

## RENCANA PELAKSANAAN PEMBELAJARAN

Satuan Pendidikan	: SMA Negeri 1 Padangan
Kelas / Semester	: X / Ganjil
Tema	: Narrative Text
Sub Tema	: local folklore
Pembelajaran Ke	: 1 ( Pertama )
Alokasi Waktu	: 10 Menit

### **A. TUJUAN PEMBELAJARAN**

1. Siswa mampu memahami makna sebuah local folklore sebagai salah satu bentuk Teks Narrative melalui kegiatan mendengarkan cerita “ The Origin Of Surabaya “ dalam bentuk audio dengan baik dan benar.
2. Siswa mampu menganalisa tentang fungsi social / tujuan, struktur bahasa dan ketatabahasaan dari teks Narrative dalam bentuk local folklore dengan judul “ the Origin of Surabaya” dengan baik dan benar.

### **B. KEGIATAN PEMBELAJARAN**

1. Pendahuluan.
  - Mengucapkan salam dengan ramah kepada siswa ketika memasuki ruang kelas.
  - Meminta siswa berdoa bersama sebelum memulai pembelajaran.
  - Mengecek kehadiran siswa dan menanyakan kabar siswa.
  - Menanyakan kepada siswa tentang materi pelajaran pada pertemuan yang sebelumnya
  - Memotivasi siswa dengan ice breaking ( Tebak Gambar ) untuk masuk pada pembelajaran sekarang.
  - Menyampaikan tujuan yang ingin dicapai dalam pembelajaran.
2. Kegiatan Inti.
  - Memperdengarkan sebuah cerita local folklore dengan judul “ The Origin Of Surabaya .“
  - Meminta siswa menyebutkan kata kata sukar yang tidak dipahami pada saat mendengarkan cerita local folklore dengan judul “ The Origin Of Surabaya. “
  - Meminta siswa membentuk kelompok kecil (dengan teman sebangku dan teman bangku depan/ belakang mereka), kemudian berdiskusi bersama untuk dapat menceritakan kembali cerita “ The Origin Of Surabaya” dengan bahasa mereka sendiri.
  - Memberikan teks cerita “ The Origin Of Surabaya” di papan tulis

- Memberikan waktu kepada kelompok siswa untuk memberikan pertanyaan – pertanyaan yang berkaitan dengan cerita. “ The Origin Of Surabaya” kepada kelompok siswa lain untuk mengetahui tingkat pemahaman siswa tentang makna dalam cerita tersebut.
- Memberikan umpan balik kepada siswa untuk membantu siswa menemukan fungsi social, struktur kebahasaan dan ketatabahasaan dari contoh teks narrative (local folklore) yang disajikan.
- Memberikan pertanyaan lisan pada siswa untuk mengukur tingkat pemahaman dan analisa siswa terhadap materi ( Narrative Text).

### 3. Penutup.

- Membantu siswa untuk membuat rangkuman dari materi mengenai Teks Narrative.
- Bersama dengan siswa merefleksikan pengalaman belajar ( kendala / kesulitan selama pembelajaran ).
- Memberikan pekerjaan rumah ( PR ) berupa teks local folklore yang lainnya.
- Menyampaikan rencana pembelajaran pada pertemuan berikutnya.
- Meminta siswa untuk berdoa dan menutup kegiatan belajar dengan salam.

## C. PENILAIAN PEMBELAJARAN

1. Penilaian sikap
  - Berupa observasi sepanjang kegiatan belajar mengajar.
2. Penilaian pengetahuan
  - Berupa penilaian lisan untuk mengukur tingkat pemahaman siswa tentang materi.
3. Penilaian ketrampilan
  - Berupa rubric penilaian Listening ( Mendengarkan / Menyimak ).

Padangan, 7 Januari 2022

Mengetahui ,

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## The Origin Of Surabaya

Once upon a time in the northern part of East Java, there lived in the sea a scary giant crocodile. He was ruler of the river and a predator who was feared by all the animals in the forest near the river. The name of the crocodile is Baya. He was very good at hunting. So all of the animals in the jungle were Afraid of him. Baya lived in the river.

In the sea , there lived a wild shark named Sura. He ruled the sea, and every fish were scared of him. However , Sura felt bored because he ate fish every day. He was curios about the river near the sea. One day he decided to go to the river. At the side of the river, there was a deer that was drinking water. Sura felt hungry, so he swam silently to the edge and jumped out to catch the deer.

The next day Sura came again to the place. It was a very hot day. Sura and Baya were looking for some food. Suddenly, Baya saw a goat.  
"Yummy, this is my lunch," said Baya.  
"No way! This is my lunch. You are greedy! I had not eaten for two days!" said Sura.

