



Appendix 1. Letter of Permission



KEMENTERIAN RISET, TEKNOLOGI, DAN PENDIDIKAN TINGGI
UNIVERSITAS PENDIDIKAN GANESHA

FAKULTAS BAHASA DAN SENI

Jalan A.Yani No. 67 Singaraja Bali Kode Pos 81116
 Telepon (0362) 21541 Fax. (0362) 27561
 Laman: fbs.undiksha.ac.id

Nomor : 3783/UN48.7.1/DT/2019

28 Oktober 2019

Perihal : **Permohonan Izin Observasi**

Yth. Kepala SD N 2 Anturan
 di Singaraja

Dalam rangka pengumpulan data untuk menyelesaikan Proposal Penelitian, dengan hormat kami mohon agar Bapak/Ibu mengizinkan mahasiswa di bawah ini:

Nama	: I KOMANG AGUS DIO ADITYA
NIM	: 1612021091
Program Studi	: Pendidikan Bahasa Inggris
Jenjang	: S1
Tahun Akademik	: 2019/2020

untuk mencari data yang diperlukan pada institusi yang Bapak/Ibu pimpin.

Atas perhatian dan bantuan Bapak/Ibu, kami ucapkan terima kasih.



sa.n. Dekan,
 Wakil Dekan I,

Dr. Dewa Putu Ramendra, S.Pd., M.Pd.
 NIP. 197609022000031001

Tembusan:

1. Dekan FBS Undiksha Singaraja
2. Kaprodi. Pendidikan Bahasa Inggris
3. Sub Bagian Pendidikan FBS

Appendix 2. Letter of Accomplishment



KEMENTERIAN RISET, TEKNOLOGI, DAN PENDIDIKAN TINGGI
UNIVERSITAS PENDIDIKAN GANESHA
FAKULTAS BAHASA DAN SENI
 Jalan A.Yani No. 67 Singaraja Bali Kode Pos 81116
 Telepon (0362) 21541 Fax. (0362) 27561
 Laman: fbs.undiksha.ac.id

Nomor : 3690/UN48.7.1/DT/2019

23 Oktober 2019

Perihal : **Permohonan Izin Penelitian**

Yth. Kepala SD Negeri 2 Anturan
 di Singaraja

Dalam rangka pengumpulan data untuk menyelesaikan Skripsi/Tugas Akhir, dengan hormat kami mohon agar Bapak/Ibu mengizinkan mahasiswa di bawah ini:

Nama	: I KOMANG AGUS DIO ADITYA
NIM	: 1612021091
Program Studi	: Pendidikan Bahasa Inggris
Jenjang	: S1
Tahun Akademik	: 2019/2020
Judul	: The Effect of Gamification Based On Balinese Local Stories As A Teaching Media Toward 5th Grade Students' Listening Comprehension On Elementary School.

untuk mencari data yang diperlukan pada institusi yang Bapak/Ibu pimpin. Atas perhatian dan bantuan Bapak/Ibu, kami ucapkan terima kasih.

a.n. Dekan,
 Wakil Dekan I,

Dr. Dewa Putu Ramendra, S.Pd., M.Pd.
 NIP. 197609022000031001

Tembusan:

1. Dekan FBS Undiksha Singaraja
2. Kaprodi. Pendidikan Bahasa Inggris
3. Sub Bagian Pendidikan FBS

Appendix 3. The Blueprint Before Revision

1. The Blueprint of Pretest and Posttest Before Revision Instrument 1

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.3 Membandingkan kata-kata sifat sederhana dalam kalimat tingkat perbandingan.	Degree of Comparison	3.3.1 Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game.	1,2,3,4,5	13,14,15,16,17,18,19,20	13
		3.3.2 Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game.		6,7,8,9,10,11,12	7
Total					20

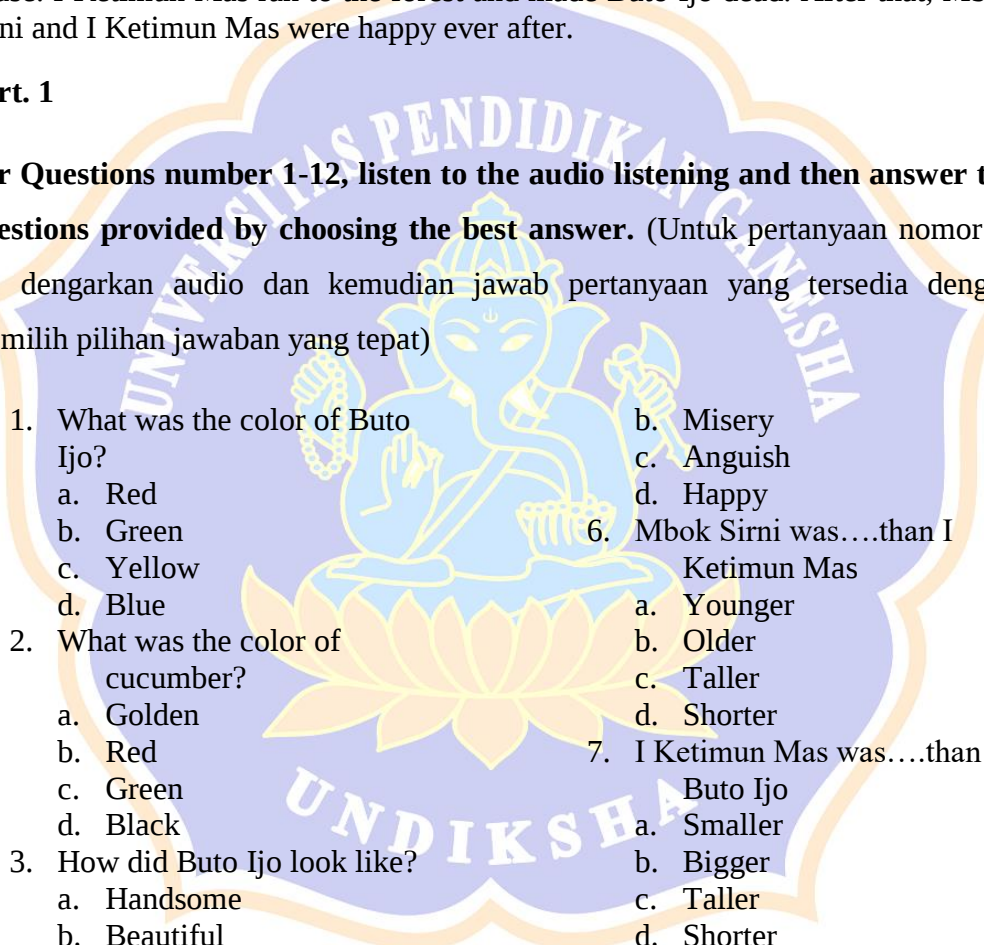
Audio Listening

I Ketimun Mas

Once upon a time, Mbok Sirni was an old woman. Mbok Sirni lived alone and she wanted to have a child. A green giant named Buto Ijo appeared in front of Mbok Sirni. Buto Ijo was ugly giant and he gave Mbok Sirni golden cucumber seeds. Mbok Sirni was happy to receive it, but she should give back it to Buto Ijo. Mbok Sirni planted the seeds and it grew to be a big golden cucumber. From the cucumber appeared a beautiful baby. Mbok Sirni gave the child name I Ketimun Mas. Ketimun Mas grew to be beautiful, kind, and smart girl. She was more beautiful and smarter than other girls in her village. Buto Ijo came to Mbok Sirni' house. I Ketimun Mas ran to the forest and made Buto Ijo dead. After that, Mbok Sirni and I Ketimun Mas were happy ever after.

Part. 1

For Questions number 1-12, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-12, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

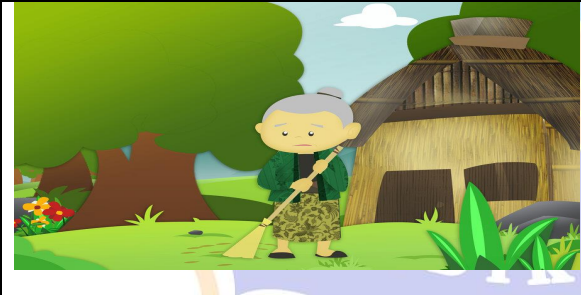
- 
1. What was the color of Buto Ijo?
 - a. Red
 - b. Green
 - c. Yellow
 - d. Blue
 2. What was the color of cucumber?
 - a. Golden
 - b. Red
 - c. Green
 - d. Black
 3. How did Buto Ijo look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
 4. How did I Ketimun look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
 5. How were Mbok Sirni and Ketimun Mas' life?
 - a. Unhappy
 - b. Misery
 - c. Anguish
 - d. Happy
 6. Mbok Sirni was....than I Ketimun Mas
 - a. Younger
 - b. Older
 - c. Taller
 - d. Shorter
 7. I Ketimun Mas was....than Buto Ijo
 - a. Smaller
 - b. Bigger
 - c. Taller
 - d. Shorter
 8. Did Mbok Sirni live alone before?
 - a. Yes, she did
 - b. No, she did not
 - c. Yes she is
 - d. No, she is not
 9. How did Mbok Sirni look like?
 - a. Big
 - b. Young

- c. Old
d. Happy
10. Buto Ijo was....than I
Ketimun Mas
- a. Smaller
b. Bigger
c. Thinner
d. Shorter
11. Buto Ijo was.....than I
Ketimun Mas

- a. Brighter
b. Wiser
c. Worse
d. Better
12. I Ketimun Mas was.....than
other girls
- a. More beautiful
b. More ignorant
c. More careful
d. More careless

Part 2

For the questions no. 13-20, listen to the audio. The audio consists of questions and answer. Please look at the pictures and choose one of the best answers based on picture. (Untuk pertanyaan no 13-20, dengarkan audio yang diberikan. Audio terdiri dari pertanyaan dan jawaban. Lihatlah gambar dan pilihlah jawaban yang paling tepat berdasarkan gambar)

	Audio Listening 13. How does Ketimun Mas look like? a. Beautiful b. Handsome c. Ugly d. Cute
	Audio Listening 14. How does Mbok Simni look like? a. Young b. Teen c. Old d. Child
	Audio Listening 15. What is the color of Buto Ijo? a. Red b. Green c. Black d. Blue

	Audio Listening 16. How does Buto Ijo look like? - Handsome - Beautiful - Cute - Ugly
	Audio Listening 17. Based on the picture, how did the baby look like? - Young - Old - Teen - Adult
	Audio Listening 18. How the expression of I Ketimun Mas? - Happy - Scary - Sad - Angry
	Audio Listening 19. Based on the picture what is the color of cucumber? - Red - Green - Blue - Yellow
	Audio listening 20. What is the feeling of Timun Mas? - Cry - Sad - Happy - Angry

Kunci Jawaban

1. B
2. A
3. C
4. B
5. D
6. B
7. A
8. A
9. C
10. B
11. C
12. A
13. A
14. C
15. B
16. D
17. A
18. B
19. D
20. C



2. The Blueprint of Pretest and Posttest Before Revision Instrument 2

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.3 Membandingkan kata-kata sifat sederhana dalam kalimat tingkat perbandingan.	Degree of Comparison	3.3.1. Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game.	1,2,3,4,5	13,14,15,16,17,18,19,20	13
		3.3.2 Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game.		6,7,8,9,10,11,12	7
Total					20

Audio Listening 1

I Cupak and I Gerantang

In a peaceful village, there lived two brothers. The older brother is Cupak. He was a fat, lazy and greedy person had an ugly face with mustache and beard. Meanwhile, the younger brother was I Gerantang. He was diligent, handsome, tall, and had good behavior. They did a job at rice field every day. One day, I Cupak and I Gerantang visited Kediri kingdom. They heard that a big and greedy giant called I Benaru kidnapped a beautiful princess. I Cupak and I Gerantang wanted to save the princess at the cave. I Benaru was bigger than them. I Cupak was scarier. Meanwhile, I Gerantang was brave than I Cupak. He could kill I Benaru by stabbing I Benaru's stomach using keris. I Cupak was angry because I Gerantang could save the princess. Then, I Cupak challenged him to a duel. Finally, I Gerantang won the duel. He married with the princess and they lived happily ever after.

Part. 1

For Questions number 1-12, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-12, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

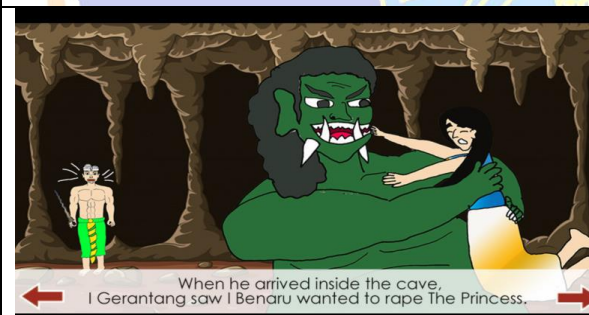
1. Who was diligent and handsome in the story?
 - a. I Cupak
 - b. I Gerantang
 - c. I Benaru
 - d. Princess
2. Who was lazy and ugly in the story?
 - a. I Cupak
 - b. I Gerantang
 - c. I Benaru
 - d. Princess
3. How did I Benaru look like?
 - a. Small & Kind
 - b. Small & Greedy
 - c. Big & Kind
 - d. Big & Greedy
4. How did I Cupak look like?
 - a. Fat
 - b. Thin
 - c. Small
 - d. Handsome
5. How did I Gerantang look like?
 - a. Fat
 - b. Ugly
 - c. Small
 - d. Handsome
6. How did Princess look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
7. I Gerantang was kind because....
 - a. He had bad behavior
 - b. He had cruel behavior
 - c. He had good behavior
 - d. He had evil behavior
8. I Cupak was...than I Gerantang
 - a. Uglier
 - b. Kinder
 - c. Younger

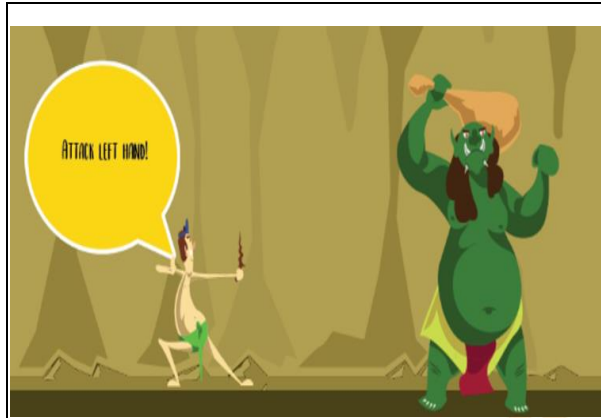
- d. Smaller
9. I Gerantang was...than I Cupak
- More greedy
 - More beautiful
 - More handsome
 - More perverse
10. I Gerantang was... than I Cupak to kill I Benaru
- stronger
 - weaker
 - kinder
 - braver
11. ...was bigger than I Cupak and I Gerantang
- Princess
 - I Benaru
 - King
 - Villager
12. ...was scarier than I Gerantang
- Princess
 - I Benaru
 - I Cupak
 - Villager

Part 2

For the questions no. 13-20, listen to the audio. The audio consists of questions and answer. Please look at the pictures and choose one of the best answers based on picture. (Untuk pertanyaan no 11-15, dengarkan audio yang diberikan. Audio terdiri dari pertanyaan dan jawaban. Lihatlah gambar dan pilihlah jawaban yang paling tepat berdasarkan gambar)

	Audio Listening 13. How does I Cupak look like based on the picture? - Slim - Fat - Small - Beautiful
	Audio Listening 14. How does I Gerantang look like based on the picture? - Handsome - Ugly - Sad - Beautiful

	Audio Listening 15. Based on the picture, what is the color of I Benaru - Black - Red - Green - Blue
	Audio Listening 16. How does I Benaru look like based on picture? - Small - Thin - Short - Big
	Audio Listening 17. I Cupak is.... - Scary - Brave - Strong - Kind
 When he arrived inside the cave, I Gerantang saw I Benaru wanted to rape The Princess.	Audio Listening 18. Based on the picture I Benaru was? - Handsome - Creepy - Kind - Happy
 When he arrived inside the cave, I Gerantang saw I Benaru wanted to rape The Princess.	19. Based on the picture, the princess was? - Happy - Fortune - Gregarious - Scary



Audio Listening

20. What is the picture about?

- a. I Benaru is smaller than I Gerantang
- b. I Benaru is bigger than I Gerantang
- c. I Gerantang is bigger than I Benaru
- d. I Gerantang is fatter than I Benaru

Kunci Jawaban:

- 1. B
- 2. A
- 3. D
- 4. A
- 5. D
- 6. B
- 7. C
- 8. A
- 9. C
- 10. D
- 11. B
- 12. C
- 13. B
- 14. A
- 15. C
- 16. D
- 17. A
- 18. B
- 19. D
- 20. B



3. The Blueprint of Pretest and Posttest Before Revision Instrument 3

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.4 Mengidentifikasi jenis-jenis kegiatan yang ada di lingkungan sekitar	Daily Activities	3.4.1 Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game	1,2,3,4,5,6,7,8,9,10		10
		3.4.2 Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game.		11,12,13,14,15,16,17,18,19,20	10
Total					20

Audio Listening 1

Manik Angkeran

Once upon a time in Daha Kingdom, there lived a priest named Mpu Sidhi Mantra. He had a boy named Manik Angkeran. He liked gambling. Manik Angkeran always gambling every day. He usually asked money to Mpu Sidhi Mantra for gambling. Mpu Sidhi Mantra always paid Manik Angkeran's debt. He always prayed to the God if Manik Angkeran did bad behavior. Mpu Sidhi Mantra usually went to Mount Agung if he lost his wealth because of Manik Angkeran. He always brought bell to mount Agung. Mpu Sidhi Mantra used his bell to call Naga Besukih. Naga Besukih restored his wealth with diamond. One day, Manik Angkeran lost the gambling. He never stopped to do gambling. He already knew how his father got the money. Manik Angkeran brought the bell, and then he went to mount Agung. He met with Naga Besukih and he saw and cut Naga Besukih's tail to get the diamond. Naga Besukih was angry and it burned Manik Angkeran until he was dead. Mpu Sidhi Mantra asked Naga Besukih to make Manik Angkeran alive again. After that, Manik Angkeran alive and Naga Besukih's tail returned. Mpu Sidhi Mantra made a line that separated him and his son. The line made the strait that separated Java Island and Bali Island and Manik Angkeran started a new life.

