

RENCANA PELAKSANAAN PEMBELAJARAN (RPP)

Satuan Pendidikan : SMA Negeri 1 Blora
Mata Pelajaran : Bahasa Inggris Wajib
Kelas/ Semester : X / Genap
KD/Materi Pokok : KD 3.5 dan 4.5: Teks Narrative (Legenda rakyat)
Alokasi Waktu : 2 x 45' (1 x pertemuan)

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A. TUJUAN PEMBELAJARAN

Siswa dapat menganalisis fungsi sosial dan struktur teks narrative (Legenda rakyat) lesan dengan melihat video pembelajaran Teks Narrative (Legenda rakyat), selain itu Siswa dapat menangkap makna dan mengungkap makna secara kontekstual terkait fungsi sosial dan struktur teks narrative dengan bahasa yang berterima serta memiliki sikap mencintai budaya lokal.

B. MEDIA ALAT DAN BAHAN

Media	Alat	Bahan
Whatsapp, Voice note Whatsapp	Ponsel Internet	Video Pembelajaran Bahasa Inggris, Narrative Text, Kelas X Semester 2 di link youtube https://youtu.be/ADBzQx0ekYE

C. INDIKATOR PENCAPAIAN KOMPETENSI

1. Menganalisis fungsi sosial dan struktur teks naratif (legenda rakyat).
2. Menangkap makna dan mengungkap makna secara kontekstual terkait fungsi sosial dan struktur teks narrative, isi tersurat, tersirat dan rinci teks naratif (legenda rakyat).

D. KEGIATAN PEMBELAJARAN

1. Kegiatan Pendahuluan

- a. Orientasi: Melalui Whatsapp Guru Melakukan pembukaan dengan salam pembuka dan berdoa untuk memulai pembelajaran.
- b. Apersepsi: Mengaitkan materi pembelajaran yang akan dilakukan dengan pengalaman peserta didik terhadap pengalaman sehari-hari mereka, yaitu film atau drama yang sedang digemari oleh banyak peserta didik: Drama korea. mengajukan pertanyaan yang ada keterkaitannya dengan pelajaran yang akan dilakukan.
- c. Motivasi: Memberikan gambaran tentang manfaat mempelajari materi teks naratif (legenda rakyat) dalam kehidupan sehari-hari, menyampaikan tujuan pembelajaran dan motivasi agar peserta didik lebih mengenal dan mencintai budaya lokal.
- d. Guru mengirim link Video Pembelajaran pada peserta didik melalui Whatsapp.

2. Kegiatan Inti

- a. Literasi: menyimak video pembelajaran teks naratif (legenda rakyat) yang memuat :
 - 1) Fungsi sosial teks narrative.
 - 2) Contoh teks narrative dalam kehidupan sehari-hari.
 - 3) Contoh legenda di Jawa Tengah.
 - 4) Generic structure teks narrative.
 - 5) Contoh Text Narrative secara utuh sebuah Legenda : "The Bloody Battle of Arya Jipang and Sutawijaya"

- b. Guru memberi kesempatan peserta didik untuk menyimak video tiga kali agar peserta didik memahami video.
- c. Guru meminta peserta didik membuat masing-masing 3 pertanyaan berdasarkan video pembelajaran.
- d. Guru memfasilitasi peserta didik untuk bermain tebak-tebakan tentang isi dari video pembelajaran teks narrative.

Teknik permainan adalah:

- 1) Guru memberi kesempatan kepada siswa yang ingin menjawab pertanyaan dari guru tentang “The Bloody Battle of Arya Jipang and Sutawijaya”. Apabila siswa tersebut bisa menjawab pertanyaan dari guru maka dia akan mempunyai kesempatan untuk menanyakan pertanyaan yang sudah dibuat kepada teman yang telah ditunjuk, apabila temannya bisa menjawab maka temannya akan mendapat nilai tambahan.
- 2) Peserta didik yang bisa menjawab memberi pertanyaan lain pada temannya.
- 3) Peserta didik menyampaikan pertanyaan dengan voice note.
- 4) Peserta didik menjawab pertanyaan dengan voice note.

3. Kegiatan Penutup

Guru melalui WA Group:

- a. Mengajak peserta didik melakukan refleksi untuk mengevaluasi seluruh rangkaian aktivitas pembelajaran dan hasil-hasil yang diperoleh.
- b. Memberikan umpan balik terhadap proses dan hasil pembelajaran.
- c. Menginformasikan rencana kegiatan pembelajaran untuk pertemuan berikutnya.

C. PENILAIAN PEMBELAJARAN

1. Penilaian Lisan : Saling bertanya dan menjawab pertanyaan melalui game tebak-tebakkan tentang isi video pembelajaran teks narrative.

Blora, 12 April 2021
Guru Mapel,

Tri Yuli Setyoningrum, S.Pd.

Lampiran 1 : Materi Pembelajaran

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.

The example of legend in Central Java are: Rawa pening, Baturaden, Ande-Ande Lumut, Jaka Tarub, etc.

The example of legend in BLORA is ARYA PENANGSANG.

Generic structure of narrative text: Orientation, Complication and Resolution.

Example of Narrative Text : The Bloody Battle of Arya Jipang and Sutawijaya

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

The Bloody Battle of Arya Jipang 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 filled 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 : lestarian budaya lokal khususnya cerita rakyat dan legenda di Indonesia.

Lampiran 2 : Penilaian

1. Ulangan lisan : dengan menggunakan permainan Tebak-tebakan. Teknik permainan adalah:

- guru memberi satu pertanyaan kepada siswa yang ingin menjawab, apabila dia bisa menjawab dengan benar maka dia punya kesempatan untuk menanyakan pertanyaan yang sudah dibuat kepada teman yang telah ditunjuk, apabila temannya bisa menjawab maka temannya akan mendapat nilai tambahan.
- Peserta didik yang bisa menjawab memberi pertanyaan lain pada temannya.
- Peserta didik menyampaikan pertanyaan dengan voice note.
- Peserta didik menjawab pertanyaan dengan voice note.

Kriteria penilaian :

NO	ASPEK	KRITERIA	SKOR
1	Cara Bertanya	- Kalimat pertanyaan jelas/bisa dijawab dan tata bahasa benar	3
		- Kalimat pertanyaan jelas/bisa dijawab dan tata bahasa kurang benar	2
		- Kalimat pertanyaan tidak jelas dan tata bahasa salah	1
2	Cara Menjawab	- Jawaban benar dan pengucapan benar	3
		- Jawaban benar namun pengucapan kurang tepat	2
		- Jawaban salah dan pengucapan kurang tepat	1

$$\text{Nilai Rata-rata} = \frac{\text{Jumlah skor perolehan siswa}}{6} \times 100$$