

RENCANA PELAKSANAAN PEMBELAJARAN (RPP)

Satuan Pendidikan	: SMA Negeri 3 Boyolali
Mata Pelajaran	: Bahasa Inggris
Kelas/Semester	: X / 2
Tema	: Teks Naratif
Sub tema	: Legenda Rakyat
Pembelajaran ke	: 2
Alokasi Waktu	: 10 Menit

A. Tujuan Pembelajaran

Melalui model pembelajaran *cooperative learning example non example* peserta didik dapat membedakan dan menangkap makna secara kontekstual terkait fungsi sosial, struktur teks dan unsur kebahasaan teks naratif terkait legenda rakyat, serta pesan moral cerita dengan penuh tanggung jawab, mampu berkomunikasi dan bekerjasama dengan baik dalam kelompok selama proses pembelajaran berlangsung.

B. Kegiatan

Pembelajaran

Kegiatan

Pendahuluan:

1. Guru mengucapkan salam dan mengajak peserta didik berdoa.
2. Guru mengecek kehadiran peserta didik.
3. Guru mengingatkan kembali materi sebelumnya dan mengaitkan dengan materi yang akan dipelajari.
4. Guru menyebutkan tujuan pembelajaran dan menyampaikan rencana penilaian.

Kegiatan Inti:

1. Peserta didik mengamati gambar ilustrasi cerita yang ditayangkan guru tentang “The Golden Egg”.
2. Guru dan peserta didik bertanya jawab mengenai ilustrasi cerita tersebut.
3. Peserta didik bekerja dalam kelompok (6 orang) yang dipilih secara acak dan masing-masing kelompok mendapatkan 1 buah amplop berisi potongan-potongan cerita dan mengurutkannya menjadi satu teks naratif yang utuh sesuai dengan gambar ilustrasi cerita yang ada.
4. Setelah selesai menyusun 1 teks utuh peserta didik mengumpulkan informasi dari berbagai sumber (buku, internet) dan berdiskusi menganalisis fungsi sosial, struktur teks

dan unsur kebahasaan serta menyimpulkan pesan moral dari cerita tersebut.

5. Perwakilan kelompok mempresentasikan hasil kerja mereka dan kelompok lain memberi tanggapan.
6. Guru memberi tanggapan dan umpan balik atas hasil diskusi peserta didik.
7. Peserta didik mengerjakan kuis berupa 3 soal pilihan ganda.

Kegiatan Penutup:

1. Dengan bimbingan guru, peserta didik menyimpulkan dan merefleksi pembelajaran.
2. Guru menyampaikan materi yang akan dipelajari pada pertemuan yang akan datang.
3. Guru menutup pembelajaran dengan mengucapkan salam.

C. Penilaian Pembelajaran

Penilaian	Teknik	Bentuk	Instrumen
Sikap Sosial dan Spiritual	Observasi	Jurnal	Terlampir
Pengetahuan	Kuis/Tes tertulis	Pilihan Ganda	Terlampir
Keterampilan	Praktik	Presentasi	Terlampir

Boyolali, 16 Juli 2021

Mengetahui:

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NIP. -



LAMPIRAN

MATERI PEMBELAJARAN

NARRATIVE TEXT

Definition

A narrative text is a story that is created in a constructive format that describes a sequence of fictional or non-fictional events.

Purpose:

- It is used to amuse/entertain the readers that is to gain and hold the reader's interest in a story.
- It is used to teach and inform the writer's reflections on experience
- It can be **imaginary or factual** (fairy tales, mysteries, fables, romances, adventure stories, myths and legends), or it can also be a complicated event that leads to a crises that finally find a solution

Generic Structure:

1. Orientation

Sets the scene: where and when the story happened, introduces the participants of the story: who and what is involved in the story.

2. Complication

Tells the beginning of the problem which leads to the crisis (climax) of the main participants.

3. Resolution

The problem (the crisis) is resolved, either in a happy ending or in sad (tragic) ending.

4. Reorientation

This is a closing remark to the story and it is optional. It consists of a moral lesson, advice or teaching from the writer.