Part. 1

For Questions number 1-10, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-10, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- | | |
|--|---|
| 1. Who was the boy in this story? | d. Cleaning |
| a. Manik Raya | 4. Who was person always paid Manik Angkeran's debt? |
| b. Manik Seni | a. Mpu Sidhi Mantra |
| c. Manik Angkeran | b. Mother |
| d. Manik Mas | c. Pedestrian |
| 2. Where is the location of this story | d. King |
| a. Daha Kingdom | 5. Where did Mpu Sidhi Mantra usually go if he lost his wealth? |
| b. Dauh Kingdom | a. Forest |
| c. Daja Kingdom | b. Mount Agung |
| d. Dara Kingdom | c. River |
| 3. What did Manik Angkeran always do? | d. Cave |
| a. Sleeping | 6. Who always gave Mpu Sidhi Mantra wealth? |
| b. Eating | |
| c. Gambling | |

- a. Naga Besukih
 - b. King of Daha
 - c. Queen of Daha
 - d. People of Daha
7. What usually Mpu Sidhi Mantra brought to Mount Agung?
- a. Wood
 - b. Book
 - c. Food
 - d. Bell
8. What was Naga Besukih usually gave to Mpu Sidhi Mantra?
- a. Diamod
 - b. Rice
 - c. Wood
 - d. Gold
9. What is the function of bell?
- a. To call Naga Besukih
 - b. To listen Naga Besukih
 - c. To mark Naga Besukih
 - d. To see Naga Besukih
10. How did Manik Angkeran get the diamond?
- a. Bring the tail
 - b. Burn the tail
 - c. Clean the tail
 - d. Cut the tail

Part 2

For questions no 10-20, please listen to the audio carefully. The audio consists of questions. Then, choose one of the best answers by matching the number of the questions with the correct answer. (Untuk soal nomor 10-20, dengarkan audio dengan baik. Audio terdiri dari soal. Kemudian pilihlah jawaban yang paling benar dengan cara memasangkan no soal dengan jawaban paling benar)

Audio Listening 2

- 11. Manik Angkeran always likes to....
- 12. Manik Angkeran always asked....
- 13. Mpu Sidhi Mantra always paid....
- 14. Mpu Sidhi Mantra always.....
- 15. Mpu Sidhi Mantra to
- 16. In gambling Manik Angkeran always.....
- 17. Mpu Sidhi Mantra usually met with....
- 18. Mpu Sidhi Mantra usually brought....
- 19. Manik Angkeran cut....
- 20. Manik Angkeran started to new

11

12

13

14

15

16

17

18

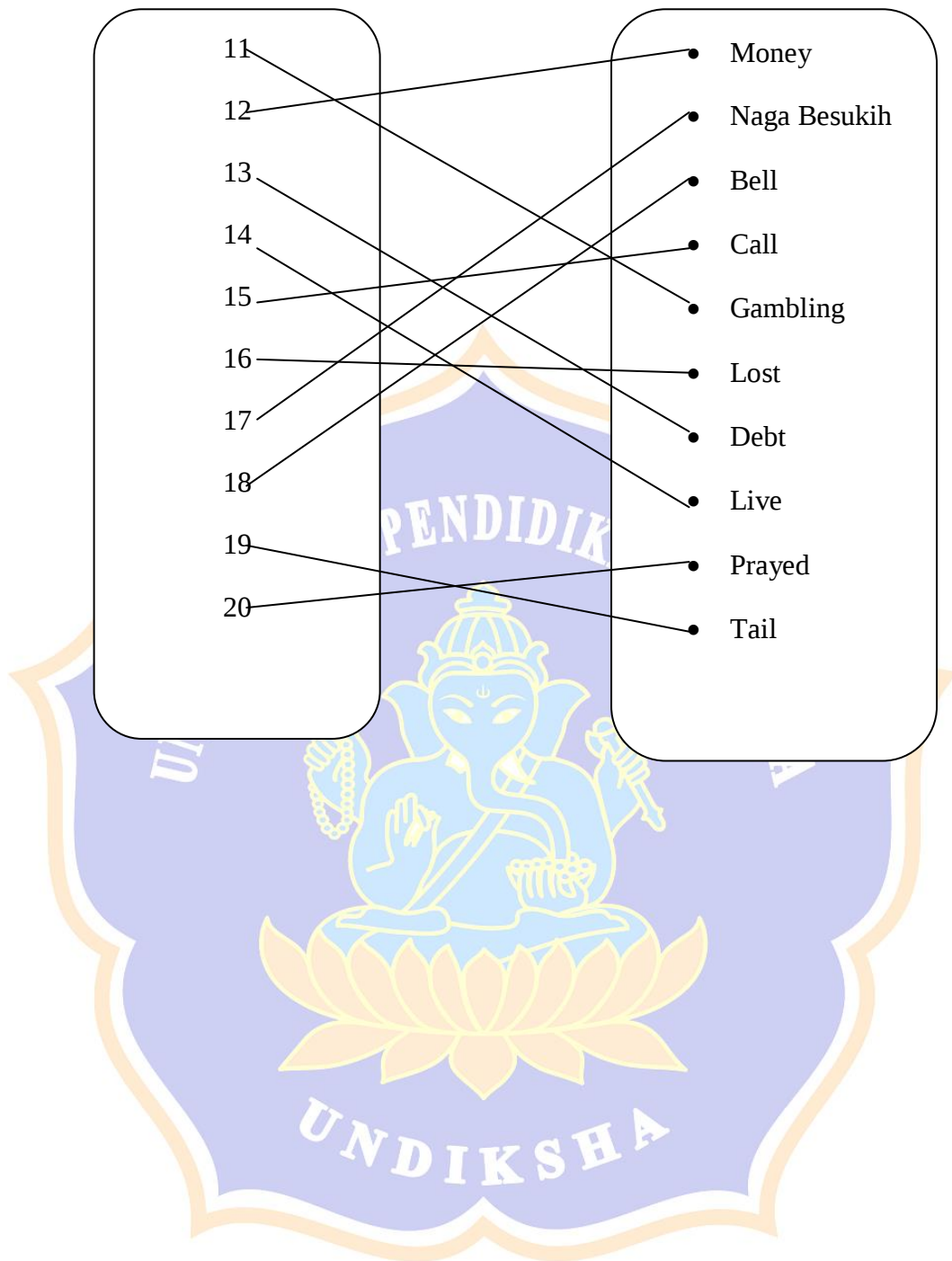
19

20

- Money
- Naga Besukih
- Bell
- Call
- Gambling
- Lost
- Debt
- Live
- Prayed
- Tail

Kunci Jawaban:

1. C
2. A
3. C
4. A
5. B
6. A
7. D
8. A
9. A
10. D
11. Gambling
12. Money
13. Debt
14. Prayed
15. Call
16. Lost
17. Naga Besukih
18. Bell
19. Tail
20. Live



4. The Blueprint of Pretest and Posttest Before Revision Instrument 4

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.4 Mengidentifikasi jenis-jenis kegiatan yang ada di lingkungan sekitar	Daily Activities	3.4.1Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game	1,2,3,4,5,6,7,8,9,10,11		11
		3.4.2Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar berdasarkan gambar sesuai dengan cerita yang terdapat di dalam game.		12,13,14,15,16,17,18,19,20	9
Total					20

Audio Listening 1

I Sugih and I Tiwas

Once upon a time, there are two women named I Sugih and I Tiwas. I Sugih was very rich, jealousy, and she always misbehaved to poor people. She showed off her wealth to poor people every day. Many people dislike I Sugih. Meanwhile, I Tiwas was very poor, kind; she always well behaved to other people. I Tiwas went to forest to search out firewood every day. She always sold the firewood to get the money for eating. Every day, she assisted I Sugih for getting rice. I Tiwas usually caught louse and pound the rice. But, if Tiwas did a bad job, she should return the rice to I Sugih. One day, I Tiwas met with deer in the forest. The deer gave I Tiwas gold. She wore the bracelet, necklace, and ring from the gold every day. I Tiwas always felt happy meanwhile I Sugih was jealousy to I Tiwas. Then, I Sugih met with the deer at the forest. I Sugih was dragged to thorns by the deer. I Sugih apologized to the deer. After that, she was sick at home. That's the result of people who are greedy and jealous.

Part. 1

For Questions number 1-11, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-11, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. Who was the protagonist in this story?
 - a. I Sugih
 - b. I Tiwas
 - c. People
 - d. Deer
2. Who was the antagonist in this story?
 - a. I Sugih
 - b. I Tiwas
 - c. People
 - d. Deer
3. Who always misbehave to poor people?
 - a. I Tiwas
 - b. I Sugih
 - c. People
 - d. Deer
4. Who did always well behave to other people?
 - a. I Tiwas
5. Who did always help I Tiwas?
 - a. I Tiwas
 - b. I Sugih
 - c. People
 - d. Deer
6. Why did many people dislike I Sugih?
 - a. Because she always kind to other people
 - b. Because she always helped other people
 - c. Because she always assisted other people
 - d. Because she always showed off her wealth to other people

7. What did I Tiwas do at the forest every day?
 - a. She searched animal every day
 - b. She searched vegetable every day
 - c. She searched firewood every day
 - d. She searched water every day
8. What did always I Tiwas do after getting firewood?
 - a. She always sold the firewood
 - b. She always threw the firewood
 - c. She always ate the firewood
 - d. She always cooked the firewood
9. What did I Tiwas do to get rice every day?
 - a. She asked to I Sugih every day
 - b. She assisted I Sugih every day
 - c. She punched I Sugih every day
 - d. She stole from I Sugih every day
10. What did usually I Tiwas's job from I Sugih?
 - a. She usually cleaned the house
 - b. She usually searched money
 - c. She usually kept the house
 - d. She usually caught louse
11. Why did I Tiwas feel happy every day?
 - a. Because she wore shirt everyday
 - b. Because she wore diamond everyday
 - c. Because she wore gold everyday
 - d. Because she wore crown everyday

Part 2

For questions no 12-20, please listen to the audio carefully. The audio consists of questions. Then, choose one of the best answers by matching the number of the questions with the correct answer. (Untuk soal nomor 12-20, dengarkan audio dengan baik. Audio terdiri dari soal. Kemudian pilihlah jawaban yang paling benar dengan cara memasangkan no soal dengan jawaban paling benar)

Audio Listening 2

12. I Sugih always....
13. I Tiwas always.....
14. Every day I Sugih showed off the....
15. Every day I Tiwas searched....
16. Every day I Tiwas assisted....
17. I Tiwas always caught....
18. I Tiwas always felt....
19. Deer always....
20. Deer gave....

12

13

14

15

16

17

18

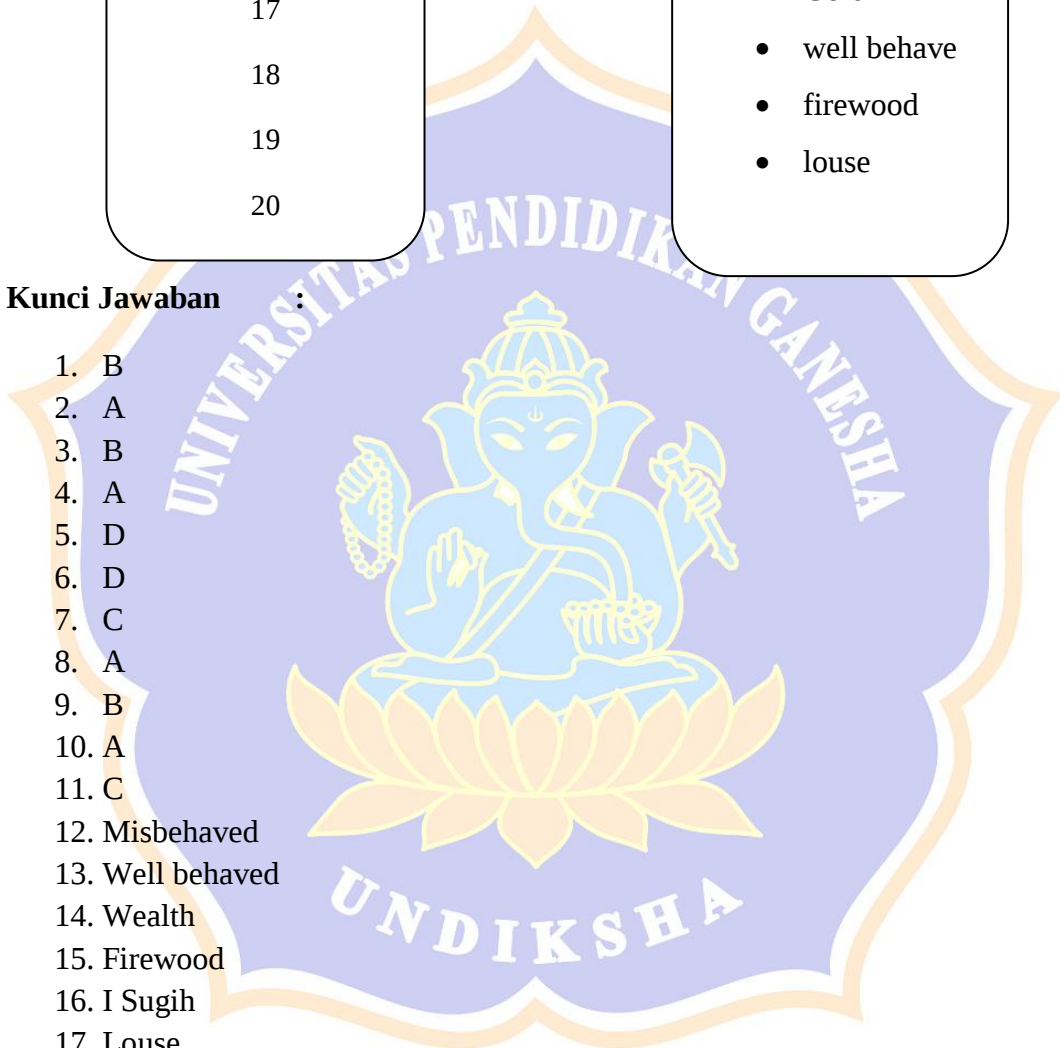
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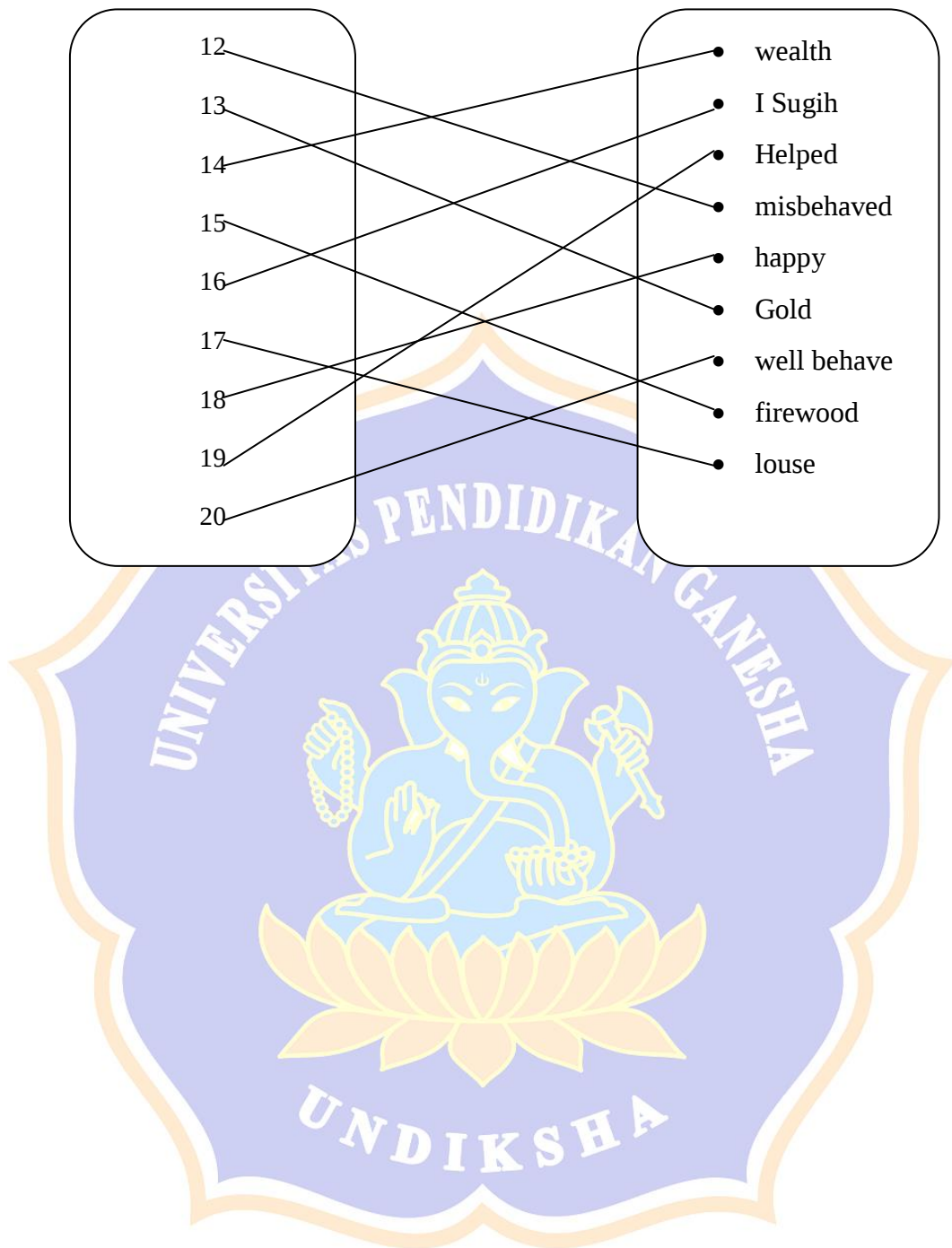
20

- wealth
- I Sugih
- Helped
- misbehaved
- happy
- Gold
- well behave
- firewood
- louse

Kunci Jawaban :

1. B
2. A
3. B
4. A
5. D
6. D
7. C
8. A
9. B
10. A
11. C
12. Misbehaved
13. Well behaved
14. Wealth
15. Firewood
16. I Sugih
17. Louse
18. Happy
19. Helped
20. Gold





5. The Blueprint of Pretest and Posttest Before Revision Instrument 5

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.7 Mengidentifikasi benda atau gambar berdasarkan bentuk yang dijumpai di rumah, tempat bermain, dan sekolah	Things in the places	3.7.1 Menentukan benda atau gambar berdasarkan <i>setting</i> cerita yang terdapat di dalam game.	1,2,3,4,5, 6,7,8,9,10,11,12,13,14,15		15
		3.7.2 Mengklasifikasi benda atau gambar yang terdapat di <i>setting</i> cerita di dalam game.		15,16,17, 18,19,20	5
Total					20

