak kesalahan dan mengganggu makna

1 = Terlalu banyak kesalahan sehingga sulit untuk dipahami

Writing rubrik

No	Name	Aspek yang dinilai				Rata-rata
		Kosa kata	Tata bahasa	Ketepatan	Kerapihan	
1						
2						
3						
4						
5						

Catatan skor: 20-100

$$\text{Rata-rata} = \frac{\text{jumlah skor yang diperoleh}}{\text{jumlah skor maksimal}} \times 100$$

▪ **Rubrik Penilaian Kerja Individu**

Nama Siswa :

Hari/tanggal :

Nama kegiatan :

NIS :		Aspek yang Dinilai	Nilai
_____	_____		
<i>Knowledge</i>			
1	Kosa kata (<i>vocabulary</i>)		
2	Kelancaran (<i>fluency</i>)		
3	Ketelitian (<i>accuracy</i>)		
4	Pengucapan (<i>pronunciation</i>)		
5	Intonasi (<i>intonation</i>)		
6	Pemahaman (<i>understanding</i>)		
7	Pilihan kata (<i>diction</i>)		
<i>Attitude</i>			
1	Rasa hormat (<i>respect</i>)		
2	Jujur (<i>honest</i>)		
3	Peduli (<i>care</i>)		
4	Berani (<i>brave</i>)		
5	Percaya diri (<i>confidence</i>)		
6	Berkomunikasi baik (<i>communicative</i>)		
7	Peduli sosial (<i>social awareness</i>)		
8	Ingin tahu (<i>curiosity</i>)		
<i>Action</i>			
1	Kerja sama (<i>team work</i>)		
2	Melakukan tindak komunikasi (<i>communicative action</i>)		
Total			
Rata-Rata			

Catatan skor: 20-100

$$\text{Rata-rata} = \frac{\text{jumlah skor yang diperoleh}}{\text{jumlah skor maksimal}} \times 100$$

BAHAN AJAR

1. Definition of Narrative text

A narrative text tells a story from a particular point of view and can be presented using words, images and/or sounds.

2. The generic structure of narrative text

▪ Orientation

A stage that introduces the main characters in a setting of time and place.

▪ Complication

A sequence of events, which may begin in usual pattern, is changed in some way so that the pattern of events becomes a problem for one or more of the characters.

▪ Resolution

The problem is resolved or attempted to be resolved.

▪ Re-orientation

Contains the conclusion of the end story.

3. The purpose of narrative text

To tell the stories or past events, to entertain people and give some moral lessons to people.

4. Ciri Kebahasaan Narrative Text

Pada *Narrative Text*, terdapat beberapa ciri-ciri antara lain sebagai berikut :

- Menggunakan Action Verb dalam bentuk Past Tense. Misalnya : *Climbed, Turned, Brought*, dsb.
- Menggunakan Nouns tertentu sebagai kata ganti orang, hewan dan benda tertentu dalam cerita. Misalnya : *the king, the queen, the little girl, the princess*, dsb.
- Menggunakan Adjectives yang membentuk noun phrase. Misalnya : *long black hair, two red apples*, dsb.
- Menggunakan Time Connectives dan Conjunctions untuk mengurutkan kejadian-kejadian. Misalnya : *then, before, after, soon, meanwhile, finally*, dsb.
- Menggunakan Adverbs dan Adverbial Phrase untuk menunjukkan lokasi kejadian atau peristiwa. Misalnya : *here, in the mountain, happily ever after, once upon a time, long time ago*, dsb.

LEMBAR KERJA SISWA (LKS)

Pertemuan II

Identify the fairy tale entitled **Cinderella** based on the generic structure!

Cinderella

Once upon a time, there lived a girl named Cinderella. She lived with her step mother and two step sisters. The step mother and her two daughters didn't like Cinderella. They treated Cinderella very bad. Cinderella usually did the hardest works in the house; such as scrubbing the floor, cleaning the pot and pan and preparing the food for the family, and so on.

One day, a ball was to be held by the royal family of the kingdom to find the Prince's spouse. Cinderella wanted to go to the ball but her step mother asked her to stay at home and do the house works. Cinderella cried. Then there was a fairy godmother standing beside her.

"Why are you crying, Cinderella?", the fairy godmother asked.

"Because I want to go to the ball but my step mother insists me to stay at home. Besides, I don't have any beautiful dress" said Cinderella.

Then the fairy turned Cinderella's ugly dress became the most beautiful dress and with beautiful slippers. The fairy also turned a pumpkin into a parking coach and the mice become six white horses. Cinderella finally could go to the ball but she had to come back before midnight before the spell ended.

At the ball, Cinderella amazed everybody there include the Prince. The Prince asked her to dance. Cinderella had a wonderful time at the ball. But, all of a sudden, she heard the sound of a clock, the first stroke of midnight. Remembered what the fairy had said, Cinderella ran back to go home. But she lost one of her slippers in ballroom. The Prince picked up her slipper and would search for the girl whose foot fitted with the slipper.

A few days later, the Prince proclaimed that he would marry the girl whose feet fitted the slipper. Her step sisters tried on the slipper but it was too small for them, no matter how hard they squeezed their toes into it. In the end, the King's sorder let Cinderella try on the slipper. She stuck out her foot and the page slipped the slipper on. It fitted perfectly.

Finally, she was driven to the palace. The Prince was overjoyed to see her again. They were married and live happily ever after.

KUNCI JAWABAN

Generic Structure:

▪ Orientation

Once upon a time, there lived a girl named Cinderella. She lived with her step mother and two step sisters. The step mother and her two daughters didn't like Cinderella. They treated Cinderella very bad. Cinderella usually did the hardest works in the house; such as scrubbing the floor, cleaning the pot and pan and preparing the food for the family, and so on.

▪ Complication

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▪ Resolution

A few days later, the Prince proclaimed that he would marry the girl whose feet fitted the slipper. Her step sisters tried on the slipper but it was too small for them, no matter how hard they squeezed their toes into it. In the end, the King's soldier let Cinderella try on the slipper. She stuck out her foot and the page slipped the slipper on. It fitted perfectly.

▪ Re-orientation

Finally, she was driven to the palace. The Prince was overjoyed to see her again. They were married and live happily ever after.