

## RENCANA PELAKSANAAN PEMBELAJARAN

(RPP 3.3 - 4.3)

Satuan Pendidikan	: SMP Negeri 1 Bojonegoro
Mata Pelajaran	: Bahasa Inggris
Kelas/Semester	: IX/1
Tema	: Fable ( Narrative Texts )
Sub Tema	: A Dog and a Rooster
Pertemuan ke	: 1
Alokasi Waktu	: 40 Menit x 2 JP (1 Pertemuan)

### A. KOMPETENSI DASAR

- 3.3 Membandingkan fungsi sosial, struktur teks, dan unsur kebahasaan beberapa teks naratif lisan dan tulis dengan memberi dan meminta informasi terkait fable, pendek dan sederhana, sesuai dengan konteks penggunaannya
- 4.3 Menangkap makna secara kontekstual terkait fungsi sosial, struktur teks, dan unsur kebahasaan teks naratif, lisan dan tulis, sangat pendek dan sederhana, terkait fable memperhatikan fungsi sosial, struktur teks dan unsur kebahasaan yang benar dan sesuai konteks

### B. Tujuan Pembelajaran

Setelah selesai pembelajaran, diharapkan peserta didik dapat:

1. Menjelaskan fungsi sosial teks naratif,
2. Menjelaskan struktur teks naratif,
3. Mengkategorikan unsur kebahasaan (kosa kata tertentu) sesuai dengan konteks
4. Menemukan kosakata baru dari teks yang dibaca. (LK 1)
5. Menemukan informasi teks cerita fabel berjudul A dog and the Rooster dengan cara menjawab sejumlah pertanyaan yang tersedia di LK 2 (ADIKSIMBA)
6. Membaca keras teks naratif berjudul A dog and the Rooster dengan keras, intonasi yang baik dan pengucapan yang benar untuk menghibur temanya.

### C. KEGIATAN PEMBELAJARAN

Langkah Pembelajaran	Deskripsi	Alokasi Waktu
Kegiatan Pendahuluan	1. Mengucapkan salam, menyapa peserta didik, berdoa 2. Mengecek kehadiran siswa, menyiapkan suasana belajar yang kondusif 3. Menyampaikan kompetensi yang akan dicapai dan manfaatnya dalam kehidupan sehari-hari; 4. Menyampaikan garis besar cakupan materi dan kegiatan yang akan dilakukan; 5. Menyampaikan lingkup dan teknik penilaian yang akan digunakan. 6. Memberikan apersepsi dan motivasi tentang fairy tales	20 menit
Kegiatan Inti	1. Guru meminta peserta didik membaca cerita berjudul 'A dog and the Rooster', peserta didik yang lain menyimak dan memilih kosakata yang tepat dari LK. 2. Guru memberikan kesempatan kepada peserta didik untuk bertanya tentang cerita yang diperdengarkan 3. Guru memberikan pertanyaan dan mengkonfirmasi jawaban peserta didik (ADIKSIMBA)	50 menit

	4. Bersama-sama membahas jawaban 5. Memberikan apresiasi terhadap jawaban peserta didik 6. Siswa menceritakan kembali isi cerita dengan kalimatnya sendiri berdasarkan pertanyaan pada tehnik ADIKSIMBA	
Kegiatan Penutup	1. Siswa beserta Guru membuat simpulan kegiatan yang baru saja dilakukan. 2. Siswa melakukan refleksi terhadap kegiatan yang sudah dilaksanakan. 3. Siswa mencatat tugas yang harus dilakukan di rumah (PR); yakni mencari teks cerita dari sumber lain dan berlatih membaca dengan lancar dan bermakna dan mencatat kata-kata baru untuk memahami maknanya sesuai konteks. 4. Guru menyampaikan rencana pembelajaran pertemuan mendatang.	10 menit

#### D. PENILAIAN PEMBELAJARAN

Teknik Penilaian : Otentik

- Sikap : Observasi
- Pengetahuan : rubrik pengukur ketercapaian fungsi sosial, kelengkapan dan keruntutan struktur teks, dan ketepatan unsur kebahasaan
- Bentuk tes : Tertulis
- Keterampilan : unjuk kerja dalam bentuk tindakan komunikatif lisan dan tulis.