Audio Listening 1

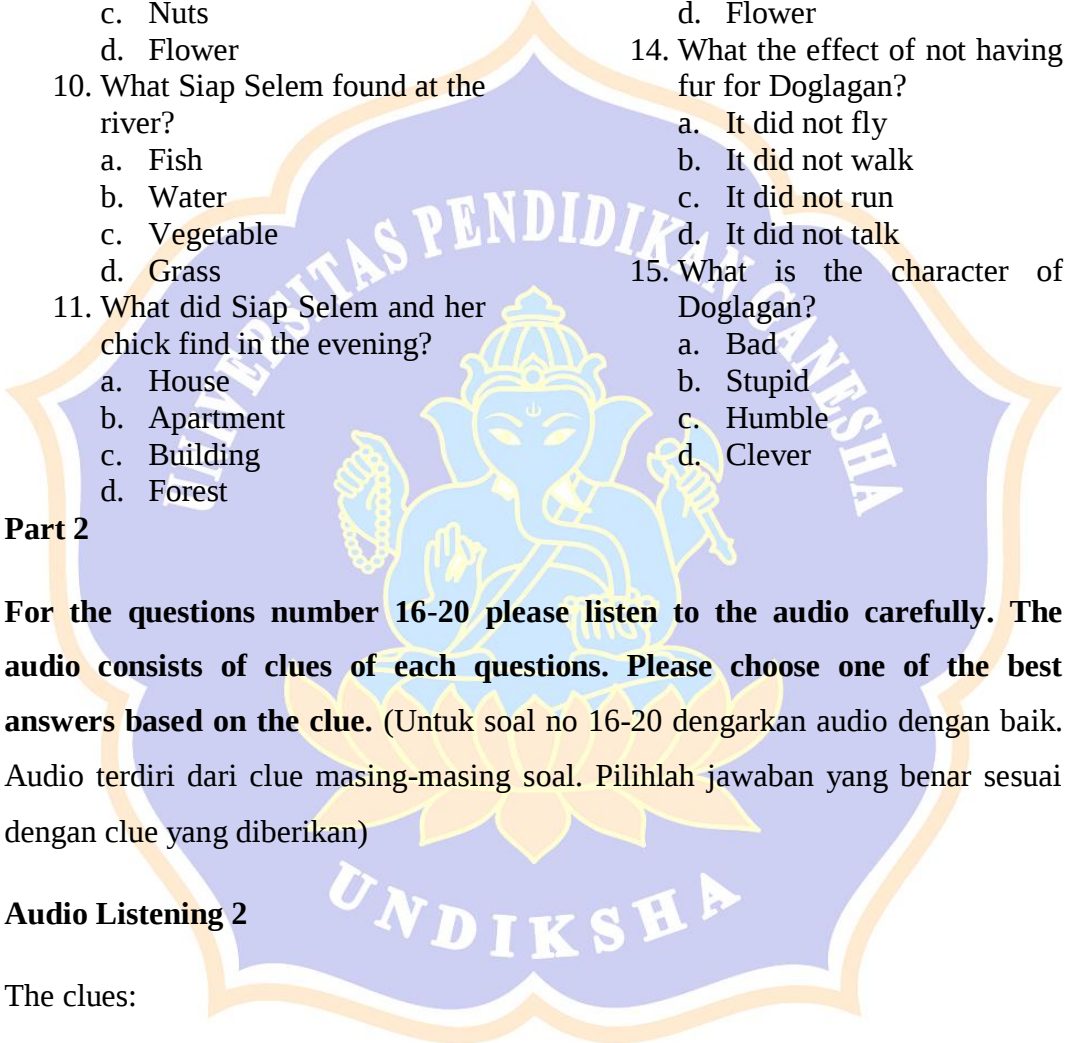
Siap Selelem

Once upon a time, there was black hen named Siap Selelem. Siap Selelem had 7 chicks the last chick named Doglagan. Doglagan did not have fur so he did not fly away. One day, Siap Selelem and her chicks went to forest. They wanted to search food at forest. They ate corns, seeds, and nuts in forest. They also needed water, so they went to the river near the forest and drank the water. In the forest, Siap Selelem and her chick saw many things such as wood, stone, tree, and flowers. In the evening, they wanted to go back to their house but it was rain at forest. They found a small house in the forest. They saw that Men Kuuk, it was a cat who had the house. Men Kuuk allowed Siap Selelem and her chicks visited the house. In the house, Men Kuuk lived with her kittens. In Men Kuuk's house there are a lot of bone and meat. Then, Siap Selelem heard that Men Kuuk and her kittens wanted to eat them. Siap selelem asked her chick flied away but Doglagan did not fly because he did not have fur. Siap Selelem asked Doglagan to say that his meat was bitter for fool Men Kuuk. The plan was successful, Doglagan flied to his house.

Part. 1

For Questions number 1-15, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-15, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. Who was the kind person of the story?
 - a. Men Kuuk
 - b. Siap Selelem
 - c. Chick
 - d. Doglagan
2. Who was the bad person of the story?
 - a. Men Kuuk
 - b. Siap Selelem
 - c. Chick
 - d. Doglagan
3. What was Siap Selelem
 - a. Buffalo
 - b. Cat
 - c. Hen
 - d. Cock
4. What was Men Kuuk?
 - a. Buffalo
 - b. Cat
 - c. Hen
 - d. Cock
5. What was Doglagan?
 - a. Chick
 - b. Hen
 - c. Cock
 - d. Cat
6. Who was Doglagan
 - a. Siap Selelem's chick
 - b. Siap Putih's chick
 - c. Siap Barak's chick
 - d. Siap Biru's chick
7. What did not have by Doglagan?
 - a. Tail
 - b. Foot
 - c. Eye
 - d. Fur

- 
8. What did Siap Selem search in forest?
 - a. Food
 - b. Land
 - c. Leave
 - d. Drink
 9. What was Siap Selem' food in forest? Except...
 - a. Corn
 - b. Seeds
 - c. Nuts
 - d. Flower
 10. What Siap Selem found at the river?
 - a. Fish
 - b. Water
 - c. Vegetable
 - d. Grass
 11. What did Siap Selem and her chick find in the evening?
 - a. House
 - b. Apartment
 - c. Building
 - d. Forest
 12. Who lived with Men Kuuk?
 - a. Chick
 - b. Hen
 - c. Cock
 - d. Kitten
 13. What Siap Selem found in Men Kuuk' house?
 - a. Fish
 - b. Bone
 - c. Fur
 - d. Flower
 14. What the effect of not having fur for Doglagan?
 - a. It did not fly
 - b. It did not walk
 - c. It did not run
 - d. It did not talk
 15. What is the character of Doglagan?
 - a. Bad
 - b. Stupid
 - c. Humble
 - d. Clever

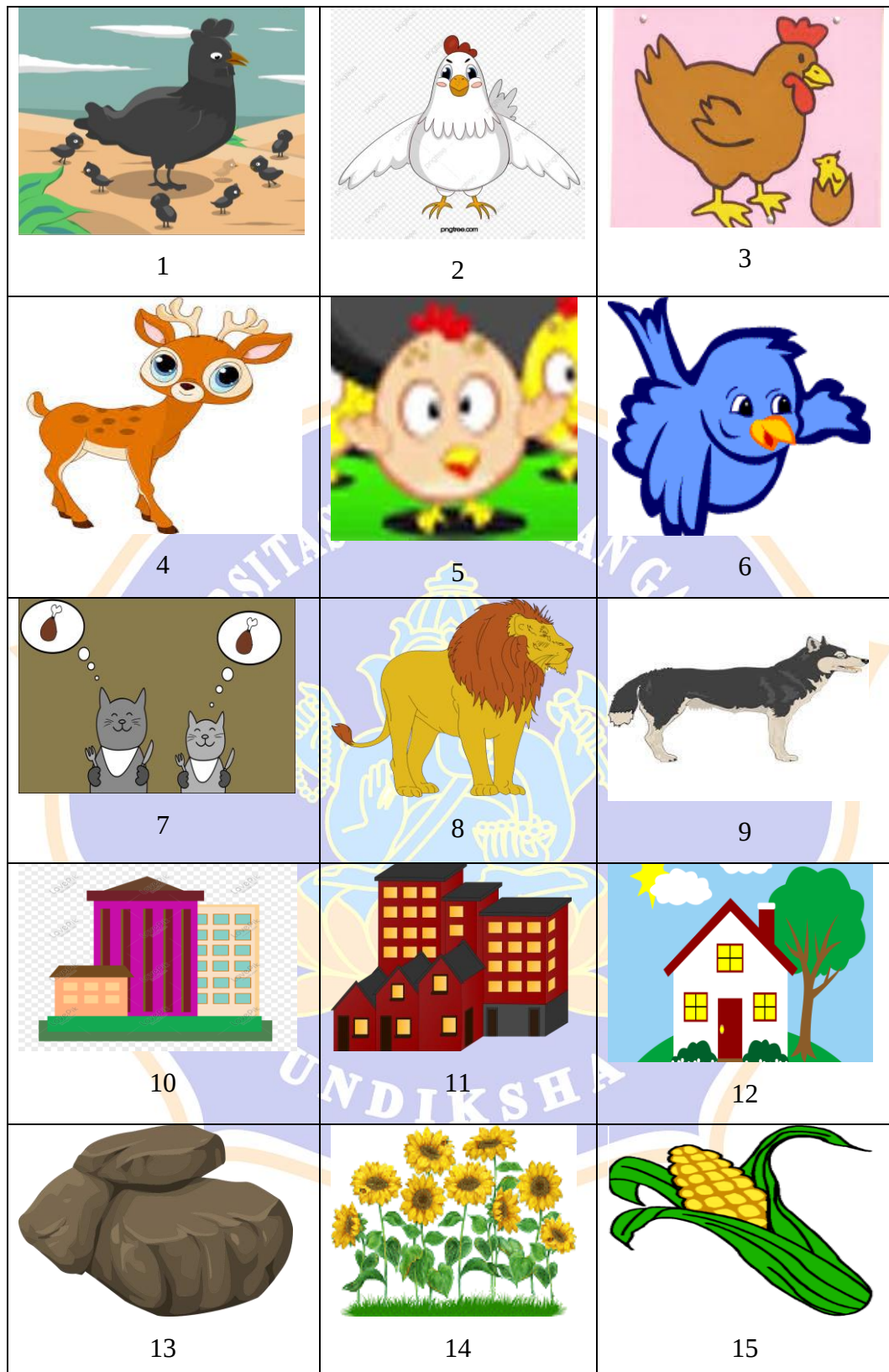
Part 2

For the questions number 16-20 please listen to the audio carefully. The audio consists of clues of each questions. Please choose one of the best answers based on the clue. (Untuk soal no 16-20 dengarkan audio dengan baik. Audio terdiri dari clue masing-masing soal. Pilihlah jawaban yang benar sesuai dengan clue yang diberikan)

Audio Listening 2

The clues:

16. It has black color and it is hen
17. It does not have fur and it does not fly
18. It likes to eat meat and bone
19. It is Men Kuuk's place in the forest
20. It is Siap Selem'foods and it is sweet



Kunci Jawaban :

1. B
2. A
3. C
4. B
5. A
6. A
7. D
8. A
9. D
10. B
11. A
12. D
13. B
14. A
15. D
16. 1
17. 5
18. 7
19. 12
20. 15



6. The Blueprint of Pretest and Posttest Before Revision Instrument 6

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.7 Mengidentifikasi benda atau gambar berdasarkan bentuk yang dijumpai di rumah, tempat bermain, dan sekolah	Things in the places	3.7.1 Menentukan benda atau gambar berdasarkan <i>setting</i> cerita yang terdapat di dalam game.	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15		15
		3.7.2 Mengklasifikasi benda atau gambar yang terdapat di <i>setting</i> cerita di dalam game.		16,17,18,19,20	5
Total					20

Audio Listening 1

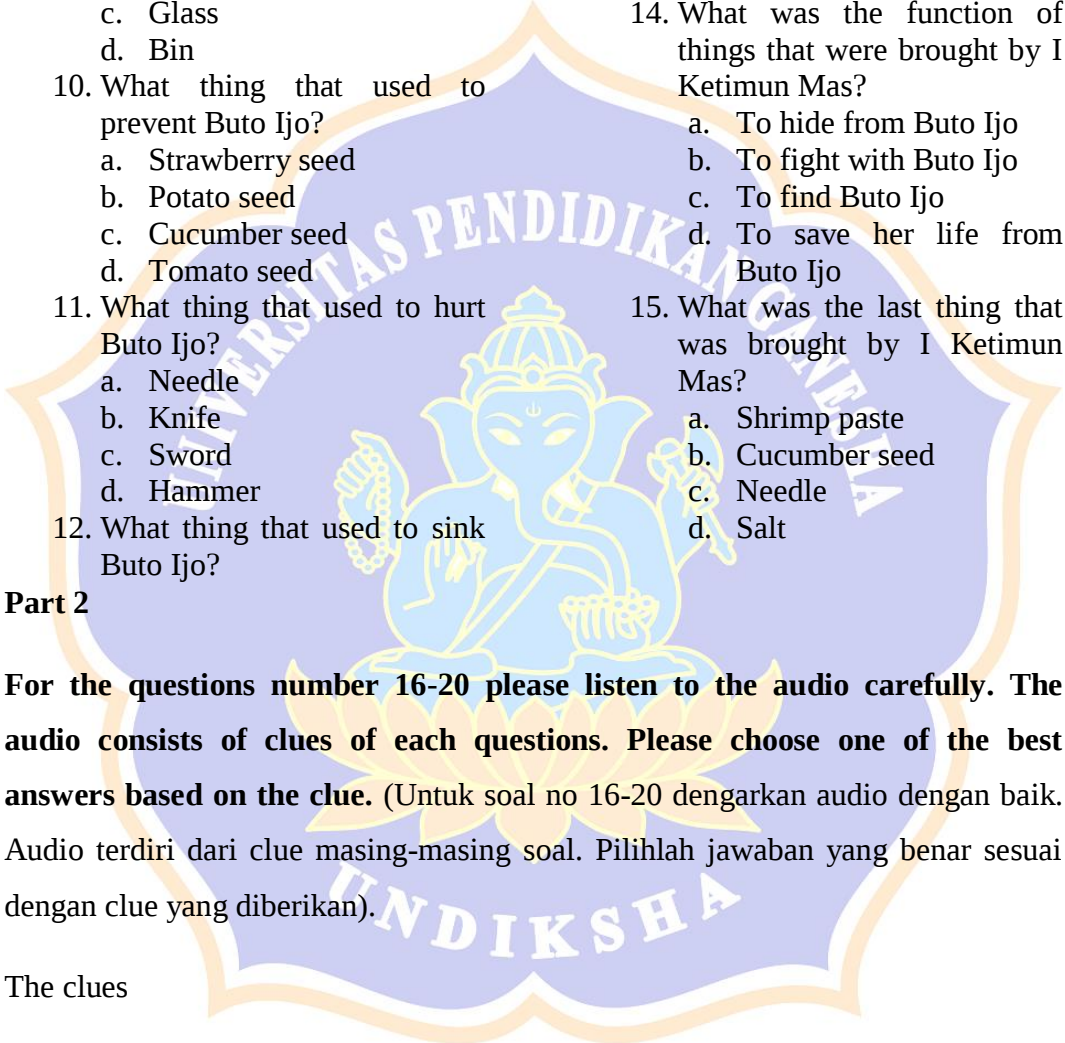
I Ketimun Mas

Once upon a time, an old woman named Mbok Sirni wanted to have a child. A green giant name Buto Ijo gave Mbok Sirni cucumber seeds. Buto Ijo said that Mbok Sirni should return the cucumber seeds if the cucumber seed had grown. The seeds grew to be a golden cucumber. The golden cucumber appeared a beautiful baby named I Ketimun Mas. I Ketimun Mas grew to be a beautiful and smart woman. She liked to help Mbok Sirni. I Ketimun Mas cleaned her house used broom. She searched firewood at forest and she used jug to bring water from river. One day, Buto Ijo visited Mbok Sirni's house to find out I Ketimun Mas. Mbok Sirni asked I Ketimun Mas ran to the forest and gave her several things. I Ketimun Mas used cucumber seeds to prevent Buto Ijo. Then, she used needle. The needle became sharp and bamboo to hurt Buto Ijo. I Ketimun Mas used salt. It became to be deep sea to sink Buto Ijo. Finally, I Ketimun Mas used shrimp paste and it became a big swamp of boiling mud. Buto Ijo was killed by shrimp paste. Mbok Sirni and I Ketimun Mas lived happily ever after.

Part. 1

For Questions number 1-15, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-15, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. What did Mbok Sirni want for a long a time?
 - a. Pet
 - b. House
 - c. Child
 - d. Money
2. Who met with Mbok Sirni?
 - a. Buto Ijo
 - b. Monster
 - c. Ghost
 - d. Lord
3. What was Buto Ijo?
 - a. Ghost
 - b. Giant
 - c. Lord
 - d. Animal
4. What did Buto Ijo give to Mbok Sirni?
 - a. Tomato seeds
 - b. Potato seeds
 - c. Flower seeds
 - d. Cucumber seeds
5. What was cucumber seeds grow?
 - a. Golden cucumber
 - b. Black Cucumber
 - c. Green Cucumber
 - d. Red Cucumber
6. What was inside golden cucumber?
 - a. Fruit
 - b. Baby
 - c. Money
 - d. Diamond
7. What I Ketimun Mas used to clean her house?
 - a. Scissors
 - b. Hammer
 - c. Broom
 - d. Knife

- 
8. What I Ketimun Mas searched in forest?
 - a. Flower
 - b. Food
 - c. Fruit
 - d. Firewood
 9. What I Ketimun Mas used to bring water?
 - a. Jug
 - b. Bucket
 - c. Glass
 - d. Bin
 10. What thing that used to prevent Buto Ijo?
 - a. Strawberry seed
 - b. Potato seed
 - c. Cucumber seed
 - d. Tomato seed
 11. What thing that used to hurt Buto Ijo?
 - a. Needle
 - b. Knife
 - c. Sword
 - d. Hammer
 12. What thing that used to sink Buto Ijo?
 - a. Pepper
 - b. Salt
 - c. Shrimp paste
 - d. Sugar
 13. What thing that used to kill Buto Ijo?
 - a. Pepper
 - b. Salt
 - c. Shrimp paste
 - d. Sugar
 14. What was the function of things that were brought by I Ketimun Mas?
 - a. To hide from Buto Ijo
 - b. To fight with Buto Ijo
 - c. To find Buto Ijo
 - d. To save her life from Buto Ijo
 15. What was the last thing that was brought by I Ketimun Mas?
 - a. Shrimp paste
 - b. Cucumber seed
 - c. Needle
 - d. Salt

Part 2

For the questions number 16-20 please listen to the audio carefully. The audio consists of clues of each questions. Please choose one of the best answers based on the clue. (Untuk soal no 16-20 dengarkan audio dengan baik. Audio terdiri dari clue masing-masing soal. Pilihlah jawaban yang benar sesuai dengan clue yang diberikan).

