RENCANA PELAKSANAAN PEMBELAJARAN (RPP)
CALON PENGAJAR PRAKTIK GURU PENGGERAK

Satuan Pendidikan : SMA Negeri 1 Blora
Mata Pelajaran : Bahasa Inggris Wajib
Kelas/ Semester : X / Genap
Topik : 2 (Memberi dan meminta informasi terkait legenda rakyat)
KD/Materi Pokok : Teks Narrative (Legenda rakyat)
Alokasi Waktu : 10 MENIT

A. TUJUAN PEMBELAJARAN

Setelah melalui proses pembelajaran dengan model *Project Based Learning*, peserta didik dapat menyusun rencana proyek dan menyusun jadwal pembuatan proyek membuat karya narrative text tertulis maupun lesan (Legenda rakyat) sesuai minat peserta didik dengan bahasa yang berterima dan memiliki sikap mencintai budaya lokal.

B. KEGIATAN PEMBELAJARAN

1. Kegiatan Pendahuluan (alokasi waktu 3 menit)		
a.	Orientasi: Melakukan pembukaan dengan salam pembuka dan berdoa untuk memulai pembelajaran.	
b.	Apersepsi: • Mengaitkan materi pembelajaran yang akan dilakukan dengan pembelajaran pada pertemuan sebelumnya yaitu pada sintax PjBL pertama, penentuan pertanyaan mendasar. (What is narrative text, what are the generic structure of narrative text, what is the social function of narrative text, what are the language feature of narrative text) • Mengaitkan materi pembelajaran yang akan dilakukan dengan kehidupan sehari-hari yaitu narrative dalam kehidupan sehari-hari siswa (Drama Korea, Anime Jepang, Film fiksi)	
c.	Motivasi : Menyampaikan tujuan pembelajaran dan memotivasi peserta didik agar lebih mencintai budaya lokal sejalan dengan profil pelajar Pancasila Berkebhinekaan Global (Peserta didik mempertahankan budaya luhur, lokalitas, namun tetap berpikiran terbuka dalam berinteraksi dengan budaya lain)	
2. Kegiatan Inti (alokasi Waktu 5 menit)		
No	**Kegiatan**	**Deskripsi Pebelajaran**
	Menyusun Rencana Proyek	Membentuk kelompok berdasarkan minat peserta didik : Komik, menulis narrative di Blog, Storytelling, Drama. a. Mengelompokkan peserta didik sesuai minat

		b. Memfasilitasi peserta didik membuat kelompok kecil (3-4 orang) sesuai minat. c. Memfasilitasi peserta didik berdiskusi tentang: - Legenda apa yang akan mereka buat - Menentukan orang yang akan diwawancarai sebagai sumber legenda (bisa Kepala desa, orang tua, dll) - Menentukan waktu wawancara dengan sumber.
	Menyusun Jadwal proyek pembuatan karya legenda Blora	Memandu peserta didik menyusun jadwal: a. Jadwal tambahan pelajaran sesuai kelompok minat sekaligus penjelasan rubrik penilaian untuk masing-masing minat secara online di Google Meet. b. Jadwal mengumpulkan draft pertama di Google classroom c. Jadwal mengumpulkan draft kedua setelah diberi feedback guru dan mengumpulkan di Google Classroom. d. Jadwal unggah karya di media sosial peserta didik.. e. Jadwal mengirim tautan karya yang telah diunggah di media sosial ke Google Classroom. f. Jadwal Penilaian karya peserta didik g. Jadwal evaluasi pengalaman.
3. Kegiatan Penutup (2 menit)		
a.	Peserta didik melakukan refleksi terhadap materi dan proses pembelajaran	
b.	Guru memberikan umpan balik terhadap proses dan hasil pembelajaran	
c.	Guru melakukan kegiatan tindak lanjut dalam bentuk pemberian tugas, baik tugas individual maupun kelompok	
d.	Guru menginformasikan rencana kegiatan pembelajaran untuk pertemuan berikutnya	

C. PENILAIAN

1. Sikap : Observasi saat pembelajaran
2. Pengetahuan : Tes Tulis dan Penugasan
3. Keterampilan : Hasil karya proyek Peserta Didik

