

RENCANA PELAKSANAAN PEMBELAJARAN

Satuan Pendidikan	: SMK PGRI 1 SURAKARTA
Kelas/ Semester	: X / 1
Mata Pelajaran	: Bahasa Inggris
Materi Pokok	: Teks Tulis berbentuk Narrative
Pembelajaran ke	: 1 (Satu)
Alokasi waktu	: 10 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

A. TUJUAN PEMBELAJARAN:

Setelah mengikuti proses kegiatan pembelajaran dengan menggunakan metode Discovery Learning, siswa diharapkan mampu:

- Mengidentifikasi fungsi sosial, struktur, dan unsur kebahasaan teks narrative secara benar dan tepat
- Membandingkan perbedaan dan persamaan teks fable dan legend dari teks narrative dengan tepat
- Mendesain teks narrative terkait fable and legend yang relevan dengan lingkungan siswa secara sederhana dan kreatif.

B. KEGIATAN PEMBELAJARAN

Kegiatan Pendahuluan

- Guru mengondisikan kesiapan fisik dan psikis siswa (salam, doa, cek kebersihan, dan kerapian)
- Guru menyampaikan apersepsi, KD, tujuan pembelajaran, kebermanfaatan materi, dan teknik penilaian yang akan digunakan

Kegiatan Inti

- (Mengamati) Pemberian stimulus terhadap siswa. Siswa mengamati lembar kerja, pemberian contoh-contoh materi/soal untuk dapat dikembangkan siswa yang berhubungan dengan Teks naratif lisan dan tulis berbentuk legenda sederhana (literasi).
- (Menanya) Identifikasi masalah. Guru memfasilitasi siswa untuk memahami masalah yang disajikan yaitu mengidentifikasi apa yang mereka ketahui, apa yang mereka perlu ketahui, dan apa yang perlu dilakukan untuk menyelesaikan masalah terkait materi Teks naratif lisan dan tulis berbentuk legenda sederhana (rasa ingin tahu, pantang menyerah, bertanggung jawab)
- (Mengeksplorasi) Pengumpulan data. Siswa mengumpulkan informasi yang relevan untuk menjawab pertanyaan yang telah diidentifikasi melalui kegiatan Diskusi dan saling tukar

informasi terkait Teks naratif lisan dan tulis berbentuk legenda sederhana (kerjasama, gotong royong dan literasi)

- (Mengasosiasi) Pengolahan data & pembuktian. Menyampaikan dan mempresentasikan hasil diskusi kelompok tentang Teks Naratif lisan dan tulis berbentuk legenda sederhana (teliti)
- (Mengkomunikasikan) Menarik Kesimpulan. Siswa menganalisa dan menyimpulkan masukan, tanggapan dan koreksi dari guru terkait pembelajaran yang telah dilakukan tentang Teks naratif lisan dan tulis berbentuk legenda sederhana (jujur)

Kegiatan Penutup

- Guru melakukan refleksi pembelajaran dengan membimbing siswa menyimpulkan materi pembelajaran
- Guru menyampaikan tindak lanjut dan rencana pertemuan berikutnya
- Guru dan siswa menutup kegiatan dengan mengucapkan syukur kepada Tuhan bahwa pembelajaran telah berlangsung dengan baik dan lancar.

C. PENILAIAN :

Penilaian Pengetahuan :

- Tes Pilihan Ganda
- Tes tertulis

Penilaian Keterampilan :

- Menulis salah satu cerita rakyat (legenda) yang ada di lingkungan tempat tinggal siswa

Penilaian Sikap :

- Melalui observasi selama kegiatan pembelajaran.

Surakarta, 10 Juli 2021

Mengetahui
Kepala SMK PGRI 1 Surakarta

Guru Mapel

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Lampiran Penilaian

I. Penilaian Pengetahuan

Princess Nirmala

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.

Choose the correct answer by crossing (X) a, b, c, d, or e based on the text above!

- Which one of the following statements is false about Sang Prabu?
 - Sang Prabu was taken to Kahyangan by a wicked fairy
 - Sang Prabu was a father of his only daughter
 - Sang Prabu was a king of a kingdom in West Java
 - Sang Prabu was a wise man
 - Sang Prabu didn't have a son
- Why the wicked fairy did used her magic to make Raden Begawan unconscious?
 - She didn't like Raden Begawan
 - She didn't want Raden Prabu marry the princess
 - She wanted Teja Nirmala to forget about her wedding
 - She didn't want the prince of Blambangan marry the princess
 - She didn't want the prince of Blambangan feel love with her
- What do you think will happen if gods or goddesses cannot mingle in the affairs of people in the earth at that time?
 - Princess Segara will have married with Raden Begawan
 - Sang Prabu will not hold strength competition
 - Raden Begawan will not die
 - Teja Nirmala will stay in the Kahyangan
 - Wicked Fairy will not take Raden Begawan's life
- So a nice fairy took her to the Kahyangan. (Paragraph 2) The word her in the sentence refers to...
 - The wicked fairy
 - The nice fairy
 - Princess Nirmala
 - Prince Teja
 - The prince of Blambangan
- The similarity between fairy and human according to the text.
 - The place they live
 - The jealousy that they possess
 - The way they don't feel a love
 - The strength they have
 - Their life that is immortal