The clues

16. It is a thing with golden color
17. It is a seed and it has function to prevent Buto Ijo
18. It is sharp and it has function to hurt Buto Ijo
19. It is salty and it has function to sink Buto Ijo
20. It has strong scent and it has function to kill Buto Ijo



Kunci Jawaban :

1. C
2. A
3. B
4. D
5. A
6. B
7. C
8. D
9. A
10. C
11. A
12. B
13. C
14. D
15. A
16. 3
17. 4
18. 8
19. 12
20. 13



Appendix 4. The Expert Judgement Before Revision

The Expert Judgement of Pretest and Posttest Before Revision 1st Examiner

1. First Instrument (Meeting 1)

EXPERT JUDGEMENT I

Before Revision

Pre-Test & Post-Test 1st Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6		0	Ganti pilihan jawaban nomor a
7	1		
8	1		
9	1		
10		0	Ganti pilihan jawaban nomor d
11	1		
12	1		
13	1		
14		0	Gantikan gambar yang lebih menarik

15	!		
16	!		
17	!		
18	!		
19		0	Perbaiki grammar
20		0	Perbaiki grammar

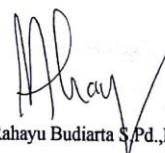
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner I



Luh Gd. Rahayu Budiarta S.Pd.,M.Pd

NIP199309192018032001

2. Second Instrument (Meeting 2)

EXPERT JUDGEMENT 1

Before Revision

Pre-Test & Post-Test 2nd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7		0	Perbaiki grammar
8	1		
9	1		
10	1		
11	1		
12	1		
13		0	Gantikan gambar berwarna
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1

Luh Gd. Rahayu Budjarta S.,Pd.,M.Pd

NIP199309192018032001

3. Third Instrument (Meeting 3)

EXPERT JUDGEMENT 1

Before Revision

Pre-Test & Post-Test 3rd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8		0	Terlalu sulit untuk anak SD
9		0	Terlalu sulit untuk anak SD
10		0	Terlalu sulit untuk anak SD
11		0	Terlalu sulit untuk anak SD
12		0	Terlalu sulit untuk anak SD
13	1		
14	1		

15		0	Gunakan gambar yang lebih sesuai
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S,Pd.,M.Pd

NIP199309192018032001



4. Fourth Instrument (Meeting 6)

EXPERT JUDGEMENT 1

Before Revision

Pre-Test & Post-Test 4th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9		0	Soal terlalu sulit untuk anak SD
10		0	Soal terlalu sulit untuk anak SD
11		0	Soal terlalu sulit untuk anak SD
12		0	Soal terlalu sulit untuk anak SD
13		0	Soal terlalu sulit untuk anak SD
14		0	Soal terlalu sulit untuk anak SD

15		0	Curatan gambar yang seksual
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S,Pd.,M.Pd

NIP199309192018032001

5. Fifth Instrument (Meeting 5)



EXPERT JUDGEMENT 1

Before Revision

Pre-Test & Post-Test 5th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11		0	Perbaiki grammar
12	1		
13	1		
14	1		



15		0	Gunakan gambar yang lebih sesuai
16	1		
17	1		
18		0	Perbaiki grammar
19	1		
20		0	Ganti pilihan jawaban b

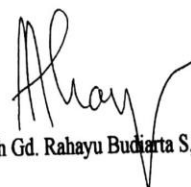
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S.Pd., M.Pd

NIP199309192018032001

6. Sixth Instrument (Meeting 6)

EXPERT JUDGEMENT 1

Before Revision

Pre-Test & Post-Test 6th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6		0	Gunakan bahasa yang lebih mudah
7	1		
8	1		
9	1		
10		0	Ganti pilihan soal a dan c
11	1		
12	1		
13	1		
14		0	Gunakan gambar yang lebih sesuai

15	<u>1</u>		
16	<u>1</u>		
17	<u>1</u>		
18		0	Perbaiki grammar.
19	<u>1</u>		
20	<u>1</u>		

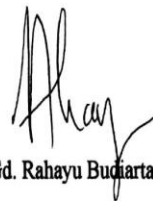
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S.,Pd.,M.Pd

NIP199309192018032001

The Expert Judgement of Pretest and Posttest Before Revision 2nd Examiner

1. First Instrument (Meeting 1)

EXPERT JUDGEMENT 1

Before Revision

Pre-Test & Post-Test 1st Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11		0	Gambarkan gambar yang lebih menarik
12	1		
13	1		
14		0	Gambarkan gambar yang lebih berwarna

15	1		
16	1		
17	1		
18	1		
19		0	Pilihan Soal Terlalu Sulit
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd

2. Second Instrument (Meeting 2)

EXPERT JUDGEMENT 2

Before Revision

Pre-Test & Post-Test 2nd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4		0	Gunakan jawaban yang lebih Mudah
5	1		
6	1		
7	1		
8	1		
9	1		
10		0	Ganti Pilihan jawaban D
11	1		
12	1		
13	1		
14		0	Gunakan Gambar yang lebih Menarik

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd

3. Third Instrument (Meeting 3)

EXPERT JUDGEMENT 2

Before Revision

Pre-Test & Post-Test 3rd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8		0	Sukar dimengerti oleh siswa SD
9		0	Sukar dimengerti oleh siswa SD
10		0	Sukar dimengerti oleh siswa SD
11		0	Sukar dimengerti oleh siswa SD
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



NI Kadek Sri Yoni, S.Pd.

4. Fourth Instrument (Meeting 4)

EXPERT JUDGEMENT 2

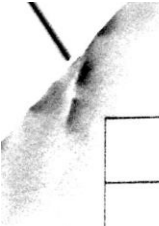
Before Revision

Pre-Test & Post-Test 4th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1	0	Sukar dimengerti oleh siswa SD
10		0	Sukar dimengerti oleh siswa SD
11		0	Sukar dimengerti oleh siswa SD
12		0	Sukar dimengerti oleh siswa SD
13		0	Sukar dimengerti oleh siswa SD
14		0	Sukar dimengerti oleh siswa SD



15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.

5. Fifth Instrument (Meeting 5)

EXPERT JUDGEMENT 2

Before Revision

Pre-Test & Post-Test 5th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5		0	Pilihan soal terlalu sulit
6	1		
7	1		
8	1		
9	1		
10	1		
11		0	Ganti pilihan soal B
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19		0	Pilihan soal terlalu sulit
20		0	Pilihan jawaban terlalu sulit

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.

6. Sixth Instrument (Meeting 6)

EXPERT JUDGEMENT 2

Before Revision

Pre-Test & Post-Test 6th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11		0	Ganti soal menjadi lebih Mudah
12	1		
13		0	Sulit dimengerti oleh siswa SD
14	1		

UNDIKSHA

15	1		
16	1		
17	1		
18	1		
19	1		
20		0	Cumakean Soal yang telah mudah

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2

Ni Kadek Sri Yoni, S.Pd

Appendix 5. The Blueprint of After Revision

1. The Blueprint of Pretest and Posttest After Revision Instrument 1

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.3 Membandingkan kata-kata sifat sederhana dalam kalimat tingkat perbandingan.	Degree of Comparison	3.3.1 Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game.	1,2,3,4,5	13,14,15, 16,17,18, 19,20	13
		3.3.2 Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game.		6,7,8,9, 10,11,12	7
Total					20

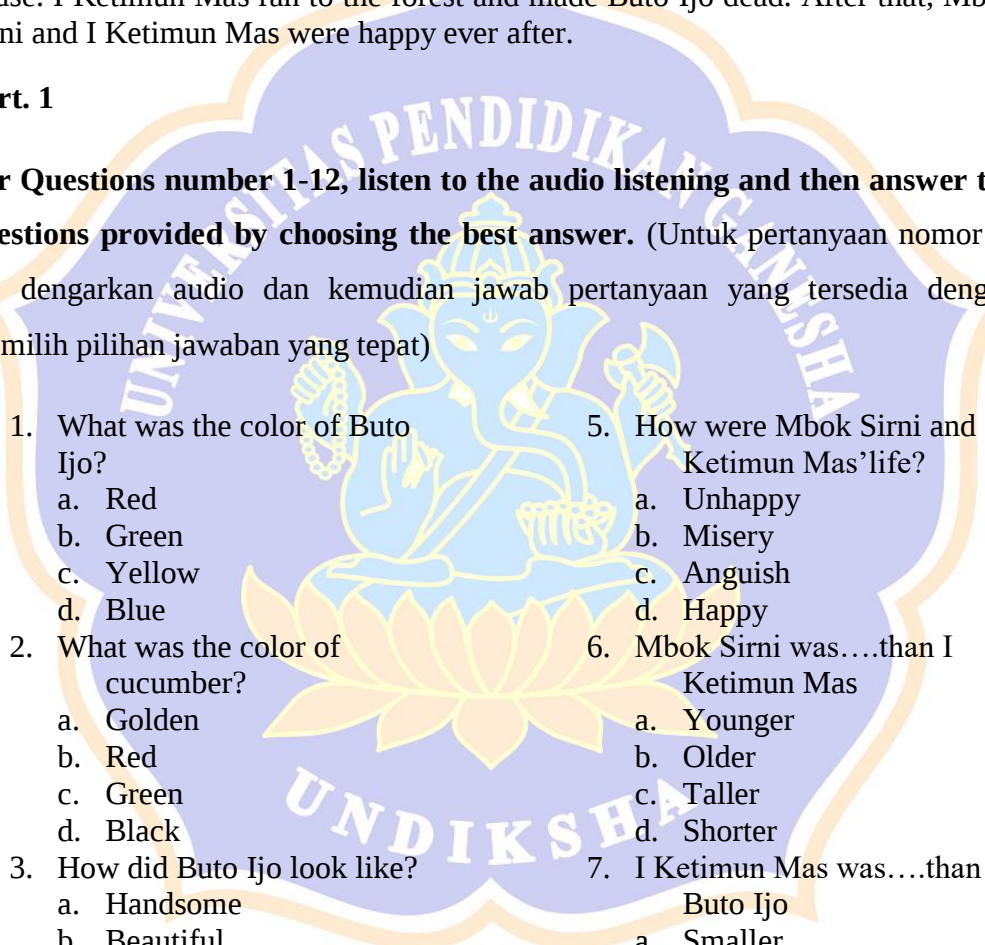
Audio Listening

I Ketimun Mas

Once upon a time, Mbok Sirni was an old woman. Mbok Sirni lived alone and she wanted to have a child. A green giant named Buto Ijo appeared in front of Mbok Sirni. Buto Ijo was ugly giant and he gave Mbok Sirni golden cucumber seeds. Mbok Sirni was happy to receive it, but she should give back it to Buto Ijo. Mbok Sirni planted the seeds and it grew to be a big golden cucumber. From the cucumber appeared a beautiful baby. Mbok Sirni gave the child name I Ketimun Mas. Ketimun Mas grew to be beautiful, kind, and smart girl. She was more beautiful and smarter than other girls in her village. Buto Ijo came to Mbok Sirni' house. I Ketimun Mas ran to the forest and made Buto Ijo dead. After that, Mbok Sirni and I Ketimun Mas were happy ever after.

Part. 1

For Questions number 1-12, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-12, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- 
- | | |
|------------------------------------|---|
| 1. What was the color of Buto Ijo? | 5. How were Mbok Sirni and Ketimun Mas' life? |
| a. Red | a. Unhappy |
| b. Green | b. Misery |
| c. Yellow | c. Anguish |
| d. Blue | d. Happy |
| 2. What was the color of cucumber? | 6. Mbok Sirni was....than I Ketimun Mas |
| a. Golden | a. Younger |
| b. Red | b. Older |
| c. Green | c. Taller |
| d. Black | d. Shorter |
| 3. How did Buto Ijo look like? | 7. I Ketimun Mas was....than Buto Ijo |
| a. Handsome | a. Smaller |
| b. Beautiful | b. Bigger |
| c. Ugly | c. Taller |
| d. Cute | d. Shorter |
| 4. How did I Ketimun look like? | 8. Did Mbok Sirni live alone before? |
| a. Handsome | a. Yes, she did |
| b. Beautiful | b. No, she did not |
| c. Ugly | c. Yes she is |
| d. Cute | d. No, she is not |

9. How did Mbok Sirni look like?

- a. Big
- b. Young
- c. Old
- d. Happy

10. Buto Ijo was....than I Ketimun Mas

- a. Smaller
- b. Bigger
- c. Thinner
- d. Shorter

11. Buto Ijo was.....than I Ketimun Mas

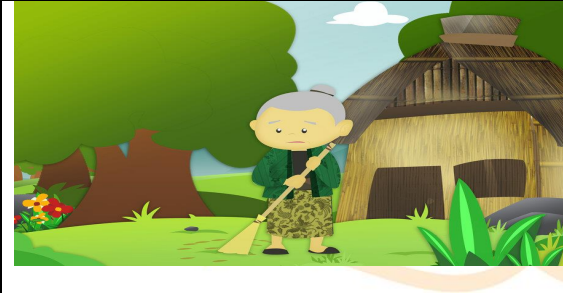
- a. Brighter
- b. Wiser
- c. Worse
- d. Better

12. I Ketimun Mas was.....than other girls

- a. More beautiful
- b. More ignorant
- c. More careful
- d. More careless

Part 2

For the questions no. 13-20, listen to the audio. The audio consists of questions and answer. Please look at the pictures and choose one of the best answers based on picture. (Untuk pertanyaan no 13-20, dengarkan audio yang diberikan. Audio terdiri dari pertanyaan dan jawaban. Lihatlah gambar dan pilihlah jawaban yang paling tepat berdasarkan gambar)

	Audio Listening 13. How does Ketimun Mas look like? a. Beautiful b. Handsome c. Ugly d. Cute
	Audio Listening 14. How does Mbok Sirni look like? a. Young b. Teen c. Old d. Child
	Audio Listening 15. What is the color of Buto Ijo? a. Red b. Green c. Black d. Blue

	Audio Listening 16. How does Buto Ijo look like? - Handsome - Beautiful - Cute - Ugly
	Audio Listening 17. Based on the picture, how did the baby look like? - Young - Old - Teen - Adult
	Audio Listening 18. How the expression of I Ketimun Mas? - Happy - Scary - Sad - Angry
	Audio Listening 19. Based on the picture what is the color of cucumber? - Red - Green - Blue - Yellow
	Audio listening 20. What is the feeling of Timun Mas? - Cry - Sad - Happy - Angry

Rubrik Penilaian Pre-Test and Post-Test

Jumlah Soal	Bobot Soal
20	1
Skor Maksimal	20

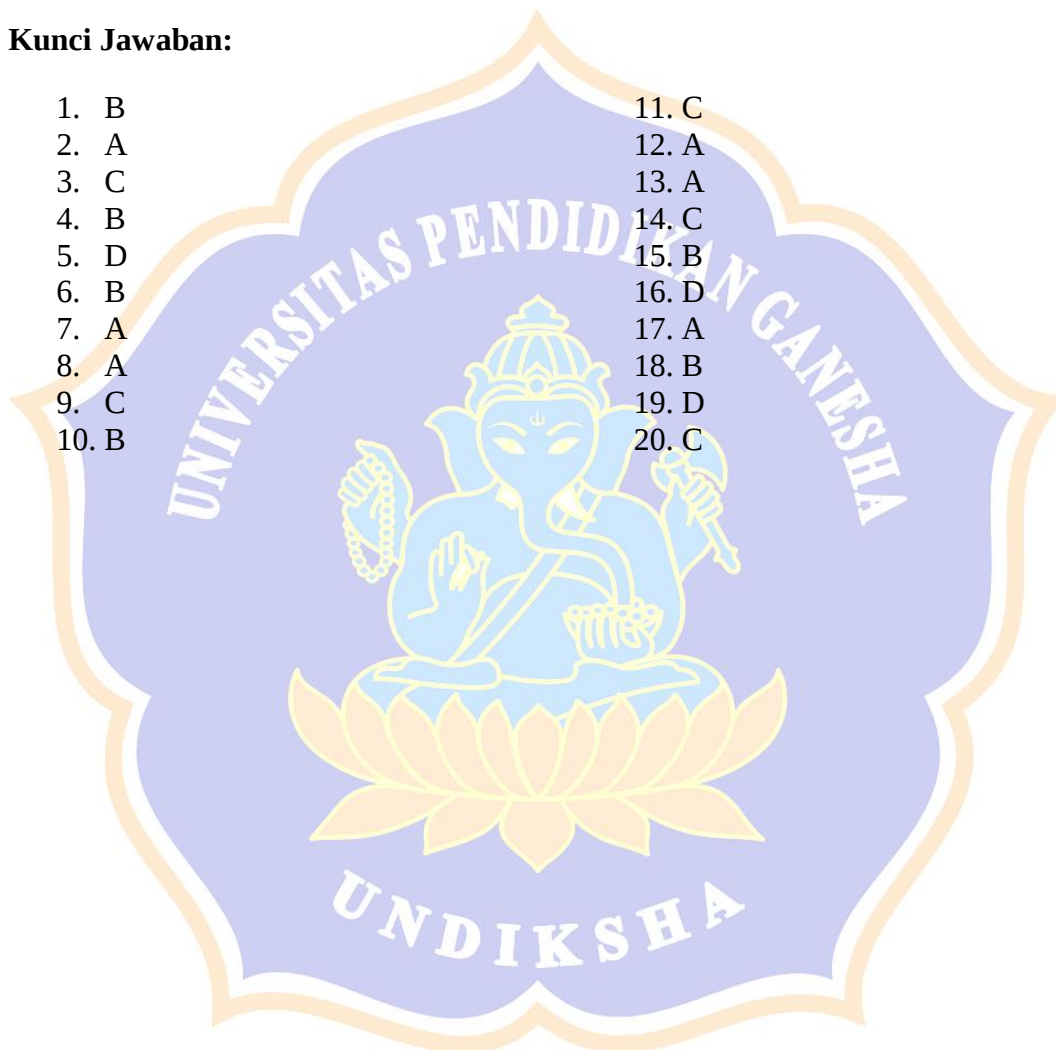
Benar = 1

Salah = 0

$$\text{Perolehan Nilai} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100$$

Kunci Jawaban:

- | | |
|-------|-------|
| 1. B | 11. C |
| 2. A | 12. A |
| 3. C | 13. A |
| 4. B | 14. C |
| 5. D | 15. B |
| 6. B | 16. D |
| 7. A | 17. A |
| 8. A | 18. B |
| 9. C | 19. D |
| 10. B | 20. C |



2. The Blueprint of Pretest and Posttest After Revision Instrument 2

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.3 Membandingkan kata-kata sifat sederhana dalam kalimat tingkat perbandingan.	Degree of Comparison	3.3.1 Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game.	1,2,3,4,5	13,14,15, 16,17,18, 19,20	13
		3.3.2 Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game.		6,7,8,9, 10,11,12	7
Total					20

Audio Listening 1

I Cupak and I Gerantang

In a peaceful village, there lived two brothers. The older brother is Cupak. He was a fat, lazy and greedy person had an ugly face with mustache and beard. Meanwhile, the younger brother was I Gerantang. He was diligent, handsome, tall, and had good behavior. They did a job at rice field every day. One day, I Cupak and I Gerantang visited Kediri kingdom. They heard that a big and greedy giant called I Benaru kidnapped a beautiful princess. I Cupak and I Gerantang wanted to save the princess at the cave. I Benaru was bigger than them. I Cupak was scarier. Meanwhile, I Gerantang was brave than I Cupak. He could kill I Benaru by stabbing I Benaru's stomach using keris. I Cupak was angry because I Gerantang could save the princess. Then, I Cupak challenged him to a duel. Finally, I Gerantang won the duel. He married with the princess and they lived happily ever after.