D. LAMPIRAN

1. Materi Pembelajaran (Lampiran 1)
2. Alat Penilaian Sikap, Pengetahuan, dan Ketrampilan (Lampiran 2)
3. Lembar Kegiatan Siswa (Lampiran 3)

Lampiran 1 : Materi Pelajaran

THE LEGEND IS BACK

Do you know Rawa Pening, Baturaden, Jaka Tarub, Angling Dharma?
Good, they are all the famous legends in Central java. Can you mention the legend in Blora?
Great. There are many legends in Blora, For example Arya Penangsang, The legend of Cepu, The legend of Todanan, etc.
For your information that Legend is one kind of Narrative text.
Narrative text is a kind of text to retell the story using past tense.
The purpose of the text is to entertain or to amuse the readers or listeners about the story.
The example of narrative texts are: legend, film, drama, comic, novel, short story, myth, fable, etc.
Generic structure of narrative text: Orientation, Complication and Resolution.
Well students, please read the example of the following legend from Blora, the title is The Bloody battle of Arya Penangsang and Sutawijaya. Pay attention to the generic structures.

First : Orientation.
It set the scene and introduce the participants (it answers the question: who, when, what, and where)

The Bloody Battle of Arya Penangsang and Sutawijaya

ORIENTATION

This legend tells the battle of Arya Jipang and Sutawijaya, who succeeded in conquering Demak. However, Sultan Hadiwijaya felt insecure because there was still an heir of Demak, he was Arya Jipang/Arya Penangsang. Arya Jipang was the grandson of Sultan Trenggono. So Sultan Hadiwijaya planned to kill Arya Jipang. Therefore, Sultan Hadiwijaya made a competition to kill Arya Jipang.

"If one of those mans who can kill Arya Jipang, I will give them the earth of Pati and the earth of Mataram."

The competition was spread around Pajang. A lot of people in Pajang signing for the competition, people outside Pajang also join the competition. There was a lot of people during the competition, but only few of them were eligible to take part in the competition. Finally Sultan Hadiwijaya found the right men to run his murder plan. They were, Ki Ageng Pemanahan, Ki Panjawi and his adopted son Sutawijaya. The three of them knew that Arya Jipang was really powerful, so they asked Ki Juru Martani for advice. Ki Juru Martani said that Arya Jipang usually fasting for 40 days. During fasting Arya Jipang must control his emotions and not be

angry. They knew that Arya Jipang was undergoing the fasting. So they made a cunning plan to murder Arya Jipang.

Second : Complication tells the problems of the story and how the main characters solve them. This part includes situations, activities, or events that lead problem/complication to the climax. It shows when the crisis arise.

COMPLICATION

Their plan began when they cut the ears of Arya Jipang's servant and being affixed with a letter. And this letter contained challenge directed to Arya Jipang from Sultan Hadiwijaya. Arya received the letter, and he was really angry.

“This is an insult! I can’t take it! I have to accept the challenge!”

“Please Kanjeng, be patient. Remember Sunan Kudus’s message. You need to hold on your anger for 40 days, and it’s only one day left.” Said Patih Metaun

“That’s right my son. Don’t let anger control you. You have to think logically.”

But he just fulled with anger, that he ignored all the advice from those who loved him. Arya Jipang set out, rode Gagak Rimang, and went to Bengawan Solo. And the three were already on the other side of Bengawan Solo.

“Ho, Sultan Hadiwijaya! Will you come out or not? You’re just a coward! Come out!”

Both of them did not dare to cross the Bengawan Solo, because Sunan Kudus said whoever crosses the Bengawan Solo they’ll lose. Arya Jipang shouted few times, but they didn’t come out. Finally, they sent Sutawijaya to face him. Sutawijaya was told to ride a horse whose tail had been cut off so her vitals had been shown. This made Gagak Rimang unstable and uncontrollable. Then Gagak Rimang chased the female horse and Arya Jipang didn’t have any choice other than cross Bengawan Solo. When he crossed, Sutawijaya stabbed him with Kyai Pleret’s spear. This wounded Arya Jipang, but he still had enough power to grab Sutawijaya.