Then Sura and Baya fought again. After several hours, they were very tired. Sura had a plan to stop their bad behavior.  
"I'm tired of fighting, Baya," said Sura.  
"Me too. What should we do to stop fighting? Do you have any idea?" asked Baya.  
"Yes, I do. Let's share our territory. I live in the water, so I look for food in the sea. And you live on the land, right? So, you look for the food also on the land. The border is the beach, so we will never meet again. Do you agree?" asked Sura.  
"Hmm... let me think about it. OK, I agree. From today, I will never go to the sea again. My place is on the land," said Baya.

Then they both lived in the different places. But one day, Sura went to the land and looked for some food in the river. He was very hungry and there was not much food in the sea. Baya was very angry when he knew that Sura broke the promise.

"Hey, what are you doing here? This is my place. Your place is in the sea!"  
"But, there is water in the river, right? So, this is also my place!" said Sura.

Then Sura and Baya fought again. They both hit each other. Sura bit Baya's tail. Baya did the same thing to Sura. He bit very hard until Sura finally gave up. He went back to the sea. Baya was very happy. He had his place again.

The place where they were fighting was a mess. Blood was everywhere. People then always talked about the fight between Sura and Baya. They then named the place of the fight as Surabaya, it's from Sura the shark and Baya the crocodile. People also put their fight as the symbol of Surabaya city.

## Penilaian Hasil Pembelajaran

### 1. Sikap

#### - Penilaian Observasi

Penilaian observasi atau pengamatan sikap dan perilaku siswa selama KBM.

No	Nama Siswa	Aspek Perilaku yang Dinilai				Jumlah Skor	Skor Sikap	Kode Nilai
		KS	MG	TJ	DS			
1	Fanny Rahmadita							
2	Fatma Desti							
3	Devina							
4	M. Almaz							
5	Nicholas Abednego							
6	Rayhan Atha							
7	Siti Zelikha							
8	Yogi Rizki							

#### Keterangan :

- BS :Bekerja Sama
- MG :Menghargai
- TJ :Tanggung 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 4 (Rerata)
4. Kode nilai / predikat :  
80,01 – 100,00 = Sangat Baik (SB)  
60,01 – 80,00 = Baik (B)  
30,01 – 60,00 = Cukup (C)  
00,00 – 30,00 = Kurang (K)
5. Format di atas dapat diubah sesuai dengan aspek perilaku yang ingin dinilai

## 2. Pengetahuan

Diberikan pengetahuan luas melalui penyempurnaan beberapa pertanyaan yang berkaitan dengan materi.

Daftar pertanyaan :

1. What is the symbol of Surabaya City ?
2. How many characters in the story ?
3. Who was the ruler in the story ?
4. Who was The Ruler in the sea ?
5. Why did Sura go to the river ?
6. What did Baya do when he saw Sura near the river ?
7. Can you mention the agreement that was made by them ?
8. What can we learn from the story ?
9. What is the purpose of the text ?
10. Can you mention the generic structure of the text ?

Keterangan :

- Penulisan untuk masing masing nomor 1 sampai 10 adalah 10
- Nilai = jumlah skor yang diperoleh siswa

### 3. Penilaian Ketrampilan

Nama Siswa : .....

Kelas : .....

N O	Nama Siswa	Aspek Yang Dinilai					Jmlh Skor	Skor Ketrampilan
		PI	LT	KTI	KK	KA		
1	Fanny Rahmadita							
2	Fatma Desti							
3	Devina							
4	M. Almaz							
5	Nicholas Abednego							
6	Rayhan Atha							
7	Siti Zelikha							
8	Yogi Rizki							

Keterangan :

*Tabel Penilaian ketrampilan Mendengarkan / Menyimak*

N o	Aspek yang Dinilai	Kriteria	Skor 1-4
1	Pemahaman Isi	Sangat memahami	4
		Memahami	3
		Cukup memahami	2
		Kurang memahami	1
2	Kelogisan Penafsiran	Sangat logis menafsirkan	4
		Logis menafsirkan	3
		Cukup Logis Menafsirkan	2
		Kurang Logis menafsirkan	1
3	Ketepatan Penangkapan Isi	Sangat Tepat Menangkap Isi	4
		Tepat Menangkap Isi	3
		Cukup Tepat Menangkap Isi	2
		Kurang Tepat Menangkap Isi	1
4	Ketahanan Konsentrasi	Sangat Tahan Berkonsentrasi	4
		Ketahanan konsentrasi	3
		Cukup Ketahanan konsentrasi	2
		Kurang Ketahanan konsentrasi	1
5	Ketelitian Analisa	Sangat teliti Analisa	4
		teliti Analisa	3
		Cukup telitia Analisa	2
		Kurang teliti Analisa	1

Catatan :

1. Skor maksimal =  $\frac{\text{Jumlah skor yang diperoleh}}{\text{Jumlah skor maksimal}} \times 100 = \text{Skor Ketuntasan}$
2. Skor Penilaian

No.	Kategori	Skor angket
1.	Sangat Baik (A)	80-100
2.	Baik (B)	71-80
3.	Cukup (C)	59-70
4.	Kurang (D)	< 59