Part. 1

For Questions number 1-12, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-12, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. Who was diligent and handsome in the story?
 - a. I Cupak
 - b. I Gerantang
 - c. I Benaru
 - d. Princess
2. Who was lazy and ugly in the story?
 - a. I Cupak
 - b. I Gerantang
 - c. I Benaru
 - d. Princess
3. How did I Benaru look like?
 - a. Small & Kind
 - b. Small & Greedy
 - c. Big & Kind
 - d. Big & Greedy
4. How did I Cupak look like?
 - a. Fat
 - b. Thin
 - c. Small
 - d. Handsome
5. How did I Gerantang look like?
 - a. Fat
 - b. Ugly
 - c. Small
 - d. Handsome
6. How did Princess look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
7. I Gerantang was kind because....
 - a. He had bad behavior
 - b. He had cruel behavior
 - c. He had good behavior
 - d. He had evil behavior
8. I Cupak was...than I Gerantang
 - a. Uglier
 - b. Kinder
 - c. Younger

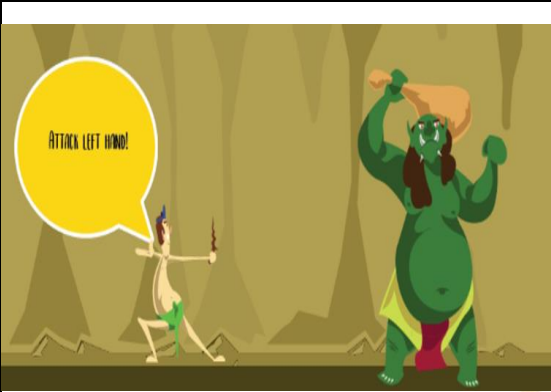
- d. Smaller
9. I Gerantang was...than I Cupak
- More greedy
 - More beautiful
 - More handsome
 - More perverse
10. I Gerantang was... than I Cupak to kill I Benaru
- stronger
 - weaker
 - kinder
 - braver
11. ...was bigger than I Cupak and I Gerantang
- Princess
 - I Benaru
 - King
 - Villager
12. ...was scarier than I Gerantang
- Princess
 - I Benaru
 - I Cupak
 - Villager

Part 2

For the questions no. 13-20, listen to the audio. The audio consists of questions and answer. Please look at the pictures and choose one of the best answers based on picture. (Untuk pertanyaan no 13-20, dengarkan audio yang diberikan. Audio terdiri dari pertanyaan dan jawaban. Lihatlah gambar dan pilihlah jawaban yang paling tepat berdasarkan gambar)

	Audio Listening 13. How does I Cupak look like based on the picture? - Slim - Fat - Small - Beautiful
	Audio Listening 14. How does I Gerantang look like based on the picture? - Handsome - Ugly - Sad - Beautiful

	Audio Listening 15. Based on the picture, what is the color of I Benaru - Black - Red - Green - Blue
	Audio Listening 16. How does I Benaru look like based on picture? - Small - Thin - Short - Big
	Audio Listening 17. I Cupak is.... - Scary - Brave - Strong - Kind
 When he arrived inside the cave, I Gerantang saw I Benaru wanted to rape The Princess.	Audio Listening 18. Based on the picture I Benaru was? - Handsome - Creepy - Kind - Happy
 When he arrived inside the cave, I Gerantang saw I Benaru wanted to rape The Princess.	Audio Listening 19. Based on the picture, the princess was? - Happy - Fortune - Gregarious - Scary

	Audio Listening 20. What is the picture about? - I Benaru is smaller than I Gerantang - I Benaru is bigger than I Gerantang - I Gerantang is bigger than I Benaru - I Gerantang is fatter than I Benaru
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Rubrik Penilaian Pre-Test and Post-Test

Jumlah Soal	Bobot Soal
20	1
Skor Maksimal	20

Benar = 1

Salah = 0

$$\text{Perolehan Nilai} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100$$

Kunci Jawaban:

- | | |
|-------|-------|
| 1. B | 11. B |
| 2. A | 12. C |
| 3. D | 13. B |
| 4. A | 14. A |
| 5. D | 15. C |
| 6. B | 16. D |
| 7. C | 17. A |
| 8. A | 18. B |
| 9. C | 19. D |
| 10. D | 20. B |

3. The Blueprint of Pretest and Posttest After Revision Instrument 3

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.4 Mengidentifikasi jenis-jenis kegiatan yang ada di lingkungan sekitar	Daily Activities	3.4.1 Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game	1,2,3,4,5,6,7,8,9,10		10
		3.4.2 Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar berdasarkan gambar sesuai dengan cerita yang terdapat di dalam game.		11,12,13,14,15,16,17,18,19,20	10
Total					20

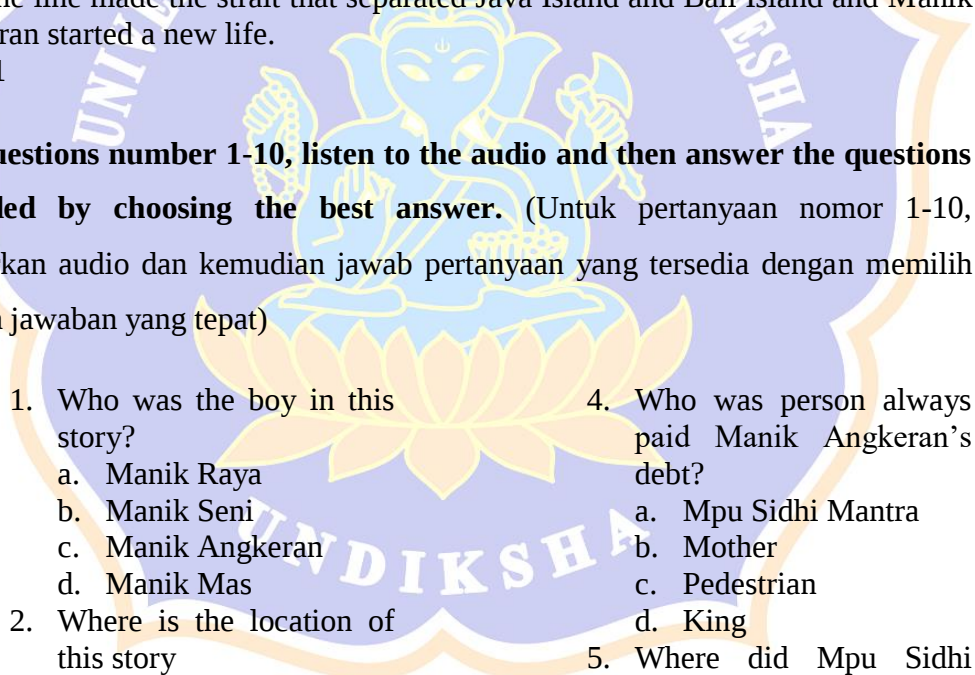
Audio Listening 1

Manik Angkeran

Once upon a time in Daha Kingdom, there lived a priest named Mpu Sidhi Mantra. He had a boy named Manik Angkeran. He liked gambling. Manik Angkeran always gambling every day. He usually asked money to Mpu Sidhi Mantra for gambling. Mpu Sidhi Mantra always paid Manik Angkeran's debt. He always prayed to the God if Manik Angkeran did bad behavior. Mpu Sidhi Mantra usually went to Mount Agung if he lost his wealth because of Manik Angkeran. He always brought bell to Mount Agung. Mpu Sidhi Mantra used his bell to call Naga Besukih. Naga Besukih restored his wealth with diamond. One day, Manik Angkeran lost the gambling. He never stopped to do gambling. He already knew how his father got the money. Manik Angkeran brought the bell, and then he went to Mount Agung. He met with Naga Besukih, and then he saw and cut Naga Besukih's tail to get the diamond. Naga Besukih was angry and it burned Manik Angkeran until he was dead. Mpu Sidhi Mantra asked Naga Besukih to make Manik Angkeran alive again. After that, Manik Angkeran alive and Naga Besukih's tail returned. Mpu Sidhi Mantra made a line that separated him and his son. The line made the strait that separated Java Island and Bali Island and Manik Angkeran started a new life.

Part. 1

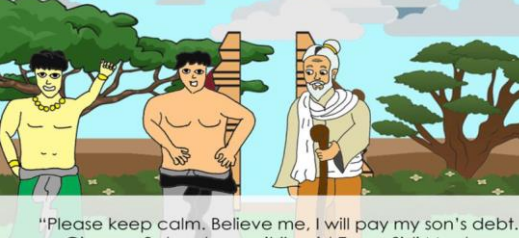
For questions number 1-10, listen to the audio and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-10, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

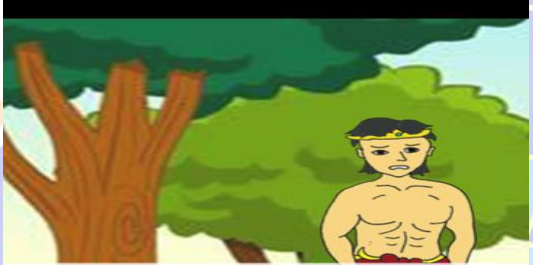
- 
- | | |
|--|---|
| 1. Who was the boy in this story? | 4. Who was person always paid Manik Angkeran's debt? |
| a. Manik Raya | a. Mpu Sidhi Mantra |
| b. Manik Seni | b. Mother |
| c. Manik Angkeran | c. Pedestrian |
| d. Manik Mas | d. King |
| 2. Where is the location of this story | 5. Where did Mpu Sidhi Mantra usually go if he lost his wealth? |
| a. Daha Kingdom | a. Forest |
| b. Dauh Kingdom | b. Mount Agung |
| c. Daja Kingdom | c. River |
| d. Dara Kingdom | d. Cave |
| 3. What did Manik Angkeran always do? | 6. Who always gave Mpu Sidhi Mantra wealth? |
| a. Sleeping | a. Naga Besukih |
| b. Eating | b. King of Daha |
| c. Gambling | |
| d. Cleaning | |

- c. Queen of Daha
- d. People of Daha
- 7. What usually Mpu Sidhi Mantra brought to Mount Agung?
 - a. Wood
 - b. Book
 - c. Food
 - d. Bell
- 8. What was Naga Besukih usually gave to Mpu Sidhi Mantra?
 - a. Diamod
 - b. Rice
 - c. Wood
 - d. Gold
- 9. What is the function of bell?
 - a. To call Naga Besukih
 - b. To listen Naga Besukih
 - c. To mark Naga Besukih
 - d. To see Naga Besukih
- 10. How did Manik Angkeran get the diamond?
 - a. Bring the tail
 - b. Burn the tail
 - c. Clean the tail
 - d. Cut the tail

Part 2

For questions no 11-20, please listen to the audio carefully. The audio consists of questions. Then, choose one of the best answers by matching the number of the questions with the correct answer. (Untuk soal nomor 11-20, dengarkan audio dengan baik. Audio terdiri dari soal. Kemudian pilihlah jawaban yang paling benar dengan cara memasangkan no soal dengan jawaban paling benar)

No 11		Audio Listening Based on picture Manik Angkeran always likes to? a. Gambling b. Eat c. Sleep d. Punch
12		Audio Listening Based on picture Manik Angkeran always asked? a. Food b. Drink c. Money d. Snack
13		Audio Listening Based on picture Mpu Sidhi Mantra always paid a. House b. Debt c. Food d. Deposit

14		Audio Listening Based on picture what did Mpu Sidhi Mantra do every day? - Sleeping - Cleaning - Eating - Praying
15		Audio Listening Based on the picture, where was the location of Mpu Sidhi Mantra pray? - Mount Rinjani - Mount Agung - Mount Batur - Mount Abang
16		Audio Listening Based on picture in gambling Manik Angkeran always - Won - Lost - Draw - Lucky
17		Audio Listening Based on picture what Mpu Sidi Mantra brought? - Ball - Doll - Bell - Clock
18		Audio Listening What is the function of bell? - To call Naga Ananta - To call Giant Ananta - To call Naga Besukih - To call giant Besukih
19		Audio Listening Based on picture Mpu Sidhi Mantra always met with? - Naga Besukih - Giant Besukih - Naga Ananta - Giant Ananta

20		Audio Listening Based on picture what Naga Besukih gave to Mpu Sidi Mantra? a. Gold b. Diamond c. Money d. Silver
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Rubrik Penilaian Pre-Test and Post-Test

Jumlah Soal	Bobot Soal
20	1
Skor Maksimal	20

Benar = 1

Salah = 0

$$\text{Perolehan Nilai} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100$$

Kunci Jawaban:

- | | |
|-------|-------|
| 1. C | 11. A |
| 2. A | 12. C |
| 3. C | 13. B |
| 4. A | 14. D |
| 5. B | 15. B |
| 6. A | 16. B |
| 7. D | 17. C |
| 8. A | 18. C |
| 9. A | 19. A |
| 10. D | 20. B |

4. The Blueprint of Pretest and Posttest After Revision Instrument 4

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.4 Mengidentifikasi jenis-jenis kegiatan yang ada di lingkungan sekitar	Daily Activities	3.4.1 Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game	1,2,3,4,5,6,7,8,9,10,11		11
		3.4.2 Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar berdasarkan gambar sesuai dengan cerita yang terdapat di dalam game.		11,12,13,14,15,16,17,18,19,20	9
Total					20

Audio Listening 1

I Sugih and I Tiwas

Once upon a time, there are two women named I Sugih and I Tiwas. I Sugih was very rich, jealous, and she always misbehaved to poor people. She showed off her wealth to poor people every day. Many people dislike I Sugih. Meanwhile, I Tiwas was very poor, kind; she always well behaved to other people. I Tiwas went to forest to search out firewood every day. She always sold the firewood to get the money for eating. Every day, she assisted I Sugih for getting rice. I Tiwas usually caught louse and pound the rice. But, if Tiwas did a bad job, she should return the rice to I Sugih. One day, I Tiwas met with deer in the forest. The deer gave I Tiwas gold. She wore the bracelet, necklace, and ring from the gold every day. I Tiwas always felt happy meanwhile I Sugih was jealous to I Tiwas. Then, I Sugih met with the deer at the forest. I Sugih was dragged to thorns by the deer. I Sugih apologized to the deer. After that, she was sick at home. That's the result of people who are greedy and jealous.

Part. 1

For questions number 1-11, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-11, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. Who was the protagonist in this story?
 - a. I Sugih
 - b. I Tiwas
 - c. People
 - d. Deer
2. Who was the antagonist in this story?
 - a. I Sugih
 - b. I Tiwas
 - c. People
 - d. Deer
3. Who always misbehave to poor people?
 - a. I Tiwas
 - b. I Sugih
 - c. People
 - d. Deer
4. Who did always well behave to other people?
 - a. I Tiwas
 - b. I Sugih
5. Who did always help I Tiwas?
 - a. I Tiwas
 - b. I Sugih
 - c. People
 - d. Deer
6. Why did many people dislike I Sugih?
 - a. Because she always kind to other people
 - b. Because she always helped other people
 - c. Because she always assisted other people
 - d. Because she always showed off her wealth to other people
7. What did I Tiwas do at the forest every day?

- a. She searched animal every day
 - b. She searched vegetable every day
 - c. She searched firewood every day
 - d. She searched water every day
8. What did always I Tiwas do after getting firewood?
- a. She always sold the firewood
 - b. She always threw the firewood
 - c. She always ate the firewood
 - d. She always cooked the firewood
9. What did I Tiwas do to get rice every day?
- a. She asked to I Sugih every day
 - b. She assisted I Sugih every day
 - c. She punched I Sugih every day
 - d. She stole from I Sugih every day
10. What did usually I Tiwas's job from I Sugih?
- a. She usually cleaned the house
 - b. She usually searched money
 - c. She usually kept the house
 - d. She usually caught louse
11. Why did I Tiwas feel happy every day?
- a. Because she wore shirt everyday
 - b. Because she wore diamond everyday
 - c. Because she wore gold everyday
 - d. Because she wore crown everyday

Part 2

For questions no 12-20, please listen to the audio carefully. The audio consists of questions. Then, choose one of the best answers by matching the number of the questions with the correct answer. (Untuk soal nomor 12-20, dengarkan audio dengan baik. Audio terdiri dari soal. Kemudian pilihlah jawaban yang paling benar dengan cara memasangkan no soal dengan jawaban paling benar)

No 12	 There is a story "I Sugih and I Tiwas". I Sugih was very rich, but stingy, jealousy, and nosy with the poor. Many people dislike I Sugih.	Audio Listening What did I Sugih do every day? a. Misbehave b. Well behave c. Kind d. Nice
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13		Audio Listening What did I Tiwas do every day? a. Misbehave b. Cruel c. Bad d. Well behave
14		Audio Listening What did I Sugih show off every day? a. Food b. Flower c. Wealth d. House
15		Audio Listening What did I Tiwas search at forest every day? a. Flower b. Firewood c. Water d. Leave
16		Audio Listening What did I Tiwas always do for getting rice? a. Pounding rice b. Punching rice c. Eating Rice d. Throwing rice
17		Audio Listening What did I Tiwas always caught? a. Cat b. Louse c. Mouse d. Dog
18		Audio Listening Who met with I Tiwas? a. Deer b. Monkey c. Cow d. Snake

19		Audio Listening What did I Tiwas get from the deer? a. Silver b. Bronze c. Gold d. Crown
20		Audio Listening Why I Tiwas always happy every day? a. Because she wear silver b. Because she wear bronze c. Because she wear gold d. Because she wear crown

Rubrik Penilaian Pre-Test and Post-Test

Jumlah Soal	Bobot Soal
20	1
Skor Maksimal	20

Benar = 1

Salah = 0

$$\text{Perolehan Nilai} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100$$

Kunci Jawaban :

- | | |
|-------|-------|
| 1. B | 11. C |
| 2. A | 12. A |
| 3. B | 13. D |
| 4. A | 14. C |
| 5. D | 15. B |
| 6. D | 16. A |
| 7. C | 17. B |
| 8. A | 18. A |
| 9. B | 19. C |
| 10. A | 20. C |

5. The Blueprint of Pretest and Posttest After Revision Instrument 5

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.7 Mengidentifikasi benda atau gambar berdasarkan bentuk yang dijumpai di rumah, tempat bermain, dan sekolah	Things in the places	3.7.1 Menentukan benda atau gambar berdasarkan <i>setting</i> cerita yang terdapat di dalam game.	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15		15
		3.7.2 Mengklasifikasi benda atau gambar yang terdapat di <i>setting</i> cerita di dalam game.		15,16,17,18,19,20	5
Total					20

Audio Listening 1

Siap Selelem

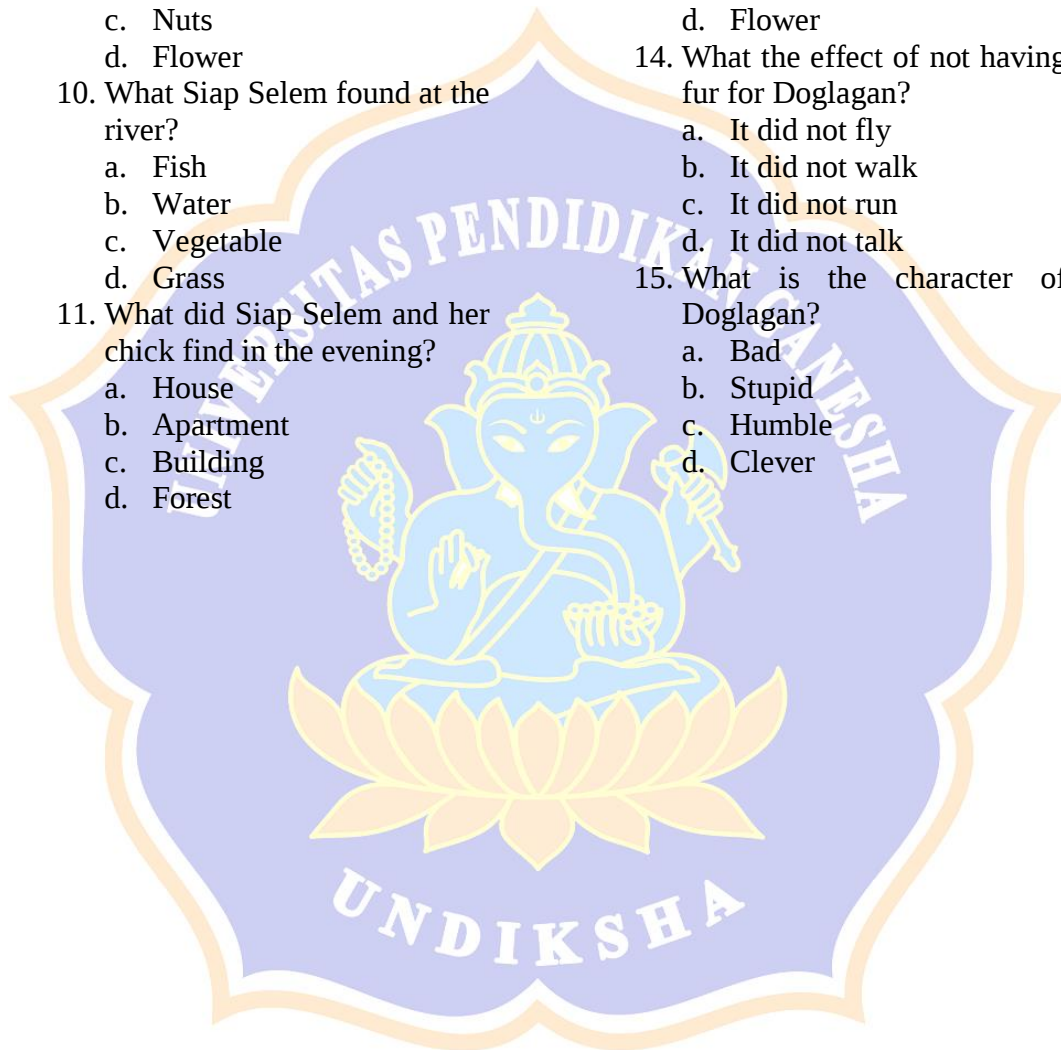
Once upon a time, there was black hen named Siap Selelem. Siap Selelem had 7 chicks the last chick named Doglagan. Doglagan did not have fur so he did not fly away. One day, Siap Selelem and her chicks went to forest. They wanted to search food at forest. They ate corns, seeds, and nuts in forest. They also needed water, so they went to the river near the forest and drank the water. In the forest, Siap Selelem and her chick saw many things such as wood, stone, tree, and flowers. In the evening, they wanted to go back to their house but it was rain at forest. They found a small house in the forest. They saw that Men Kuuk, it was a cat who had the house. Men Kuuk allowed Siap Selelem and her chicks visited the house. In the house, Men Kuuk lived with her kittens. In Men Kuuk's house there are a lot of bone and meat. Then, Siap Selelem heard that Men Kuuk and her kittens wanted to eat them. Siap selelem asked her chick flied away but Doglagan did not fly because he did not have fur. Siap Selelem asked Doglagan to say that his meat was bitter for fool Men Kuuk. The plan was successful, Doglagan flied to his house.