“Ho! Arya Jipang, if you are really a knight, take out your Kyai Setan Kober!”

Arya Jipang pulled out his Kyai Setan Kober, but it made him more wounded, after this Arya Jipang was collapsed. The three of them made a false report to Sultan Hadiwijaya, that Arya Jipang was dead.

Third : resolution. The crisis is revolved, for better or worse. It shows the end of the story, usually a happy ending.

RESOLUTION

Actually Arya Jipang was not dead, he's actually still alive. His brother Arya Mataram and Patih Metaun invited him back to Jipang Panola. They run Jipang Panolan together. The people of Jipang Panolan was being told to not tell the truth about the battle. They held that message firmly. Arya Jipang died naturally in old age. His heroism will always be being kept in their heart. And this story will always be remembered by the people of Blora Regency.

every narrative story has a moral value. the moral value of Arya penangsang story:

1. We should be brave
2. We should not take revenge
3. We should be able to control our emotion.

Nilai karakter : lestarikan budaya lokal khususnya cerita rakyat dan legenda di Indonesia.

Lampiran 2 : Alat Penilaian Pembelajaran

A. Penilaian Sikap Spiritual dan Sosial

Nama Satuan Pendidikan : SMA Negeri 1 Blora
Tahun Pelajaran : 2021/2022
Kelas/Semester : X/ Semester 2
Mata Pelajaran : Bahasa Inggris

No	Waktu	Nama	Kejadian/Perilaku	Butir Sikap	Positif/ Negatif	Tindak Lanjut

B. Penilaian Pengetahuan
Kisi-kisi soal tes uraian

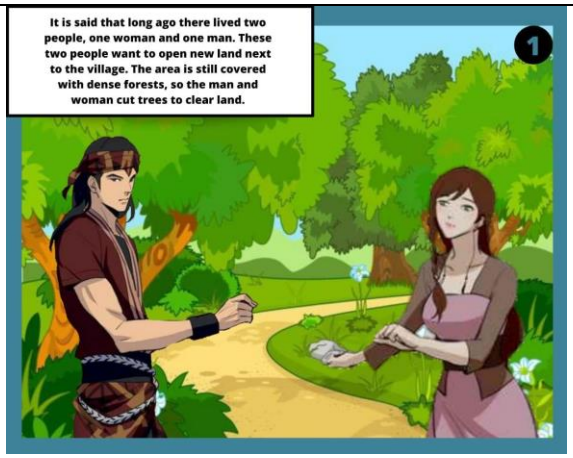
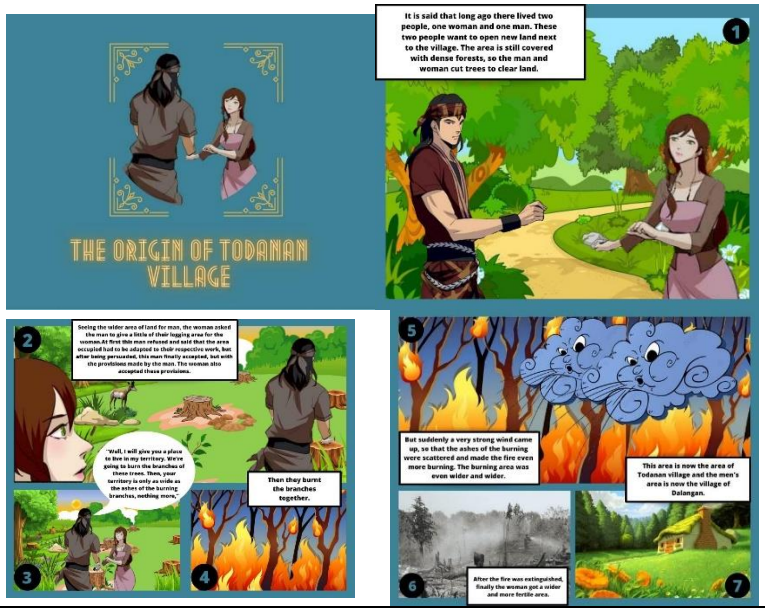
Nama Satuan Pendidikan : SMA Negeri 1 Blora
Tahun Pelajaran : 2021/2022
Kelas/Semester : X/ Semester 2
Mata Pelajaran : Bahasa Inggris
Bentuk soal : Uraian
Alokasi Waktu : 30 menit