Language Features:

- A narrative focuses on specific participants: often individual or participants with defined identities. Major participants are human, or sometimes animals with human characteristic.
- Mainly use action, verbal or mental processes (verbs of perception: think, realize, feel, etc.)
- It usually use past tenses (Simple Past Tense and Past Continuous Tense).
- Direct and indirect speeches are often used (some dialogs are used in the story and the tense can change).
- Descriptive language is used to create listeners' or readers' imagination.
- Can be written in first person (I, We) or third person (he, she, and they) (In choose – your-own-advantages, the reader is involved in the story a major character and addressed as "you".
- Temporal conjunctions are also used.
- As the sentence introducers: Then, ; After that, ; Finally, etc.
- As time introducers (adverbial clauses: before ; After ; While During etc.

The example of Narrative text with sequences picture:



Lampiran Penilaian:**1. Sikap spiritual dan sosial****PENILAIAN SIKAP****1. Jurnal Guru**

Nama Satuan pendidikan :

Tahun pelajaran :

Kelas/Semester :

Mata Pelajaran :

NO	HARI/ TANGGAL	NAMA	KEJADIAN/ PERILAKU	BUTIR SIKAP	POS/ NEG	TINDAK LANJUT
1						
2						
3						
4						
5						

2. Penilaian Diri

Nama :

Kelas :

Berilah tanda centang (✓) pada kolom “Ya” atau “Tidak” sesuai dengan keadaan yang sebenarnya.

No	Pernyataan	Ya	Tidak
1.	Saya memiliki semangat selama proses pembelajaran.		
2.	Saya mengusulkan ide/pendapat kepada kelompok.		
3.	Saya sibuk mengerjakan tugas sendiri.		
4.	Saya berani bertanya dengan santun.		
5.	Saya memiliki sikap ilmiah pada saat melaksanakan tugas kelompok.		
6.	Saya percaya diri dalam mempresentasikan hasil kerja kelompok.		

3. Penilaian Antar TemanNama Teman : Teman 1.....
Teman 2

Nama pengamat :

Isilah kolom yang tersedia dengan tanda cek (✓) jika temanmu menunjukkan perilaku yang sesuai dengan pernyataan/indikator pengamatan atau tanda (-) jika temanmu tidak menunjukkan perilaku tersebut.

No	Pernyataan / Indikator Pengamatan	Teman 1	Teman 2
1	Mengajukan pertanyaan dengan santun.		
2	Mengerjakan kegiatan sesuai pembagian tugas dalam kelompok.		
3	Mengemukakan ide untuk menyelesaikan masalah.		
4	Memaksa kelompok untuk menerima usulnya.		
5	Menyela pembicaraan teman kelompok.		
6	Menunjukkan kegembiraan dalam kerja kelompok.		

4. Penilaian Sikap Sosial

Kelas :

Materi :

No	Nama	Skor Indikator							Skor Total	Predikat
		Kerja sama	Percaya diri	Tanggung jawab	Jujur	Tolerasi	Disiplin	Peduli Lingkungan		
1										
2										
3										

Skor

100 = apabila peserta didik memenuhi 4 indikator

75 = apabila peserta didik memenuhi 3 indikator

50 = apabila peserta didik memenuhi 2 indikator

25 = apabila peserta didik memenuhi 1 indikator

0 = apabila peserta didik tidak memenuhi semua indikator

Indikator yang diamati:

1. Kerjasama. Indikator sikap kerjasama adalah sebagai berikut.
 - a. Bersedia membantu dalam kelompok tanpa mengharap imbalan
 - b. Aktif dalam kerja kelompok
 - c. Mencari jalan untuk mengatasi perbedaan
 - d. Tidak mendahulukan kepentingan pribadi
2. Percaya diri. Indikator sikap percaya diri adalah sebagai berikut.
 - a. Tidak mudah putus asa/tidak mudah mengeluh.
 - b. Berani presentasi di depan kelas.
 - c. Berani bertanya pada saat guru menjelaskan materi.
 - d. Berani berpendapat.
3. Tanggung jawab. Indikator sikap tanggung jawab adalah sebagai berikut.
 - a. Siap mengerjakan tugas dari guru.
 - b. Bersedia meminta maaf atas kesalahan.
 - c. Tidak menyalahkan teman dalam kelompok.
 - d. Siap mengembalikan barang pinjaman.
4. Jujur. Indikator sikap jujur adalah sebagai berikut.