Part. 1

For questions number 1-15, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-15, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. Who was the kind person of the story?
 - a. Men Kuuk
 - b. Siap Selelem
 - c. Chick
 - d. Doglagan
2. Who was the bad person of the story?
 - a. Men Kuuk
 - b. Siap Selelem
 - c. Chick
 - d. Doglagan
3. What was Siap Selelem
 - a. Buffalo
 - b. Cat
 - c. Hen
 - d. Cock
4. What was Men Kuuk?
 - a. Buffalo
 - b. Cat
 - c. Hen
 - d. Cock
5. What was Doglagan?
 - a. Chick
 - b. Hen
 - c. Cock
 - d. Cat
6. Who was Doglagan
 - a. Siap Selelem's chick
 - b. Siap Putih's chick
 - c. Siap Barak's chick
 - d. Siap Biru's chick
7. What did not have by Doglagan?
 - a. Tail
 - b. Foot
 - c. Eye
 - d. Fur

8. What did Siap Selem search in forest?
 - a. Food
 - b. Land
 - c. Leave
 - d. Drink
9. What was Siap Selem' food in forest? Except...
 - a. Corn
 - b. Seeds
 - c. Nuts
 - d. Flower
10. What Siap Selem found at the river?
 - a. Fish
 - b. Water
 - c. Vegetable
 - d. Grass
11. What did Siap Selem and her chick find in the evening?
 - a. House
 - b. Apartment
 - c. Building
 - d. Forest
12. Who lived with Men Kuuk?
 - a. Chick
 - b. Hen
 - c. Cock
 - d. Kitten
13. What Siap Selem found in Men Kuuk' house?
 - a. Fish
 - b. Bone
 - c. Fur
 - d. Flower
14. What the effect of not having fur for Doglagan?
 - a. It did not fly
 - b. It did not walk
 - c. It did not run
 - d. It did not talk
15. What is the character of Doglagan?
 - a. Bad
 - b. Stupid
 - c. Humble
 - d. Clever



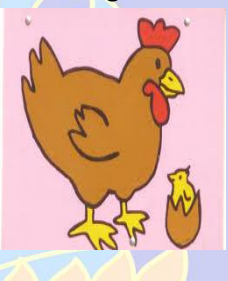
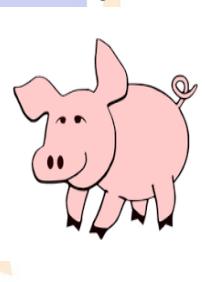
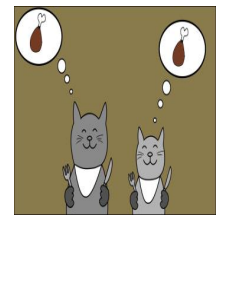
Part 2

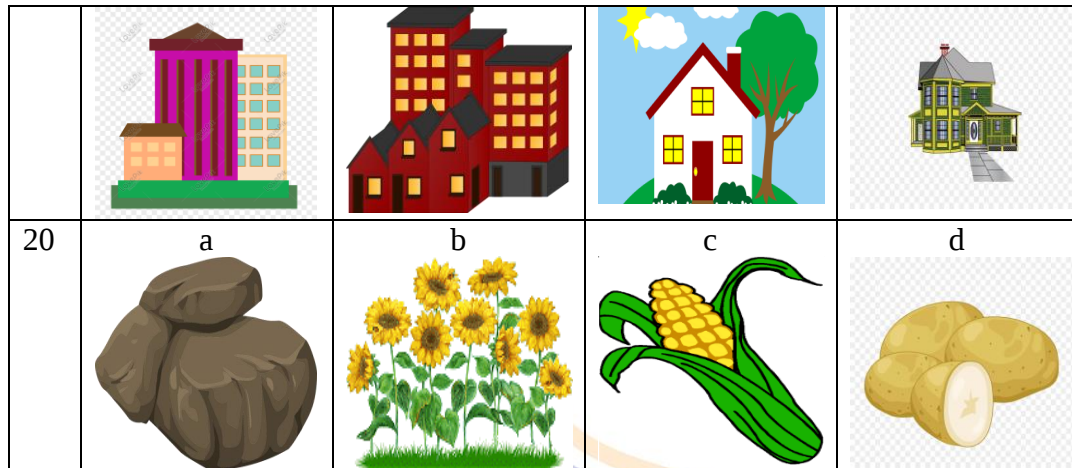
For the questions number 16-20 please listen to the audio carefully. The audio consists of clues of each questions. Please choose one of the best answers based on the clue. (Untuk soal no 16-20 dengarkan audio dengan baik. Audio terdiri dari clue masing-masing soal. Pilihlah jawaban yang benar sesuai dengan clue yang diberikan)

Audio Listening 2

The clues:

16. It has black color and it is hen
17. It does not have fur and it does not fly
18. It likes to eat meat and bone
19. It is Men Kuuk's place in the forest
20. It is Siap Selem's foods and it is sweet

No 16	a 	b 	c 	d 
17	a 	b 	c 	d 
18	a 	b 	c 	d 
19	a	b	c	d



Rubrik Penilaian Pre-Test and Post-Test

Jumlah Soal	Bobot Soal
20	1
Skor Maksimal	20

Benar = 1

Salah = 0

$$\text{Perolehan Nilai} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100$$

Kunci Jawaban

1. B
2. A
3. C
4. B
5. A
6. A
7. D
8. A
9. D
10. B
11. A
12. D
13. B
14. A
15. D
16. A
17. B
18. A
19. C
20. C

6. The Blueprint of Pretest and Posttest After Revision Instrument 6

Kompetensi Dasar	Material	Indikator	Level of Cognition Domain		Number of Item
			C1	C2	
3.7 Mengidentifikasi benda atau gambar berdasarkan bentuk yang dijumpai di rumah, tempat bermain, dan sekolah	Things in the places	3.7.1 Menentukan benda atau gambar berdasarkan <i>setting</i> cerita yang terdapat di dalam game.	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15		15
		3.7.2 Mengklasifikasi benda atau gambar yang terdapat di <i>setting</i> cerita di dalam game.		16,17,18,19,20	5
Total					20

Audio Listening 1

I Ketimun Mas

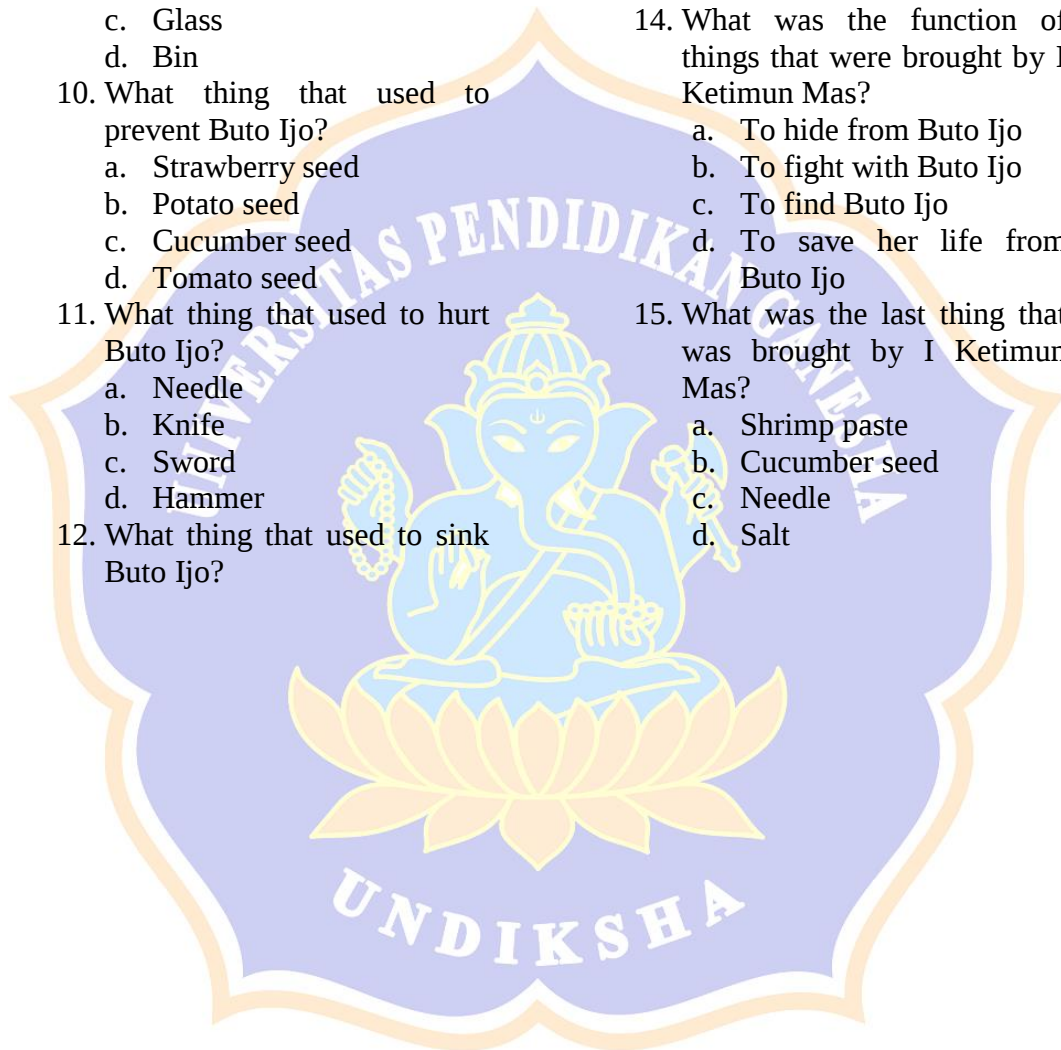
Once upon a time, an old woman named Mbok Sirni wanted to have a child. A green giant name Buto Ijo gave Mbok Sirni cucumber seeds. Buto Ijo said that Mbok Sirni should return the cucumber seeds if the cucumber seed had grown. The seeds grew to be a golden cucumber. The golden cucumber appeared a beautiful baby named I Ketimun Mas. I Ketimun Mas grew to be a beautiful and smart woman. She liked to help Mbok Sirni. I Ketimun Mas cleaned her house used broom. She searched firewood at forest and she used jug to bring water from river. One day, Buto Ijo visited Mbok Sirni's house to find out I Ketimun Mas. Mbok Sirni asked I Ketimun Mas ran to the forest and gave her several things. I Ketimun Mas used cucumber seeds to prevent Buto Ijo. Then, she used needle. The needle became sharp and bamboo to hurt Buto Ijo. I Ketimun Mas used salt. It became to be deep sea to sink Buto Ijo. Finally, I Ketimun Mas used shrimp paste and it became a big swamp of boiling mud. Buto Ijo was killed by shrimp paste. Mbok Sirni and I Ketimun Mas lived happily ever after.

Part. 1

For Questions number 1-15, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-15, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

1. What did Mbok Sirni want for a long a time?
 - a. Pet
 - b. House
 - c. Child
 - d. Money
2. Who met with Mbok Sirni?
 - a. Buto Ijo
 - b. Monster
 - c. Ghost
 - d. Lord
3. What was Buto Ijo?
 - a. Ghost
 - b. Giant
 - c. Lord
 - d. Animal
4. What did Buto Ijo give to Mbok Sirni?
 - a. Tomato seeds
 - b. Potato seeds
 - c. Flower seeds
 - d. Cucumber seeds
5. What was cucumber seeds grow?
 - a. Golden cucumber
 - b. Black Cucumber
 - c. Green Cucumber
 - d. Red Cucumber
6. What was inside golden cucumber?
 - a. Fruit
 - b. Baby
 - c. Money
 - d. Diamond
7. What I Ketimun Mas used to clean her house?
 - a. Scissors
 - b. Hammer
 - c. Broom
 - d. Knife

8. What I Ketimun Mas searched in forest?
- Flower
 - Food
 - Fruit
 - Firewood
9. What I Ketimun Mas used to bring water?
- Jug
 - Bucket
 - Glass
 - Bin
10. What thing that used to prevent Buto Ijo?
- Strawberry seed
 - Potato seed
 - Cucumber seed
 - Tomato seed
11. What thing that used to hurt Buto Ijo?
- Needle
 - Knife
 - Sword
 - Hammer
12. What thing that used to sink Buto Ijo?
- Pepper
 - Salt
 - Shrimp paste
 - Sugar
13. What thing that used to kill Buto Ijo?
- Pepper
 - Salt
 - Shrimp paste
 - Sugar
14. What was the function of things that were brought by I Ketimun Mas?
- To hide from Buto Ijo
 - To fight with Buto Ijo
 - To find Buto Ijo
 - To save her life from Buto Ijo
15. What was the last thing that was brought by I Ketimun Mas?
- Shrimp paste
 - Cucumber seed
 - Needle
 - Salt



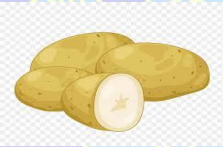
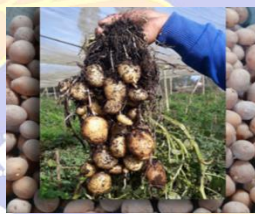
Part 2

For the questions number 16-20 please listen to the audio carefully. The audio consists of clues of each questions. Please choose one of the best answers based on the clue. (Untuk soal no 16-20 dengarkan audio dengan baik. Audio terdiri dari clue masing-masing soal. Pilihlah jawaban yang benar sesuai dengan clue yang diberikan).

Audio Listening

The clues

16. It is a thing with golden color
17. It is a seed and it has function to prevent Buto Ijo
18. It is sharp and it has function to hurt Buto Ijo
19. It is salty and it has function to sink Buto Ijo
20. It has strong scent and it has function to kill Buto Ijo

No	a	b	c	d
16				
17				
18				

19	a 	b 	c 	d 
20	a 	b 	c 	d 

Rubrik Penilaian Pre-Test and Post-Test

Jumlah Soal	Bobot Soal
20	1
Skor Maksimal	20

Benar = 1

Salah = 0

$$\text{Perolehan Nilai} = \frac{\text{Skor Perolehan}}{\text{Skor Maksimal}} \times 100$$

Kunci Jawaban:

- | | |
|-------|-------|
| 1. C | 12. B |
| 2. A | 13. C |
| 3. B | 14. D |
| 4. D | 15. A |
| 5. A | 16. C |
| 6. B | 17. A |
| 7. C | 18. B |
| 8. D | 19. C |
| 9. A | 20. A |
| 10. C | |
| 11. A | |

Appendix 6. The Expert Judgement After Revision

The Expert Judgement of Pretest and Posttest After Revision 1st Examiner

1. First Instrument (Meeting 1)

EXPERT JUDGEMENT 1

After Revision

Pre-Test & Post-Test 1st Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1

Luh Gd. Rahayu Budjarta S.,Pd.,M.Pd

NIP199309192018032001

UNDIKSHA

2. Second Instrument (Meeting 2)

EXPERT JUDGEMENT 1

After Revision

Pre-Test & Post-Test 2nd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S,Pd.,M.Pd

NIP199309192018032001

3. Third Instrument (Meeting 3)

EXPERT JUDGEMENT 1

After Revision

Pre-Test & Post-Test 3rd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

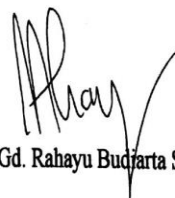
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budjarta S.,Pd.,M.Pd

NIP199309192018032001

4. Fourth Instrument (Meeting 4)

EXPERT JUDGEMENT 1

After Revision

Pre-Test & Post-Test 4th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

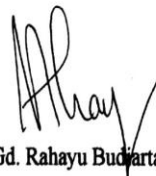
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budarta S, Pd., M. Pd

NIP199309192018032001

5. Fifth Instrument (Meeting 5)

EXPERT JUDGEMENT 1

After Revision

Pre-Test & Post-Test 5th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

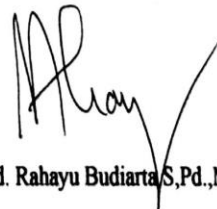
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S.,Pd.,M.Pd

NIP199309192018032001

6. Sixth Instrument (Meeting 6)

EXPERT JUDGEMENT 1

After Revision

Pre-Test & Post-Test 6th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

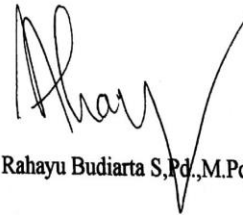
Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 1



Luh Gd. Rahayu Budiarta S.Pd.,M.Pd

NIP199309192018032001

The Expert Judgement of Pretest and Posttest After Revision 2nd Examiner

1. First Instrument (Meeting 1)



EXPERT JUDGEMENT 2

After Revision

Pre-Test & Post-Test 1st Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.

2. Second Instrument (Meeting 2)

EXPERT JUDGEMENT 2

After Revision

Pre-Test & Post-Test 2nd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.

DIKSE

3. Third Instrument (Meeting 3)

EXPERT JUDGEMENT 2

After Revision

Pre-Test & Post-Test 3rd Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

UNDIKSHA

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.



4. Fourth Instrument (Meeting 4)

EXPERT JUDGEMENT 2

After Revision

Pre-Test & Post-Test 4th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.