No	Kemampuan yang diuji	indikator	Level kognitif	No
1.	Menganalisis fungsi sosial, struktur teks, dan unsur kebahasaan dari teks narrative tentang legenda sesuai dengan konteks penggunaannya.	Disajikan sebuah teks narrative tentang legenda sederhana minimal 200 kata, peserta didik dapat menentukan tujuan dari bacaan	L 1	1
2		Disajikan sebuah teks narrative tentang legenda sederhana minimal 200 kata (legenda yang sama dengan nomor 1), peserta didik dapat menyebutkan legenda yang sama di daerahnya	L1	2
3		Disajikan sebuah teks narrative tentang legenda sederhana minimal 200 kata (legenda yang sama dengan nomor 1), peserta didik dapat menganalisis language features dari bacaan	L2	3

4		Disajikan sebuah teks narrative berbentuk komik tentang legenda sederhana, peserta didik dapat menentukan bagian generic structure dari bacaan	L2	4 dan 5
5		Disajikan sebuah teks narrative berbentuk komik tentang legenda sederhana, peserta didik dapat menentukan informasi rinci pada bacaan	L2	6
6		Disajikan sebuah teks narrative berbentuk komik tentang legenda sederhana, peserta didik dapat menuliskan nilai moral dari bacaan	L3	7

Soal Tes Uraian

No	Soal	Jawaban	Nilai
1.	**The Legend Of Banyuwangi** Once upon a time, there was a local ruler named King Sulahkromo. The king had a Prime Minister named Raden Sidopekso. The Prime Minister had a wife named Sri Tanjung. She was so beautiful that the king wanted her to be his wife. One day, the King sent his Prime Minister to a long mission. While the Prime Minister was away, the King tried to get Sri Tanjung. However he failed. He was very angry. Thus, when Sidopekso went back, the King told him that his wife was unfaithful to him. The Prime Minister was very angry with his wife. Sri Tanjung said that it was not true. However, Sidopekso said that he would kill her. He brought her to the river bank. Before he kill her and threw her into the river, she said that her innocence would be proven After Sidopekso killed her, he threw her dead body into the dirty river. The river immediately became clean and began to spread a wonderful fragrance. Sidopekso said, "Banyu…Wangi… Banyuwangi". This means "fragrant water". Banyuwangi was born from the proof of noble and sacred love. Question: What is the social function of the text?	It is a narrative text, so the social function is to entertain the reader with a story.	10

2.	Write 5 the sentences using past tense.	- There was a kingdom ruled by a king. - One day, Prabu Menak and his soldiers invaded the kingdom of Klungkung in Bali. - Etc.	20
3.	This legend happen in East Java, Please give example the legends in Blora!	Arya Penangsang, The legend of Cepu, The legend of Todanan, etc	10
4	 This part of legend is called…. Because….	It is orientation, Because It set the scene and introduce the participants	10
5.		Seeing the wider area of the man, the woman asked a little of the logging area. At first, the man refused and said that the area occupied had to be adapted as their respected work. But, after the woman persuaded the man finally accepted but with the provision made by the man.	20

	Question: Please write the complication of the legend!		
6.	From the comic above, how were the man and the woman solve the problem?	The man and the woman burnt the branches together.	10
7.	What is the moral value of the legend?	Sometimes work hard is not enough, we should have a negotiation ability.	20