- a. Tidak menyontek dalam mengerjakan ulangan/ujian
 - b. Tidak menjadi plagiat pekerjaan teman/karya teman
 - c. Membuat laporan berdasarkan data atau informasi apa adanya
 - d. Mengakui kesalahan atau kekurangan yang dimiliki
5. Toleransi. Indikator sikap toleransi adalah sebagai berikut.
- a. Bersedia menerima pendapat teman.
 - b. Mampu bekerja sama dengan siapapun.
 - c. Menerima hasil kesepakatan kelompok
 - d. Dapat menerima kekurangan teman/orang lain
6. Disiplin. Indikator sikap disiplin adalah sebagai berikut.
- a. Masuk kelas tepat waktu.
 - b. Menggunakan pakaian seragam sesuai ketentuan.
 - c. Mengumpulkan tugas sesuai waktu yang ditentukan.
 - d. Berbahasa lisan dan tulis yang baik dan benar sesuai kaedah.
7. Peduli Lingkungan
- a. Melaksanakan pikut 7 K sesuai jadwal.
 - b. Meletakkan sampah pada tempatnya.
 - c. Turut menjaga pengurangan sampah plastik
 - d. Menerapkan protokol kesehatan

Rumus Perhitungan Skor Akhir

$$\text{Skor Akhir} = \frac{\text{Jumlah perolehan Skor}}{7}$$

Kategori nilai Sikap

- Sangat Baik (A) : apabila memperoleh skor 92-100
- Baik (B) : apabila memperoleh skor 82-91
- Cukup (C) : apabila memperoleh skor 72 -81
- Kurang (D) : apabila memperoleh skor < 72

5. Penilaian Sikap Spiritual

Kelas :

Materi :

No	Nama Siswa	Indikator				Skor total	Predikat
		1	2	3	4		
1							
2							
3							
4							
5							
6							

Indikator :

1. Berdoa sebelum dan sesudah pembelajaran.
2. Membalas salam dari guru
3. Bersyukur setelah selesai mengerjakan tugas
4. Mengerjakan ibadah sesuai dengan agamanya.

Skor :

100 = apabila peserta didik selalu melakukan perilaku yang diamati

- 75 = apabila peserta didik sering melakukan perilaku yang diamati
50 = apabila peserta didik kadang - kadang melakukan perilaku yang diamati
25 = apabila peserta didik tidak pernah melakukan perilaku yang diamati