5. Fifth Instrument (Meeting 5)

EXPERT JUDGEMENT 2

After Revision

Pre-Test & Post-Test 5th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :
Relevant : 1
Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.

UNDIKSHA

6. Sixth Instrument (Meeting 6)

EXPERT JUDGEMENT 2

After Revision

Pre-Test & Post-Test 6th Meeting

Please give 1 (relevant items) and 0 (irrelevant items) in the table provided to determine whether the items are relevant or irrelevant based on the appropriateness of the items and the objective of course.

EXPERT JUDGEMENT

Number of Items	Responses		Suggestions
	Relevant	Irrelevant	
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1		
13	1		
14	1		

15	1		
16	1		
17	1		
18	1		
19	1		
20	1		

Note :

Relevant : 1

Irrelevant : 0

Approved by,

Examiner 2



Ni Kadek Sri Yoni, S.Pd.

Appendix 7. The Result of Anatest

1. The First Instrument

Rata2= 7.16

Simpang Baku= 4.80

KorelasiXY= 0.71

Reliabilitas Tes= 0.83

Butir Soal= 20

Jumlah Subyek= 37

Nama berkas: D:\ARCHIVE\DIO\DATA ANATES\ANATES_1.ANA

Btr Baru Btr Asli D.Pembeda(%) T. Kesukaran Korelasi Sign. Korelasi

1	1	60.00	Sedang	0.553	Sangat Signifikan
2	2	70.00	Sukar	0.739	Sangat Signifikan
3	3	60.00	Sukar	0.635	Sangat Signifikan
4	4	60.00	Sukar	0.577	Sangat Signifikan
5	5	70.00	Sukar	0.766	Sangat Signifikan
6	6	70.00	Sukar	0.615	Sangat Signifikan
7	7	60.00	Sedang	0.598	Sangat Signifikan
8	8	20.00	Sedang	0.326	-
9	9	30.00	Sukar	0.465	Signifikan
10	10	60.00	Sukar	0.677	Sangat Signifikan
11	11	20.00	Sukar	0.264	-
12	12	60.00	Sedang	0.415	-
13	13	70.00	Sedang	0.609	Sangat Signifikan
14	14	70.00	Sedang	0.550	Sangat Signifikan
15	15	70.00	Sedang	0.708	Sangat Signifikan
16	16	70.00	Sedang	0.525	Signifikan
17	17	40.00	Sukar	0.240	-
18	18	50.00	Sedang	0.433	Signifikan
19	19	60.00	Sedang	0.360	-
20	20	40.00	Sedang	0.255	-

2. The Second Instrument

Rata2= 6.16

Simpang Baku= 4.37

KorelasiXY= 0.85

Reliabilitas Tes= 0.92

Butir Soal= 20

Jumlah Subyek= 37

Nama berkas: D:\ARCHIVE\DIO\DATA ANATES\ANATES 2.ANA

Btr Baru	Btr Asli	D.Pembeda(%)	T. Kesukaran	Korelasi	Sign. Korelasi
1	1	60.00	Sedang	0.498	Signifikan
2	2	50.00	Sukar	0.589	Sangat Signifikan
3	3	50.00	Sedang	0.440	Signifikan
4	4	-10.00	Sedang	-0.087	-
5	5	60.00	Sukar	0.640	Sangat Signifikan
6	6	60.00	Sukar	0.717	Sangat Signifikan
7	7	50.00	Sukar	0.605	Sangat Signifikan
8	8	60.00	Sedang	0.523	Signifikan
9	9	70.00	Sedang	0.575	Sangat Signifikan
10	10	30.00	Sangat Sukar	0.585	Sangat Signifikan
11	11	80.00	Sedang	0.536	Signifikan
12	12	60.00	Sukar	0.731	Sangat Signifikan
13	13	20.00	Sukar	0.400	-
14	14	50.00	Sukar	0.574	Sangat Signifikan
15	15	50.00	Sedang	0.327	-
16	16	60.00	Sukar	0.717	Sangat Signifikan
17	17	50.00	Sukar	0.663	Sangat Signifikan
18	18	20.00	Sedang	0.053	-
19	19	50.00	Sukar	0.665	Sangat Signifikan
20	20	50.00	Sukar	0.519	Signifikan

3. The Third Instrument

Rata2= 13.59

Simpang Baku= 5.05

KorelasiXY= 0.81

Reliabilitas Tes= 0.90

Butir Soal= 20

Jumlah Subyek= 37

Nama berkas: D:\ARCHIVE\DIO\DATA ANATES\ANATES 3.ANA

Btr Baru	Btr Asli	D.Pembeda(%)	T. Kesukaran	Korelasi	Sign. Korelasi
1	1	90.00	Mudah	0.788	Sangat Signifikan
2	2	70.00	Sedang	0.599	Sangat Signifikan
3	3	60.00	Mudah	0.685	Sangat Signifikan
4	4	60.00	Sedang	0.511	Signifikan
5	5	70.00	Mudah	0.659	Sangat Signifikan
6	6	60.00	Sedang	0.502	Signifikan
7	7	70.00	Sedang	0.621	Sangat Signifikan
8	8	60.00	Mudah	0.488	Signifikan
9	9	50.00	Sedang	0.417	-
10	10	70.00	Mudah	0.599	Sangat Signifikan
11	11	60.00	Mudah	0.586	Sangat Signifikan
12	12	80.00	Mudah	0.738	Sangat Signifikan
13	13	80.00	Sedang	0.654	Sangat Signifikan
14	14	60.00	Mudah	0.471	Signifikan
15	15	30.00	Sedang	0.164	-
16	16	70.00	Sedang	0.622	Sangat Signifikan
17	17	30.00	Sangat Mudah	0.513	Signifikan
18	18	50.00	Mudah	0.570	Sangat Signifikan
19	19	70.00	Sedang	0.565	Sangat Signifikan
20	20	60.00	Sedang	0.447	Signifikan

4. The Fourth Instrument

Rata2= 10.03

Simpang Baku= 4.74

KorelasiXY= 0.73

Reliabilitas Tes= 0.84

Butir Soal= 20

Jumlah Subyek= 37

Nama berkas: D:\ARCHIVE\DIO\DATA ANATEST\ANATEST 4.ANA

Btr Baru	Btr Asli	D.Pembeda(%)	T. Kesukaran	Korelasi	Sign. Korelasi
1	1	50.00	Sedang	0.445	Signifikan
2	2	30.00	Mudah	0.199	-
3	3	60.00	Sedang	0.574	Sangat Signifikan
4	4	90.00	Sedang	0.653	Sangat Signifikan
5	5	60.00	Sedang	0.505	Signifikan
6	6	90.00	Sedang	0.630	Sangat Signifikan
7	7	70.00	Sedang	0.570	Sangat Signifikan
8	8	40.00	Sukar	0.400	-
9	9	80.00	Sedang	0.664	Sangat Signifikan
10	10	70.00	Sedang	0.550	Sangat Signifikan
11	11	10.00	Sedang	0.141	-
12	12	40.00	Sedang	0.447	Signifikan
13	13	70.00	Sedang	0.496	Signifikan
14	14	70.00	Sedang	0.490	Signifikan
15	15	80.00	Sedang	0.567	Sangat Signifikan
16	16	10.00	Sedang	0.145	-
17	17	70.00	Sedang	0.543	Signifikan
18	18	70.00	Sedang	0.528	Signifikan
19	19	70.00	Sedang	0.560	Sangat Signifikan
20	20	70.00	Sangat Mudah	0.497	Signifikan

5. The Fifth Instrument

Rata2= 7.11

Simpang Baku= 4.97

KorelasiXY= 0.77

Reliabilitas Tes= 0.87

Butir Soal= 20

Jumlah Subyek= 37

Nama berkas: D:\ARCHIVE\DIO\DATA ANATEST\ANATEST 5.ANA



Btr Baru	Btr Asli	D.Pembeda(%)	T. Kesukaran	Korelasi	Sign. Korelasi
1	1	50.00	Sedang	0.374	-
2	2	50.00	Sedang	0.479	Signifikan
3	3	50.00	Sedang	0.443	Signifikan
4	4	50.00	Sangat Sukar	0.797	Sangat Signifikan
5	5	80.00	Sukar	0.835	Sangat Signifikan
6	6	70.00	Sedang	0.619	Sangat Signifikan
7	7	50.00	Sukar	0.633	Sangat Signifikan
8	8	20.00	Sedang	0.324	-
9	9	20.00	Sukar	0.359	-
10	10	30.00	Sukar	0.463	Signifikan
11	11	60.00	Sedang	0.481	Signifikan
12	12	70.00	Sukar	0.613	Sangat Signifikan
13	13	60.00	Sedang	0.359	-
14	14	60.00	Sukar	0.565	Sangat Signifikan
15	15	80.00	Sedang	0.644	Sangat Signifikan
16	16	80.00	Sedang	0.677	Sangat Signifikan
17	17	70.00	Sedang	0.515	Signifikan
18	18	60.00	Sedang	0.573	Sangat Signifikan
19	19	50.00	Sedang	0.308	-
20	20	90.00	Sedang	0.704	Sangat Signifikan

6. The Sixth Instrument

Rata2= 10.08

Simpang Baku= 5.13

KorelasiXY= 0.78

Reliabilitas Tes= 0.88

Butir Soal= 20

Jumlah Subyek= 37

Nama berkas: D:\ARCHIVE\DIO\DATA ANATEST\ANATEST 6.ANA

Btr Baru	Btr Asli	D.Pembeda(%)	T. Kesukaran	Korelasi	Sign. Korelasi
1	1	60.00	Sangat Mudah	0.490	Signifikan
2	2	70.00	Sedang	0.541	Signifikan
3	3	60.00	Sedang	0.572	Sangat Signifikan
4	4	80.00	Sedang	0.572	Sangat Signifikan
5	5	60.00	Sedang	0.521	Signifikan
6	6	80.00	Sedang	0.550	Sangat Signifikan
7	7	70.00	Sedang	0.590	Sangat Signifikan
8	8	50.00	Sukar	0.464	Signifikan
9	9	90.00	Sedang	0.715	Sangat Signifikan
10	10	80.00	Sedang	0.582	Sangat Signifikan
11	11	20.00	Sedang	0.194	-
12	12	40.00	Sedang	0.443	Signifikan
13	13	80.00	Sedang	0.593	Sangat Signifikan
14	14	10.00	Sedang	0.183	-
15	15	100.00	Sedang	0.715	Sangat Signifikan
16	16	60.00	Sedang	0.552	Sangat Signifikan
17	17	80.00	Sedang	0.618	Sangat Signifikan
18	18	60.00	Sedang	0.423	-
19	19	70.00	Sedang	0.605	Sangat Signifikan
20	20	70.00	Sangat Mudah	0.525	Signifikan

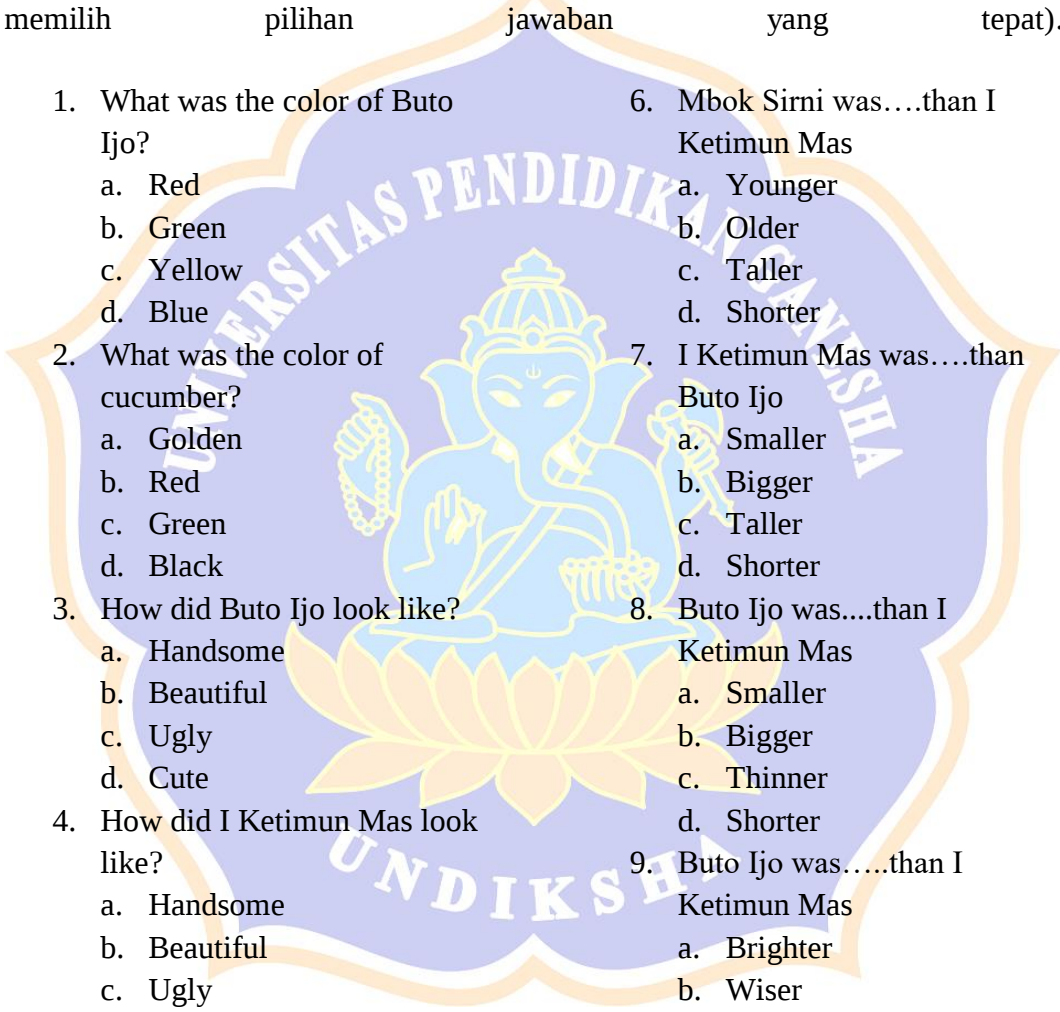
Appendix 8. Pretest and Posttest

1. The First Pretest and Posttest

Part. 1

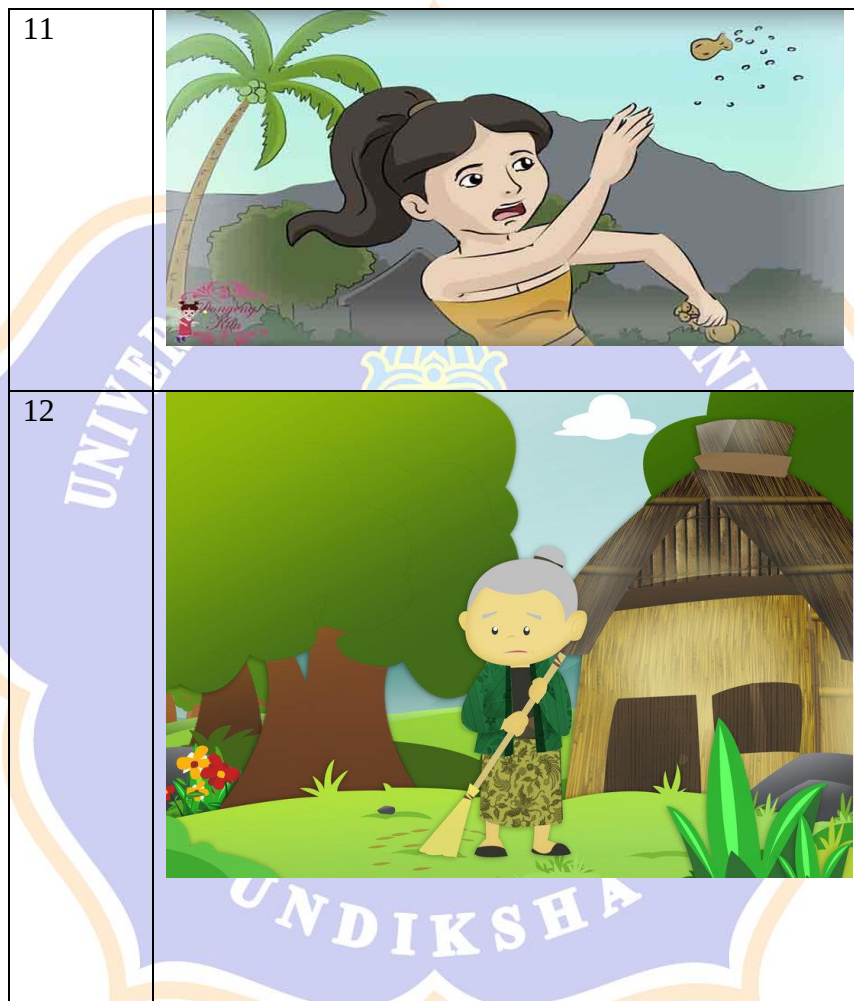
For Questions number 1-10, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-

10, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat).

