

RENCANA PELAKSANAAN PEMBELAJARAN

Satuan Pendidikan	: SMK Negeri 1 Haurwangi
Kelas / Semester	: X / 2
Tema	: Narrative Text
Sub Tema	: Narrative Text and Its Elements
Pembelajaran ke	: 1
Alokasi waktu	: 3 JP (3 x 45 menit)

A. TUJUAN PEMBELAJARAN

1. Peserta didik dapat Memahami fungsi sosial, struktur teks, dan unsur kebahasaan dari *Narrative Text* lisan dan tulis sederhana tentang legenda rakyat sesuai konteks penggunaannya
2. Peserta didik dapat Menerapkan fungsi sosial, struktur teks, dan unsur kebahasaan dari *Narrative Text* lisan dan tulis sederhana tentang legenda rakyat sesuai konteks penggunaannya
3. Peserta didik dapat Menganalisis fungsi sosial, struktur teks, dan unsur kebahasaan dari *Narrative Text* lisan dan tulis sederhana tentang legenda rakyat sesuai konteks penggunaannya

B. KEGIATAN PEMBELAJARAN

No	Tahapan	Deskripsi kegiatan	Alokasi waktu
1.	Kegiatan Pendahuluan	Etika Pembuka <ul style="list-style-type: none">• Guru memberikan salam dan menyiapkan peserta didik secara psikis dan fisik dengan berdoa bersama-sama sebelum memulai kegiatan sebagai wujud rasa syukur kepada Tuhan Yang Maha Esa serta menanyakan kabar, mengecek kebersihan kelas dan kehadiran peserta didik.• Peserta didik menyimak cakupan materi dan tujuan pembelajaran yang harus dicapai pada pertemuan ini• Peserta didik diminta untuk duduk berkelompok (satu kelompok terdiri dari 3-4 orang)	10 menit

No	Tahapan	Deskripsi kegiatan	Alokasi waktu
		<p>Apersepsi</p> <ul style="list-style-type: none"> • Peserta didik menjawab pertanyaan tentang materi <i>Narrative Text</i> • Motivasi Peserta didik diberikan pengetahuan terkait manfaat mempelajari materi <i>Narrative Text</i>. Salah satunya <p><i>“Meningkatkan Minat membaca, karena teks naratif akan membawa si pembaca kepada ide cerita yang sangat menarik, mulai dari nalar, perasaan, logika, emosi dan juga pengalaman tentang kehidupan yang sangat bermanfaat dan penuh makna. Sehingga hal ini semakin menarik untuk terus dibaca dan dipelajari”</i></p>	5 menit 5 menit
2	Kegiatan Inti	<p>Stimulus</p> <ul style="list-style-type: none"> • Peserta didik diminta untuk mengamati video tentang <i>Narrative Text</i> yang ditayangkan 	5 menit
		<p>Perumusan masalah</p> <ul style="list-style-type: none"> • Peserta didik diminta untuk membuat pertanyaan dari hasil pengamatannya. Pertanyaan yang diharapkan mengacu pada tujuan pembelajaran yang hendak dicapai: <i>“apa fungsi sosial dari Narrative Text?”</i> <i>“bagaimana struktur teks, dan unsur kebahasaan dari Narrative Text?”</i> <i>“bagaimana nilai moral dari Narrative Text?”</i> 	20menit
		<p>Data Collecting dan Data Processing</p> <ul style="list-style-type: none"> • Peserta didik diminta untuk menjawab soal-soal yang ada pada LKS sesuai dengan hasil pengamatan dan mencari informasi yang berkaitan dengan <i>Narrative Text</i> dari berbagai sumber belajar 	10 menit
		<p>Verifikasi</p> <ul style="list-style-type: none"> • Peserta didik diminta untuk diskusi dalam kelompoknya masing-masing untuk menarik sebuah kesimpulan mengenai pertanyaan-pertanyaan yang ada pada LKS 	15 menit

No	Tahapan	Deskripsi kegiatan	Alokasi waktu
		<p>Generalisasi</p> <ul style="list-style-type: none"> • Peserta didik mempresentasikan hasil diskusi kelompoknya di depan kelas 	25 menit
3.	Penutup	<p>Konfirmasi</p> <ul style="list-style-type: none"> • Peserta didik menyimak penguatan guru mengenai <i>Narrative Text and Its Element</i>. <p>Evaluasi</p> <ul style="list-style-type: none"> • Peserta didik diberi soal post test oleh guru <p>Umpan balik dan Tindak Lanjut</p> <ul style="list-style-type: none"> • Guru menyampaikan kegiatan pembelajaran pada pertemuan selanjutnya • Guru memberikan pesan untuk tetap belajar dan meningkatkan sikap yang baik di rumah dan lingkungan masyarakat <p>Etika penutup</p> <ul style="list-style-type: none"> • Peserta didik berdoa, dan menjawab salam penutup. 	<p>10 menit</p> <p>15 menit</p> <p>10 menit</p> <p>5 menit</p>