C. **Penilaian Keterampilan (Lembar Penilaian Karya)**

1. Rubrik penilaian Komik

Aspek	**Baik Sekali**	**Baik**	**Cukup**	**Kurang**
	4	**3**	**2**	**1**
Proporsi	Seluruh bagian gambar dibuat dengan proporsi yang tepat	Hampir Seluruh bagian gambar dibuat dengan tepat	Sebagian besar bagian gambar dibuat dengan proporsi yang tepat	Sebagian kecil bagian gambar dibuat dengan proporsi yang tepat
Komposisi	Seluruh obyek gambar disusun dengan tata letak yang tepat	Hampir seluruh obyek gambar disusun dengan tata letak yang tepat	Sebagian besar obyek gambar disusun dengan tata letak yang tepat	Sebagian kecil obyek gambar disusun dengan tata letak yang tepat
Unsur cerita	Seluruh unsur cerita disampaiakan dengan tepat	Hampir Seluruh unsur cerita disampaikan dengan tepat	Sebagian besar unsur cerita disampaikan dengan tepat	Sebagian kecil unsur cerita disampaikan dengan tepat
Alur cerita	Alur cerita mengalir lancar	Alur cerita hampir mengalir lancar	Ada beberapa alur cerita yang janggal	alur cerita agak janggal
Ketepatan bahasa	Semua unsur kebahasaan digunakan dengan tepat	Hampir semua unsur kebahasaan digunakan dengan tepat	Sebagian besar unsur kebahasaan digunakan dengan tepat	Sebagian kecil unsur kebahasaan digunakan dengan tepat

2. Rubrik penilaian Story Telling

Aspek	Baik Sekali	Baik	Cukup	Kurang
	4	3	2	1
Knows the story	Memahami cerita dengan sangat baik, tanpa bantuan catatan, percaya diri	Memahami cerita dengan baik, dengan bantuan sedikit catatan, percaya diri	Memahami cerita dengan cukup baik, dengan bantuan sedikit catatan, cukup percaya diri	Memahami cerita dengan cukup baik, dengan bantuan banyak catatan, kurang percaya diri
Voice	Suara terdengar jelas, keras dan pronunciation tepat	Suara terdengar jelas, keras dan hampir semua kata pronunciation tepat	Suara terdengar cukup jelas, dan sebagian besar pronunciation tepat	Suara terdengar kurang jelas, dan sebagian kecil pronunciation tepat
Acting	Gesture, Body movement, mimic wajah karakter tergambar dengan baik	Gesture, Body movement, mimic wajah karakter hampir tergambar dengan baik	Gesture, Body movement, mimic wajah karakter sebagian besar tergambar dengan baik	Gesture, Body movement, mimic wajah karakter sebagian kecil tergambar baik
Props	Menggunakan property yang sesuai	Menggunakan property namun ada yang kurang mendukung cerita	Menggunakan property namun tidak mendukung cerita	Tidak menggunakan property sama sekali
Eye Contact	Selalu melakukan kontak mata ke kamera	Hampir selalu melakukan kontak mata ke kamera	Sering melakukan kontak mata ke kamera	Jarang melakukan kontak mata ke kamera

3. Rubrik Penilaian Drama

Aspek	Baik Sekali	Baik	Cukup	Kurang
	4	3	2	1
Penguasaan karakter dan cerita	Memahami cerita dengan sangat baik, tanpa bantuan catatan, percaya diri	Memahami cerita dengan baik, dengan bantuan sedikit catatan, percaya diri	Memahami cerita dengan cukup baik, dengan bantuan sedikit catatan, cukup percaya diri	Memahami cerita dengan cukup baik, dengan bantuan banyak catatan, kurang percaya diri
Vocal dan intonasi	Suara terdengar jelas, keras dan pronunciation tepat	Suara terdengar jelas, keras dan hampir semua kata pronunciation tepat	Suara terdengar cukup jelas, dan sebagian besar pronunciation tepat	Suara terdengar kurang jelas, dan sebagian kecil pronunciation tepat

Acting	Gesture, Body movement, mimic wajah karakter tergambar dengan baik	Gesture, Body movement, mimic wajah karakter hampir tergambar dengan baik	Gesture, Body movement, mimic wajah karakter sebagian besar muncul	Gesture, Body movement, mimic wajah karakter sebagian kecil muncul
Properti dan kostum	Menggunakan property yang sesuai	Menggunakan property namun ada yang kurang mendukung cerita	Menggunakan property namun tidak mendukung cerita	Tidak menggunakan property sama sekali
Penguasaan panggung	Tidak ada blocking	Hampir tidak pernah blocking	Beberapa kali blocking	Sering melakukan blocking