#### E. Instrument Penilaian

##### 1. Kompetensi Sikap (Lembar Observasi )

NO	ASPEK SIKAP	DESKRIPSI	SKOR
1.	Disiplin	Selalu Sering Kadang-kadang Tidak pernah	4 3 2 1
2.	Bekerja sama	Selalu Sering Kadang-kadang Tidak pernah	4 3 2 1
3.	Toleransi	Selalu Sering Kadang-kadang Tidak pernah	4 3 2 1
4.	Percaya diri	Selalu Sering Kadang-kadang Tidak pernah	4 3 2 1

$$\text{Nilai Sikap} = \frac{\text{Skor perolehan}}{\text{Skor maksimal}} \times 100$$

91 - 100	A
81 - 90	B
71 - 80	C
61 - 70	D

## B. Kompetensi Pengetahuan (Penilaian Otentik)

NO	ASPEK PENGETAHUAN	SKOR
1.	Jawaban benar, struktur benar	5
2.	Jawaban benar, struktur kurang sempurna	4
3.	Jawaban kurang benar, struktur kurang sempurna	3
4.	Jawaban salah, struktur kurang sempurna	2
5.	Tidak dijawab	0

Nilai Pengetahuan =  $\frac{\text{Skor perolehan} \times 100}{\text{Skor maksimal}}$

91 - 100	A
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## C. Kompetensi Keterampilan

NO	ASPEK KETERAMPILAN	DESKRIPSI	SKOR
1.	Organizing Idea	Sangat Tepat	5
		Tepat Kurang	4
		Tepat	3
		Tidak Tepat	2
2.	Grammar	Sangat Tepat	5
		Tepat Kurang	4
		Tepat	3
		Tidak Tepat	2
3.	Diction	Sangat Tepat	5
		Tepat Kurang	4
		Tepat	3
		Tidak Tepat	2
4.	Punctuation	Sangat Tepat	5
		Tepat Kurang	4
		Tepat	3
		Tidak Tepat	2

Nilai Keterampilan =  $\frac{\text{Skor perolehan} \times 100}{\text{Skor maksimal}}$

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Bojonegoro, 22 November 2021  
Guru mata Pelajaran

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## LK 1

### A. LISTEN TO YOUR FRIEND READING THE TEXT VERY CAREFULLY!

#### A Dog and a Rooster

A Dog and a Rooster decided to travel together. At nightfall the Rooster, looking for a place to perch, as was his curious, spied nearby a hollow tree that he thought would do very nicely for sleeping.

The Dog could creep inside and the Rooster would fly up on one of the branches. Both slept very comfortably. In the morning, the Rooster awoke. For the moment he forgot just where he was. He thought he was still in the farmyard where it had been his duty to arouse the household at daybreak. So standing on tip-toes he flapped his wings and crowed loudly. But instead of awakening the farmer, he awakened a Fox not far off in the wood. The Fox immediately thought that he had got very delicious breakfast.

Hurrying to the tree where the Rooster was roosting, he said very politely: "A hearty welcome to our woods, honored sir. I cannot tell you how glad I am to see you here. I am quite sure we shall become the closest friends."

"I feel highly respected, kind sir," replied the Rooster calmly, realizing that his life was in danger. "If you will please go around to the door of my house at the foot of the tree, my porter will let you in. The hungry Fox went around the tree and found the Dog which directly seized him with his sharp tusks

### B. CHOOSE THE RIGHT WORDS FROM THESE MINIMAL PAIRS!

- |               |           |
|---------------|-----------|
| 1. a. Dog     | b. Duck   |
| 2. a. Shallow | b. Hollow |
| 3. a. Farmer  | b. Father |
| 4. a. Wools   | b. Woods  |
| 5. a. Danger  | b. Dryer  |

## LK 2

### ANSWER THE QUESTIONS BRIEFLY BY READING THE TEXT CAREFULLY!

1. What are the main character of the story?
2. Where did they stay for sleeping?
3. When did they look for a place to perch?
4. Who did fly up on one of the branches?
5. Why did the Fox immediately thought that he had got very delicious breakfast?
6. How did the rooster awaken the farmer?

# GRAFIS ADIK SIMBA



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