C. PENILAIAN PEMBELAJARAN

1. Penilaian Pengetahuan

Jenis tagihan : Tes

Teknik : Tes Tulis

Bentuk : Essay

Indikator	Jenjang	Soal	Jawaban	Skor
3.8.1. Memahami <i>Narrative Text</i> tuliskan tentang <i>Legend</i>	C2	1. Who are the main characters in the story? Describe their character!	1. - Sangkuriang has the characters of being brave, grumpy, coercive, powerful and hard-hearted. - Dayang Sumbi has the characters of being beautiful, kind, friendly, compassionate and loyal - Tumang has the characters of being kind and patient	20
3.8.2. Menerapkan <i>Narrative Text</i> tulis tentang <i>Legend</i>	C3	2. Why is Dayang Sumbi still young and beautiful?	2. because Dayang Sumbi has eaten Tumang heart's and God gave her an eternal beauty	20
		3. "One day he killed Tumang.....". Did he kill him because he was a bad son to his father? Why did he kill Tumang?	3. No, he wasn't a bad boy. He killed Tumang because he didn't know that Tumang was his father. It was happened because after hunting all day with empty-handed, Sangkuriang worried he could not bring what his beloved mother wanted. He did not want to disappoint his mother. Thinking shortly, he took his arrow and shot Tumang and took the liver, then went home and gave it to his mother.	20

3.8.3. Menganalisis <i>Narrative Text</i> tulis tentang <i>Legend</i>	C4	4. What moral value can we learn from the story?	4. People must keep their words all the time	20
		5. How many paragraphs include complication in the story? The complication starts when....	5. The complication has 4 paragraphs. The complication starts when Dayang Sumbi is in trouble and she promises “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.....”	20

Pedoman Penskoran: $Nilai = \frac{Jumlah\ Skor\ Yang\ Diperoleh}{Skor\ Maksimal} \times 100$

2. Penilaian Aspek Sikap

Jenis : Nontes

Teknik : Observasi

Penilaian observasi berdasarkan pengamatan sikap dan perilaku peserta didik sehari-hari, baik terkait dalam proses pembelajaran maupun secara umum. Pengamatan langsung dilakukan oleh guru. Berikut contoh instrumen penilaian sikap

No	Nama Siswa	Aspek Perilaku yang Dinilai				Jumlah Skor	Skor Sikap	Kode Nilai
		BS	JJ	TJ	DS			
1								
2								
3								
4								

Keterangan :

- BS : Bekerja Sama
- JJ : Jujur
- TJ : Tanggun Jawab
- DS : Disiplin

Catatan :

- Aspek perilaku dinilai dengan kriteria:
100 = Sangat Baik
75 = Baik
50 = Cukup
25 = Kurang
- Skor maksimal = jumlah sikap yang dinilai dikalikan jumlah kriteria = $100 \times 4 = 400$
- Skor sikap = jumlah skor dibagi jumlah sikap yang dinilai = $275 : 4 = 68,75$
- 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)
- Format di atas dapat diubah sesuai dengan aspek perilaku yang ingin dinilai

Mengetahui,
Kepala SMKN 1 Haurwangi



Mirafuddin, S.Pt., M.M.Pd.
NIP. 196902112005011003

Cianjur, Desember 2020
Guru Mata Pelajaran

A handwritten signature in blue ink, appearing to read "Wawang Sulastri".

Wawang Sulastri, S.Pd
NUPTK.

LAMPIRAN

LEMBAR KERJA SISWA

A. Tujuan

- Peserta didik dapat Memahami fungsi sosial, struktur teks, dan unsur kebahasaan dari *Narrative Text* lisan dan tulis sederhana tentang legenda rakyat sesuai konteks penggunaannya
- Peserta didik dapat Menerapkan fungsi sosial, struktur teks, dan unsur kebahasaan dari *Narrative Text* lisan dan tulis sederhana tentang legenda rakyat sesuai konteks penggunaannya
- Peserta didik dapat Menganalisis fungsi sosial, struktur teks, dan unsur kebahasaan dari *Narrative Text* lisan dan tulis sederhana tentang legenda rakyat sesuai konteks penggunaannya

B. Materi

Pengertian Narrative Text

Narrative text adalah salah satu jenis teks bahasa Inggris yang bertujuan untuk menceritakan suatu cerita yang memiliki rangkaian peristiwa kronologis yang saling terhubung. (*Narrative text is a kind of text to retell the story that past tense*)

Tujuan Narrative text

The Purpose of Narrative Text is to amuse or to entertain the reader with a story.