The Lion King

In the Pride Lands of Africa, a lion ruled over the animals as king. The birth of King Mufasa and Queen Sarabi's son Simba created envy and resentment in Mufasa's younger brother, Scar, who knew his nephew now replaced him as heir to the throne. After Simba had grown into a young cub, Mufasa gave him a tour of the Pride Lands, teaching him the responsibilities of being a king and the Circle of Life. Later that day, Scar tricked Simba and his best friend Nala into exploring a forbidden elephant graveyard, despite the protests of Mufasa's hornbill majordomo Zazu. At the graveyard, three spotted hyenas named Shenzi, Banzai and Ed attack the cubs before Mufasa, alerted by Zazu, saved them and forgave Simba for his actions. That night, the hyenas, who were allied with Scar, plot with him to kill Mufasa and Simba.

The next day Scar lured Simba to a gorge and told him to wait there while he got Mufasa. On Scar's orders, the hyenas stampeded a large herd of wildebeest into the gorge. Mufasa saved Simba, but as Mufasa tried to climb up the gorge's walls, Scar threw him back into the stampede, where he was trampled to death. After Simba found Mufasa's body, Scar convinced him he was responsible for his father's death and advised Simba to flee the kingdom. As Simba left, Scar ordered Shenzi, Banzai and Ed to kill the cub, but Simba escaped. That night, Scar announced to the pride that both Mufasa and Simba were killed in the stampede and stepped forward as the new king, allowing a pack of hyenas to live in the Pride Lands.

After running far away, Simba collapsed from exhaustion in a desert. Timon and Pumbaa, a meerkat and a warthog, found him and nursed him back to health. Simba subsequently grew up with them in the jungle, living a carefree life with his friends under the motto "hakuna matata" ("no worries" in Swahili). When he was a young adult, Simba saved Timon and Pumbaa from a hungry lioness, who turned out to be Nala. She and Simba reconciled and fell in love. Nala urged Simba to return home, telling him the Pride Lands had become a wasteland with not enough food and water. Feeling guilty over his father's death, Simba refused and stormed off, leaving Nala disappointed and angry. As Simba exited the jungle, he encountered Mufasa's mandrill friend and advisor, Rafiki. Rafiki told Simba that Mufasa was "alive" and took him to a pond. There Simba was visited by the ghost of Mufasa in the sky, who told him he took his rightful place as the king of the Pride Lands. Simba realized he could no longer run from his past and went home. Nala, Timon, and Pumbaa joined him, and agreed to help him fight.

At the Pride Lands, Simba saw Scar hit Sarabi and confronted him, but Scar taunted Simba over his "part" in Mufasa's death. However, when Scar pushed Simba to the edge of Pride Rock, he revealed that he killed Mufasa. Enraged, Simba roared back up and forced Scar to reveal the truth to the pride. Timon, Pumbaa, Rafiki, Zazu, and the lionesses fended off the hyenas while Scar, attempting to escape, was cornered by Simba at the top of Pride Rock. Scar begged Simba for mercy, insisting that he was family and placing the blame on the hyenas. Simba no longer believed Scar, but spared his life on the grounds of forever leaving the Pride Lands. Scar appeared to comply, but then attacked his nephew. After a fierce fighting, Simba threw his uncle off Pride Rock. Scar survived the fall, but was attacked and eaten alive by the hyenas, who overheard his attempted to betray them.

With Scar and the hyenas gone, Simba ascended to the top of Pride Rock and took over the kingdom as the rain fell again. Sometime later, with Pride Rock restored to its former glory, Simba looked down happily at his kingdom with Nala, Timon, and Pumbaa by his side; Rafiki presented Simba and Nala's newborn cub to the inhabitants of the Pride Lands, and the Circle of Life continued.

Questions

1. How many main characters were in this story?
2. Who was Mufasa?
3. Why did Simba leave the Pride Lands when he was young?
4. When did Simba go back to Pride Land?
5. What was the ending of the story?

Answer key (multiple choises)

1. A
2. D
3. E
4. C
5. B

Answer Key (essay)

1. This story had some characters, but the main characters of this Story was Simba and Nala.
2. Mufasa was the King of Pride Lands. He was Simba's father.
3. Simba left the Pride Lands because he felt guilty for his father's death.
4. Simba were back when he realized that Pride Lands needed him to change the circle of life.
5. This was happy ending story because Simba was The King of Pride Lands and he restored the circle of life to glory like his father did before.

Norma Penilaian

Pilihan ganda setiap nomor benar score 1, salah 0

Essay benar 3,

Essay terjawab salah 1

Essay tidak terjawab 0

Score perolehan

X 100

Score Maximal

II. Penilaian Sikap

- Penilaian Observasi

No	Nama Siswa	Aspek Perilaku yang Dinilai				Jumlah Skor	Skor Sikap	Kode Nilai
		BS	JJ	TJ	DS			
1								
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)

III. Penilaian Ketrampilan

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		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 tidak sesuai dengan judul		1	
3	Keruntutan Teks	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	
4	Pilihan Kosakata	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	

5	Pilihan tata bahasa	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	
6	Penulisan Kosakata	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	
7	Kerapihan Tulisan	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	