

## RENCANA PELAKSANAAN PEMBELAJARAN

Satuan Pendidikan : SMA Negeri 2 Ende	Kelas/Semester : X/1	KD : 3.5 dan 4.5
Mata Pelajaran : BAHASA INGGRIS	Alokasi Waktu : 2 x 45 menit	Pertemuan ke : 1
Materi : Teks Naratif; Informasi Terkait Legenda Rakyat		

### A. TUJUAN

Melalui Pendekatan Scientific dan metode tanya jawab, diskusi dan presentasi, peserta didik dapat memberi dan meminta informasi rinci tersurat atau tersirat terkait legenda rakyat, sederhana, sesuai dengan konteks penggunaannya, sehingga peserta didik dapat menghayati ajaran agamanya, jujur, disiplin, santun, peduli, bertanggung jawab, responsif dan proaktif, serta dapat mengembangkan kemampuan berpikir kritis, berkomunikasi, berkolaborasi, dan berkreasi (4C).

### B. LANGKAH-LANGKAH PEMBELAJARAN

<b>PENDAHULUAN</b>	<ul style="list-style-type: none"> <li>Berdoa mengawali pembelajaran</li> <li>Guru mengecek kehadiran peserta didik dan memberi motivasi.</li> <li>Guru menyampaikan tujuan dan manfaat pembelajaran tentang topik yang akan diajarkan</li> <li>Guru menyampaikan materi dan langkah pembelajaran</li> </ul>	
<b>KEGIATAN INTI</b>	<b>Kegiatan Literasi</b>	Peserta didik diberi kesempatan untuk mengamati, membaca dan memahami wacana <i>terkait legenda rakyat berjudul "Tangkuban Perahu"</i> .
	<b>Critical Thinking</b>	Guru memberikan kesempatan kepada peserta didik untuk mengidentifikasi sebanyak mungkin hal yang belum dipahami, dimulai dari pertanyaan faktual sampai ke pertanyaan yang bersifat hipotetik untuk <i>memberi dan meminta informasi terkait legenda rakyat dengan judul "Tangkuban Perahu"</i>
	<b>Collaboration</b>	Peserta didik dibentuk dalam beberapa kelompok untuk mendiskusikan, mengumpulkan informasi, mempresentasikan ulang, dan saling bertukar informasi mengenai <i>memberi dan meminta informasi terkait legenda rakyat, berjudul "Tangkuban Perahu"</i>
	<b>Communication</b>	Peserta didik mempresentasikan hasil kerja kelompok atau individu secara klasikal, mengemukakan pendapat atas presentasi yang dilakukan kemudian ditanggapi kembali oleh kelompok atau individu yang mempresentasikan
	<b>Creativity</b>	Guru dan peserta didik membuat kesimpulan tentang hal-hal yang telah dipelajari terkait <i>memberi dan meminta informasi terkait legenda rakyat, Berjudul "Tangkuban Perahu"</i> Peserta didik kemudian diberi kesempatan untuk menanyakan kembali hal-hal yang belum dipahami
<b>PENUTUP</b>	<ul style="list-style-type: none"> <li>Guru bersama peserta didik merefleksikan pengalaman belajar</li> <li>Guru memberikan penilaian lisan secara acak dan singkat</li> <li>Guru menyampaikan rencana pembelajaran pada pertemuan berikutnya dan berdoa</li> </ul>	

### C. PENILAIAN

- Sikap: Pengamatan,      - Pengetahuan: Test Tertulis      - Keterampilan: Kinerja & observasi diskusi



Mengetahui,  
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## Lembar Kerja Peserta didik (LKPD)

**Kompetensi Dasar:** 3.5. 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.

**Tujuan** : Memberi dan meminta informasi rinci tersurat atau tersirat terkait legenda rakyat sederhana sesuai dengan konteks penggunaannya.

### The legend of Tangkuban Perahu

Once upon a time in west Java, Indonesia lived a wise 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 tool fell to the ground. She was very tired at the time so she was too lazy to take it. Then she just shouted out loud.

'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 to 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.

Sangkuriang liked hunting very much. He often went hunting to the wood using his arrow. When he went hunting Tumang always with him. In the past there were many deer in Java so Sangkuriang often hunted for deer.

One day Dayang Sumbi wanted to have deer's heart so she asked Sangkuriang to hunt for a deer. Then Sangkuriang went to the wood with his arrow and his faithful dog Tumang. But after several days in the wood Sangkuriang could not find any deer. They were 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. At home he gave 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.

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 realized 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 not know each other. So they fell in love and then they decided to marry.

But then Dayang Sumbi recognized a scar on his 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 a very difficult condition. She wanted Sangkuriang to build a lake and a boat in one night! She said she needed that for honeymoon.

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

Sangkuriang was very angry. He kicked the boat. Then the boat turned out to be Mount Tangkuban Perahu. It means boat upside down. From a distant it looks like a boat upside down.

Answer the questions based on the text above.

1. Who were the characters in the story?
2. When and where did the story happen?
3. How did the characters overcome the problem?
4. What was the story about?
5. What is the moral message of the story?
6. What is the social function of the story?

## Penilaian Hasil Pembelajaran

### 1. Sikap

#### Penilaian Observasi

Penilaian observasi berdasarkan pengamatan sikap dan perilaku Bekerjasama, Tanggungjawab dan Disiplin dari peserta didik dalam proses pembelajaran.

No	Nama Siswa	Aspek Perilaku yang Dinilai			Jumlah skor	Skor Sikap	Kode nilai
		BS	TJ	D			
1	ADELIA KONSITA NGELU	75	75	75	225	75	B
2	ANDREAS BABO						
3	ALBERTTUS LANA						
4	DOROTEA GAMBE						
5	EVILIA RIBA						

#### Keterangan :

- BS : Bekerja Sama
- TJ : Tanggung Jawab
- D : Disiplin

#### Catatan :

1. Aspek perilaku dinilai dengan kriteria:

- 100 = Sangat Baik
- 75 = Baik
- 50 = Cukup
- 25 = Kurang

2. 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)

### 2. Penilaian Pengetahuan

Penilaian pengetahuan dilakukan dengan tes tertulis. Pengukuran pencapaian hasil belajar peserta didik dilakukan dengan meminta peserta didik *menjawab pertanyaan berdasarkan isi teks*.

Hasil analisis dimasukkan dalam tabel berikut.

No	Nama	Catatan Nilai	Penngayaan	Remedial
1	ADELIA KONSITA NGELU	70-100	√	
2	ANDREAS BABO	0-69		√
3				
4				
5				

### 3. Penilaian Keterampilan

#### Penilaian Portofolio

No.	Nama	Mengatur	Menerapkan	Melengkapi
1.	ADELIA KONSITA NGELU			
2.	ANDREAS BABO			
3				
4				
5				

#### Keterangan:

- Baik sekali mendapat skor 4
- Baik mendapat skor 3
- Kurang baik mendapat skor 2
- Tidak baik mendapat skor 1

#### Kode Nilai:

- 10 – 12(76-100) = Sangat Baik (SB)

7 – 9(51-75) = Baik (B)  
4 – 6(26-50) = Cukup (C)  
0 – 3(00-25) = Kurang (K)

4. **Remedial**

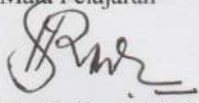
Bagi peserta didik yang telah mencapai KKM ( $\geq 70$ ), perlu diberikan kegiatan pengayaan.

5. **Pengayaan**

Bagi peserta didik yang belum mencapai target pembelajaran  $< 70$ , perlu diberikan kegiatan remedial



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