Narrative text bertujuan untuk menghibur pembaca tentang suatu kisah atau cerita.

Function: To entertain the readers.
To teach or inform.
To change social opinion.

Generic Structure Narrative text

Struktur generik narrative text berfokus pada serangkaian tahapan yang diusulkan untuk membangun sebuah cerita. Dalam narrative text tahap itu meliputi:

- **1. Orientation**

(Pendahuluan) di mana karakter, setting, dan waktu cerita ditetapkan. Biasanya menjawab pertanyaan siapa? kapan? dimana? (*It set the scene and introduce the participants (it answers the question : who, when, what, and where)*). Misalnya: Once upon a time, there was a wolf lived in the forest.

- **2. Complication or problem**

Menceritakan awal masalah yang menyebabkan krisis (klimaks). Complication biasanya melibatkan karakter utama. (*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.*)

- **3. Resolution**

Akhir dari cerita yang berupa solusi dari masalah. Perlu adanya resolusi dari masalah. Masalah dapat diselesaikan dapat menjadi lebih baik atau malah lebih buruk, bahagia atau sedih. Kadang-kadang ada beberapa komplikasi yang harus dipecahkan. Hal ini menambah dan mempertahankan minat dan ketegangan bagi pembacanya. (*The crisis is resolved, for better or worse. It shows the end of the story, usually a happy ending*)

- **4. Reorientation/Coda**

merupakan pernyataan penutup cerita dan bersifat opsional. Bisa berisi tentang pelajaran moral, saran atau pengajaran dari penulis. (*optional*) *The stepping back to evaluate the story or the*

moral message of the story, (optional) changes of the characters of lesson / value of the story, (optional) The ending of the story.

The grammatical features of narrative texts are :

- Use of adjectives to build noun groups to describe the people, animals or things in the story, such as... a nice, diligent and kind-hearted man, etc.
- Use of time connectives and conjunctions to sequence events through time, such as however, although, later, then.
- Use of adverbs and adverbial phrases to locate the particular events, such as once upon a time, long time ago.
- Use of past tenses, such as Aji Saka went to the kingdom, measured the size of the turban, etc.
- Use of action verbs to indicate the actions, such as stood, explained, provided, smashed.
- Use of saying and thinking verbs to indicate what characters are feeling thinking or saying, such as told, realized, decided.

Jenis Narrative text

Ada banyak jenis narrative text. Narrative text bisa berupa teks imajiner, faktual, atau kombinasi keduanya. Berikut ini jenis-jenis narrative text: *fairy stories, mysteries, science fiction, romances, horror stories, adventure stories, fables, myths and legends, historical narratives, ballads, slice of life, personal experience.*

The kind of narrative texts are :

- Legend: Lake Toba, Malin Kundang, etc.
- Fable: Crocodile and Mouse Deer, etc.
- A fairy tale: Snow White, Cinderella, Pinocchio etc.
- Mystery: Mirror, The Ring, Ghost Ship, etc.
- Science fiction: SpiderMan, Fantastic 4, etc.

Example of narrative text :

SNOW WHITE ————— **TITLE**

Once upon a time there lived a little, named Snow White. She lived with her aunt and uncle because her parents were died. — **ORIENTATION**

One day she heard her aunt and uncle talking about leaving Snow White in the castle because they wanted to go to America and they didn't have enough money to take Snow White with them.

Snow White didn't want her uncle and aunt to do this. So she decided to run away. The next morning she run away from home when her aunt and uncle were having breakfast, she run away into the wood. — **COMPLICATION**

In the wood she felt very tired and hungry. Then she saw this cottage. She knocked but no one answered so she went inside and felt asleep.

Meanwhile seven dwarfs were coming home from work. They went inside. There, they found Snow White woke up. She saw the dwarfs. The dwarfs said; "What is your name?". Snow White said; "My name is Snow White". One of the dwarfs said; "If you wish, you may live here with us". Snow White told the whole story about her. Then Snow white and the seven dwarfs lived happily ever after. — **RESOLUTION**

Read the following text and then answer the questions!

The legend of Tangkuban perahu

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.

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.

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

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 after 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.

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 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.

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.

Questions:

1. Who are the main caracters in the story? Describe their character!
2. Why is Dayang Sumbi still young and beautiful?
3. "One day he killed Tumang.....".
Did he kill him because he was a bad son to his father? Why did he kill Tumang?
4. What moral value can we learn from the story?
5. How many paragraphs include complication in the storty? The complication starts when....