Rumus Perhitungan Skor Akhir

$$\text{Skor Akhir} = \frac{\text{Jumlah perolehan Skor}}{4}$$

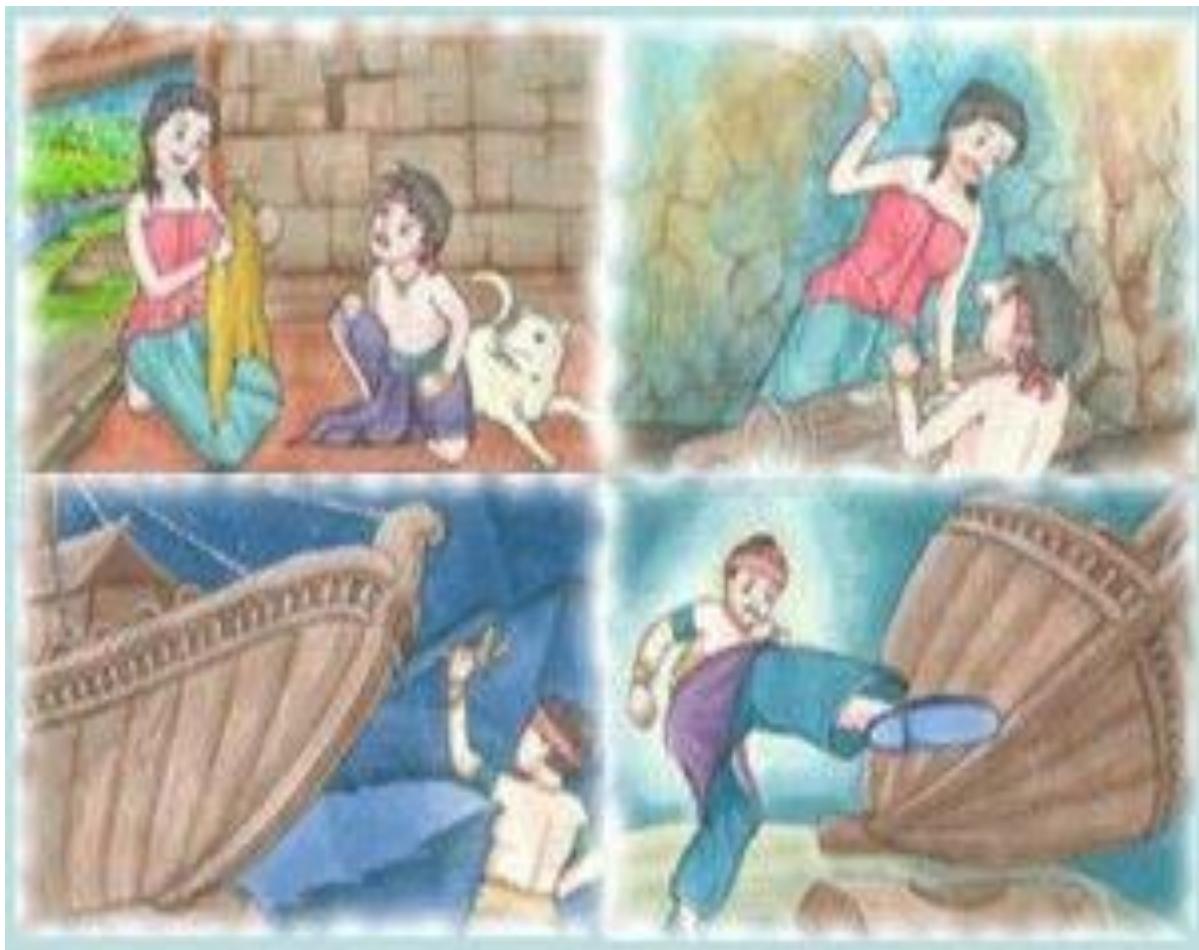
Kategori nilai Sikap

- Sangat Baik (A) : apabila memperoleh skor 92-100
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2. Pengetahuan

Work in group of six. Rearrange the pieces of story based on the following series of picture.

Pay Attention to these following pictures



Anybody there! Bring me my tool. I will give you special present. If you are female. I will consider you as my sister if you are male, I will marry you suddenly a male dog, its name was Tumang came. He brought her the falling tool. Dayang Sumbi was very surprised. She regretted her words but she could not deny it. So she had marry Tumang and leave her father. Then they lived in a small village. Several months later they had a son. His name was Sangkuriang. He was a handsome and healthy boy.

Once upon a time in west java, lived a writer king who had a beautiful daughter. Her name was Dayang Sumbi. She liked weaving very much. Once she was weaving a cloth when one of her tools fell to the ground. She was very tired, at the same time she was too lazy to take it. Then she just shouted out loudly.

Sangkuriang liked hunting very much, especially deer. He often hunted to the wood usyng his arrow. When he went hunting , Tumang was always with him.

Many years passed and Sangkuriang became a strong young man. He wandered everywhere. One day he arrived. at his own village but he did not realize it. There he met Dayang Sumbi. At the time Dayang Sumbi was given an eternal beauty by God so she stayed young forever. Both of them did know each other. So they fall in love and then they decided to marry. But then Dayang Sumbi recognized a scar on Sangkuriang's head. She knew that Sangkuriang was his son. It was impossible for them to marry. She told him but he did not believe her. He wished that they marry soon. So Dayang Sumbi gave very difficult condition. She asked Sangkuriang to build a lake and a boat in one night! She said she needed that for honeymoon.

Sangkuriang was angry. He kicked the boat. Then the boat turned upside down. It, leter, became Mounth Tangkuban Perahu. Which means an upside-down boat. From a distant the mount really looks like an upside down boat.

