

**DEVELOPING ENGLISH LEARNING MATERIAL FOR FOOD AND
BEVERAGE SERVICES OF FIRST-SEMESTER STUDENTS IN
ELEVENTH-GRADE AT SMK NEGERI 2 TABANAN**

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ABSTRACT

The purpose of this research was to develop English learning material for food and beverage services of first-semester students in eleventh-grade at SMK Negeri 2 Tabanan. The subject of this study were teachers that food and beverage service subjects at 11th grade of tourism major and the students of Culinary Art major that learn food and beverage service subject. For the data collection method, the researcher used four instruments, namely interview guide, questionnaire observation for students, document analysis, and questionnaire Likert-scale for expert judgment. The method of this research was used D&D Method by Richey and Klein, (2009) which was adopted from Sugiyono, (2017), and the research was analyzed in qualitative and quantitative manner. The result showed there were three topics that needed to be developed, namely (1) The analysis of stock, (2) The analysis of mother sauces, and (3) The analysis of hot and cold appetizers. Each topic contained input, content focus, language focus, and task that the theory was based on Hutchinson & Water, (1987). Additionally, the result from the expert judgment from the two judges showed that the product was classified as very good quality.

Keywords: *D&D Method, ESP, English for Food and Beverage Services*

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Pendidikan Bahasa Inggris

ABSTRAK

Tujuan dari penelitian ini adalah untuk mengembangkan materi Bahasa Inggris untuk mata pelajaran Food and Beverage Services pada siswa semester pertama kelas XI di SMK Negeri 2 Tabanan. Subjek dari penelitian ini adalah guru yang guru yang mengajar Food and Beverage Services di kelas XI pada jurusan pariwisata serta siswa dan siswa kelas XI yang mengambil jurusan Tata Boga dan mempelajari mata pelajaran Food and Beverage Services. Dalam proses pengumpulan data, peneliti menggunakan empat instrument, yaitu panduan wawancara, kuesioner observasi untuk siswa, analisis dokumen, dan kuesioner skala likert untuk penilain ahli. Metode yang digunakan pada penelitian ini adalah metode D&D dari Richey and Klein (2009) yang diadopsi dari Sugiyono, (2017) dan dianalisis secara kualitatif and kuantitatif. Hasil penelitian menunjukkan bahwa terdapat 3 topik yang perlu dikembangkan, yaitu (1) Analisis Kaldu, (2) Analisis Saus, (3) Analisis Makanan Hidangan Pembuka yang Panas dan Dingin. Setiap unit berisikan input, fokus konten, fokus bahasa, dan berbagai tugas, yang berdasarkan dari teori Hutchinson & Water, (1987). Selain itu, hasil penilaian ahli dari kedua juri ahli menunjukkan bahwa produk tergolong sangat baik

Kata kunci: Metode D&D, ESP, Bahasa Inggris untuk Food and Beverage Services