4. Rubrik Penilaian Legenda di Blog

Aspek	Baik Sekali	Baik	Cukup	Kurang
	4	3	2	1
Unsur cerita	Seluruh unsur cerita disampaikan dengan tepat	Hampir Seluruh unsur cerita disampaikan dengan tepat	Sebagian besar unsur cerita disampaikan dengan tepat	Sebagian kecil unsur cerita disampaikan dengan tepat
Alur cerita	Alur cerita mengalir lancar	Alur cerita hampir mengalir lancar	Ada beberapa alur cerita yang janggal	alur cerita agak janggal
Ketepatan bahasa	Semua unsur kebahasaan digunakan dengan tepat	Hampir semua unsur kebahasaan digunakan dengan tepat	Sebagian besar unsur kebahasaan digunakan dengan tepat	Sebagian kecil unsur kebahasaan digunakan dengan tepat
Punctuation and Spelling	Semua Punctuation dan spelling digunakan dengan tepat	Hampir semua Punctuation dan spelling digunakan dengan tepat	Sebagian besar Punctuation dan spelling digunakan dengan tepat	Sebagian kecil Punctuation dan spelling digunakan dengan tepat
Generic Structure	Generic Structure mengalir lancar dan urut	Generic Structure hampir semuanya mengalir lancar dan urut	Generic Structure sebagian besar mengalir lancar dan urut	Generic Structure sebagian kecil mengalir lancar dan urut

Lampiran 3 : Lembar Kerja Siswa

STUDENT WORKSHEET
(PROJECT BASED LEARNING)
SMA Negeri 1 Blora
Grade / Semester : X/ 2

Name : ……
Class: ……..
Group:…….

Langkah 1: Penentuan Pertanyaan Mendasar

a. Watch the video in this link : https://youtu.be/ADBzQx0ekYE
   Write down:
   - The social function of narrative text is ……...
   - Generic structure of narrative text are……
     ……..
     ……..
   - The language features of narrative text are……..

b. Watch the video once again, and then make 5 questions about the legend of **The Bloody Battle of Arya Penangsang and Sutawijaya.**
   - ……..
   - ……..
   - ……..
   - ……..
   - ……..

c. Let's play guessing game with your classmates. The teacher will tell you the rule of the game.

Langkah 2: Menyusun Rencana Proyek

Teacher will lead you to make a group to make a project of legend.

1. Decide what kind of legend text you will make? (It can be: comic, storytelling, drama, legend in blog)
2. Make a group based on the legend you will make. A group consists of 3-4 students.
3. Work in group and discuss the following:
   a. Decide the title of your legend; it should be the legend in Blora.
   b. Decide the source of your legend; it can be your parents, the head of your village, or someone who know well about the legend around you.
   c. Decide the time when you will interview the source of the legend.

Langkah 3: Menyusun Jadwal

a. Arrange the time to have an online class with your teacher; it can be at 15.30 or 18.30. the class will be separated suitable with your passion (comic, storytelling, drama, legend in blog)
b. Arrange the time to submit your first draft in Google Classroom to get feedback from your teacher.
c. Arrange the time to rewrite your draft.
d. Arrange the time to submit your second draft in Google classroom to get second feedback from the teacher.
e. Arrange the time to make your legend to be uploaded in your social media. For comic upload in Instagram/Facebook/Twiter, for storytelling or drama upload in IGTV or YouTube channel, for written legend upload in your blog.
f. Arrange the time to send the link of your legend to be submitted in Google classroom.

Langkah 4 : Memantau kemajuan proyek

Teacher will monitor the progress of your tasks in google classroom. Please be on time in submitting your tasks.

Langkah 5 : Penilaian Akhir

Teacher will give score to every draft and the final result of your project.

Langkah 6: Evaluasi Pengalaman.

a. Make a reflection with your teacher about the process in doing your project.
   ……
   ……
b. Discuss with your classmates and your teacher about your experience in doing your project.