Sangkuriang agreed. With the help of genie and spiritis, Sangkuriang tired to build them. By midnight he had completed the lake by building a dam in Citarum river. Then he started making the boat. It was almost dawn when he almost finished it. Meanwhile Dayang Sumbi kept watching on him. She was very worried when she knew this. So she made lights in the east. Then the spiritis thought that was already dawn. It was time for them to leave. They left Sangkuriang alone. Without their help he could not finish the boat.

One day Dayang Sumbi wanted to have deer's heart so she asked Sangkuriang to hunt for a deer. Then Sangkuriang when to the wood with his arrow and his faithful dog. Tumang, but afher several days in the wood Sangkuriang could not find any deer. Then where all disappeared. Sangkuriang was exhausted and desperate. He did not want to disappoint her mother so he killed Tumang. He did not know that Tumang was his father. Tumang's heart to her mother. But Dayang Sumbi knew that it was Tumang's heart. She was so angry that she could not control her emotion. She hit Sangkuriang at his head Sangkuriang was wounded. There was a scar in his head. She also repelled her son. Sangkuriang left her mother in sadness.

After arranging the story, please fill in the table based on the story.

Title
Social Function
Generic Structure: 1. Orientation 2. 3. 4.
Lexico Grammatical Features
Moral Value

Quiz

Answer the questions based on the text by choosing a, b, c, or d!

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. Why the wicked fairy did used her magic to make Raden Begawan unconscious?
 - A. She didn't like Raden Begawan
 - B. She didn't want Raden Prabu marry the princess
 - C. She wanted Teja Nirmala to forget about her wedding
 - D. She didn't want the prince of Blambangan marry the princess
 - E. She didn't want the prince of Blambangan feel love with her
2. What do you think will happen if gods or goddesses cannot mingle in the affairs of people in the earth at that time?
 - A. Princess Segara will have married with Raden Begawan
 - B. Sang Prabu will not hold strength competition
 - C. Raden Begawan will not die
 - D. Teja Nirmala will stay in the Kahyangan
 - E. Wicked Fairy will not take Raden Begawan's life
3. So a nice fairy took her to the Kahyangan. (Paragraph 2) The word her in the sentence refers to...

- A. The wicked fairy
- B. The nice fairy
- C. Princess Nirmala
- D. Prince Teja
- E. The prince of Blambangan

PEDOMAN PENSKORAN

Setelah menjawab latihan soal pada kegiatan belajar ini, kemudian cocokan jawaban Anda dengan kunci jawaban yang terdapat pada bagian akhir modul ini, hitung jawaban Anda yang benar. Untuk mengetahui tingkat penguasaan Anda dalam mempelajari materi dalam kegiatan ini, gunakan rumus penghitungan yang ada di bawah ini.

Rumus penghitungan:

$$\text{Tingkat penguasaan} = \frac{\text{Jumlah jawaban yang benar}}{\text{Banyaknya soal}} \times 100\%$$

Tingkat penguasaan yang dicapai: 90 % -

100 % = Baik Sekali

80 % - 90 % = Baik

70 % - 80 % = Sedang

>70 % = Kurang

Kunci jawaban Evaluasi

1. D
2. E
3. C

3. Keterampilan

Retell the story then tell its social function, generic structure, lexico grammatical features and moral value in front of the class!

PENILAIAN KETERAMPILAN

Penilaian Presentasi

Kelas :

Materi :

No	Nama	Indikator				Skor Total	Predikat
		1	2	3	4		
1							

2						
3						

Indikator :

1. Penampilan pada saat presentasi / menyampaikan hasil penugasan
2. Kesesuaian materi presentasi dengan teori/konsep
3. Kemampuan menyampaikan materi presentasi
4. Kemampuan menjawab pertanyaan dari kelompok lain

Skor :

- | | |
|-----|--|
| 100 | = apabila peserta didik memenuhi 4 indikator |
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Rumus Perhitungan Skor Akhir

$$\text{Skor Akhir} = \frac{\text{Jumlah perolehan Skor}}{4}$$

Kategori nilai Sikap

- | | |
|-----------------|----------------------------------|
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