- 
1. What was the color of Buto Ijo?
 - a. Red
 - b. Green
 - c. Yellow
 - d. Blue
 2. What was the color of cucumber?
 - a. Golden
 - b. Red
 - c. Green
 - d. Black
 3. How did Buto Ijo look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
 4. How did I Ketimun Mas look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
 5. How were Mbok Sirni and Ketimun Mas' life?
 - a. Unhappy
 - b. Misery
 - c. Anguish
 - d. Happy
 6. Mbok Sirni was....than I Ketimun Mas
 - a. Younger
 - b. Older
 - c. Taller
 - d. Shorter
 7. I Ketimun Mas was....than Buto Ijo
 - a. Smaller
 - b. Bigger
 - c. Taller
 - d. Shorter
 8. Buto Ijo was....than I Ketimun Mas
 - a. Smaller
 - b. Bigger
 - c. Thinner
 - d. Shorter
 9. Buto Ijo was.....than I Ketimun Mas
 - a. Brighter
 - b. Wiser
 - c. Worse
 - d. Better
 10. I Ketimun Mas was.....than other girls
 - a. More beautiful
 - b. More ignorant
 - c. More careful
 - d. More careless

Part 2

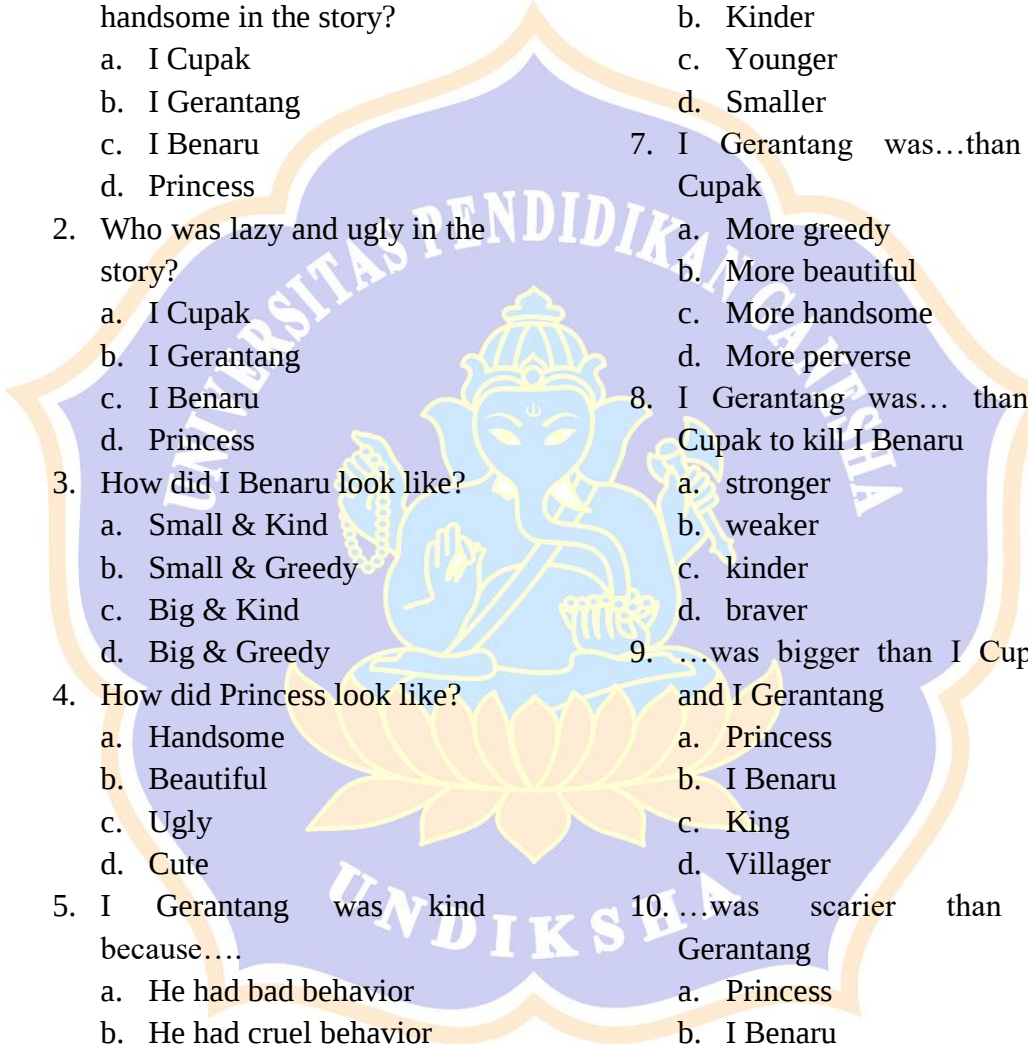
For the questions no. 11-15, listen to the audio. The audio consists of questions and answer. Please look at the pictures and choose one of the best answers based on picture. (Untuk pertanyaan no 11-15, dengarkan audio yang diberikan. Audio terdiri dari pertanyaan dan jawaban. Lihatlah gambar dan pilihlah jawaban yang paling tepat berdasarkan gambar)



13	
14	
15	

2. The Second Pretest and Posttest

Part. 1 For Questions number 1-10, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-10, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- 
1. Who was diligent and handsome in the story?
 - a. I Cupak
 - b. I Gerantang
 - c. I Benaru
 - d. Princess
 2. Who was lazy and ugly in the story?
 - a. I Cupak
 - b. I Gerantang
 - c. I Benaru
 - d. Princess
 3. How did I Benaru look like?
 - a. Small & Kind
 - b. Small & Greedy
 - c. Big & Kind
 - d. Big & Greedy
 4. How did Princess look like?
 - a. Handsome
 - b. Beautiful
 - c. Ugly
 - d. Cute
 5. I Gerantang was kind because....
 - a. He had bad behavior
 - b. He had cruel behavior
 - c. He had good behavior
 - d. He had evil behavior
 6. I Cupak was...than I Gerantang
 - a. Uglier
 - b. Kinder
 - c. Younger
 - d. Smaller
 7. I Gerantang was...than I Cupak
 - a. More greedy
 - b. More beautiful
 - c. More handsome
 - d. More perverse
 8. I Gerantang was... than I Cupak to kill I Benaru
 - a. stronger
 - b. weaker
 - c. kinder
 - d. braver
 9. ...was bigger than I Cupak and I Gerantang
 - a. Princess
 - b. I Benaru
 - c. King
 - d. Villager
 10. ...was scarier than I Gerantang
 - a. Princess
 - b. I Benaru
 - c. I Cupak
 - d. Villager

Part 2

For the questions no. 11-15, listen to the audio. The audio consists of questions and answer. Please look at the pictures and choose one of the best answers based on picture. (Untuk pertanyaan no 11-15, dengarkan audio yang diberikan. Audio terdiri dari pertanyaan dan jawaban. Lihatlah gambar dan pilihlah jawaban yang paling tepat berdasarkan gambar)

11	
12	
13	

14



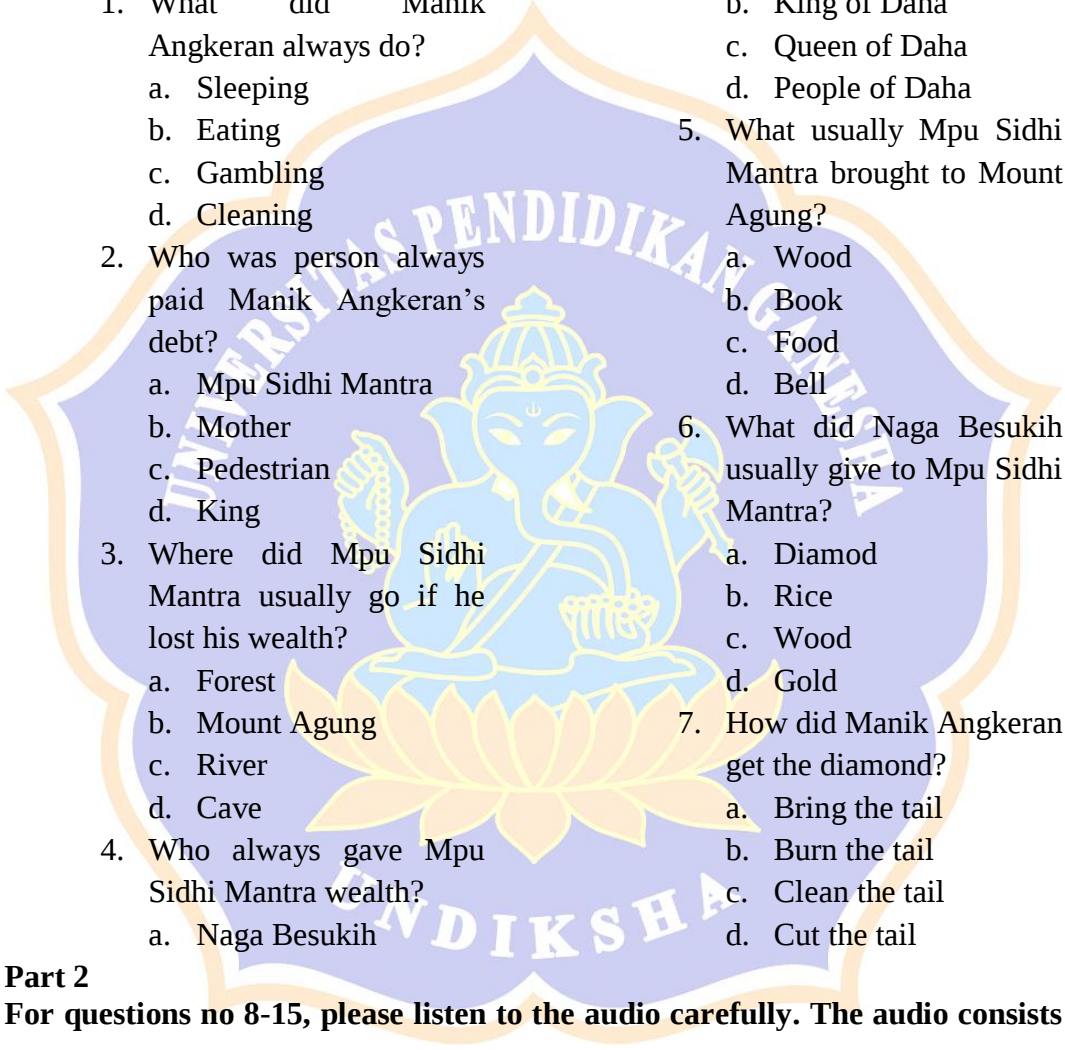
15



3. The Third Pretest and Posttest

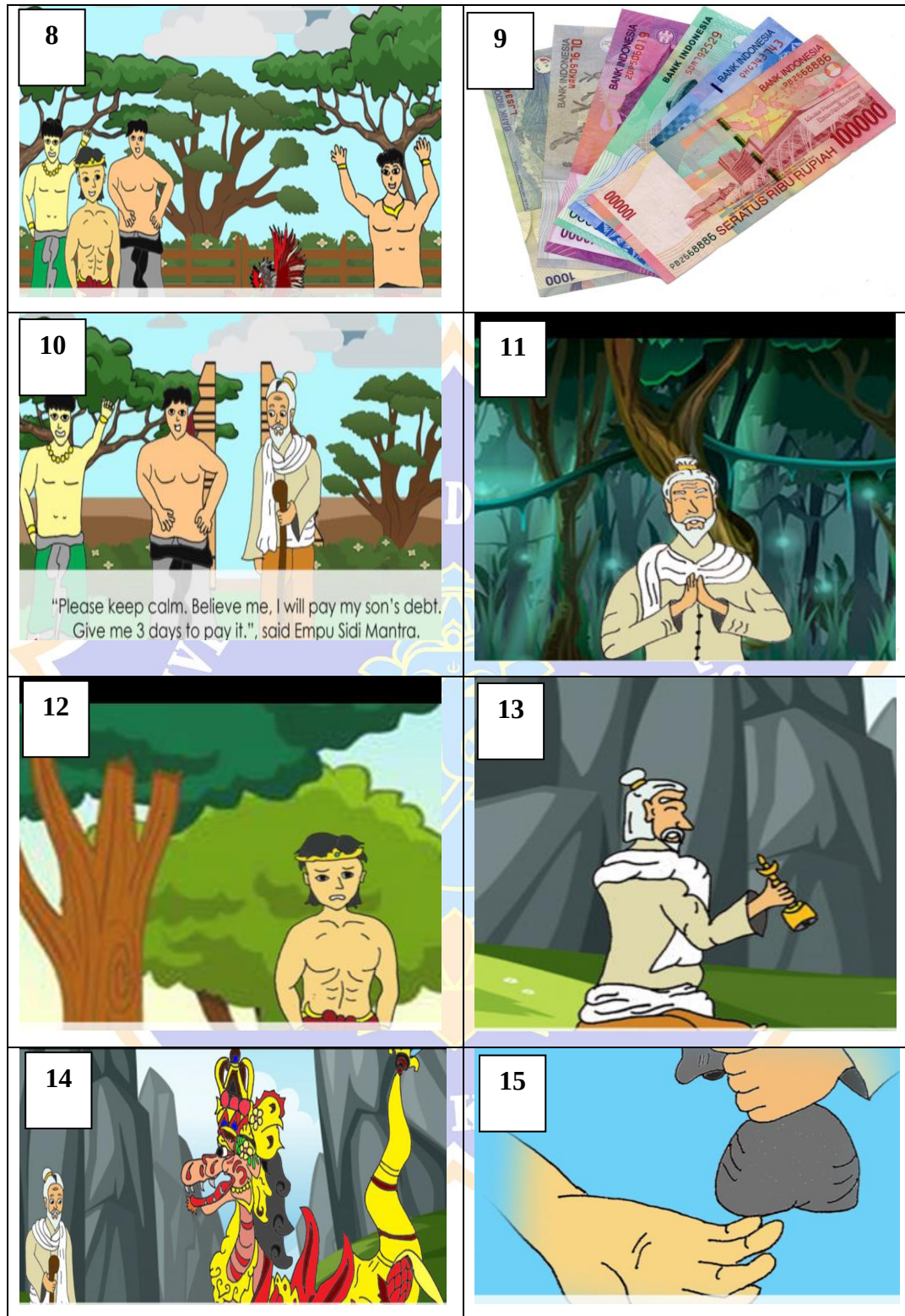
Part. 1

For questions number 1-7, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-7, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- 
- | | |
|---|--|
| 1. What did Manik Angkeran always do? | b. King of Daha |
| a. Sleeping | c. Queen of Daha |
| b. Eating | d. People of Daha |
| c. Gambling | 5. What usually Mpu Sidhi Mantra brought to Mount Agung? |
| d. Cleaning | a. Wood |
| 2. Who was person always paid Manik Angkeran's debt? | b. Book |
| a. Mpu Sidhi Mantra | c. Food |
| b. Mother | d. Bell |
| c. Pedestrian | 6. What did Naga Besukih usually give to Mpu Sidhi Mantra? |
| d. King | a. Diamod |
| 3. Where did Mpu Sidhi Mantra usually go if he lost his wealth? | b. Rice |
| a. Forest | c. Wood |
| b. Mount Agung | d. Gold |
| c. River | 7. How did Manik Angkeran get the diamond? |
| d. Cave | a. Bring the tail |
| 4. Who always gave Mpu Sidhi Mantra wealth? | b. Burn the tail |
| a. Naga Besukih | c. Clean the tail |
| | d. Cut the tail |

Part 2

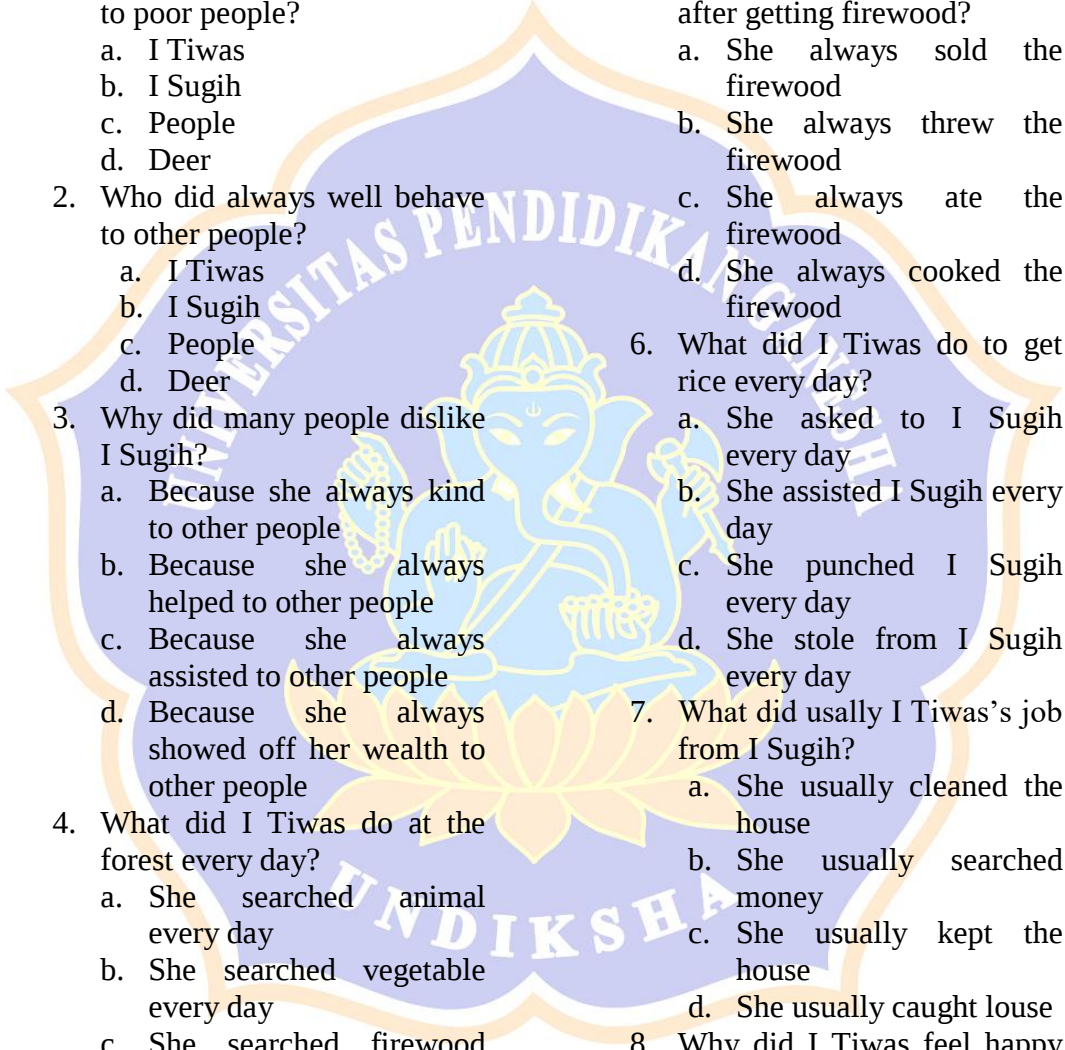
For questions no 8-15, please listen to the audio carefully. The audio consists of questions. Then, choose one of the best answers by matching the number of the questions with the correct answer. (Untuk soal nomor 8-15, dengarkan audio dengan baik. Audio terdiri dari soal. Kemudian pilihlah jawaban yang paling benar dengan cara memasangkan no soal dengan jawaban paling benar)



4. The Fourth Pretest and Posttest

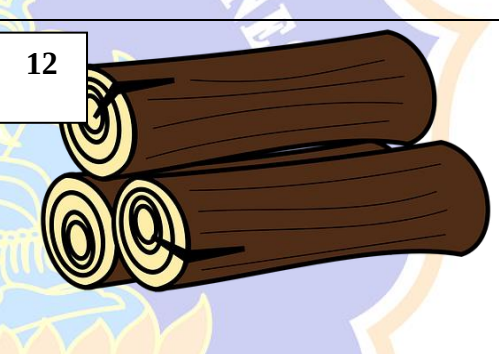
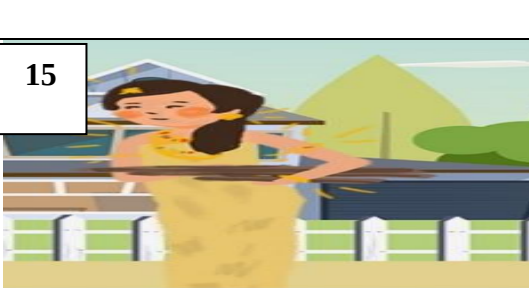
Part. 1

For questions number 1-8, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-8, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- 
1. Who did always misbehave to poor people?
 - a. I Tiwas
 - b. I Sugih
 - c. People
 - d. Deer
 2. Who did always well behave to other people?
 - a. I Tiwas
 - b. I Sugih
 - c. People
 - d. Deer
 3. Why did many people dislike I Sugih?
 - a. Because she always kind to other people
 - b. Because she always helped to other people
 - c. Because she always assisted to other people
 - d. Because she always showed off her wealth to other people
 4. What did I Tiwas do at the forest every day?
 - a. She searched animal every day
 - b. She searched vegetable every day
 - c. She searched firewood every day
 - d. She searched water every day
 5. What did always I Tiwas do after getting firewood?
 - a. She always sold the firewood
 - b. She always threw the firewood
 - c. She always ate the firewood
 - d. She always cooked the firewood
 6. What did I Tiwas do to get rice every day?
 - a. She asked to I Sugih every day
 - b. She assisted I Sugih every day
 - c. She punched I Sugih every day
 - d. She stole from I Sugih every day
 7. What did usually I Tiwas's job from I Sugih?
 - a. She usually cleaned the house
 - b. She usually searched money
 - c. She usually kept the house
 - d. She usually caught louse
 8. Why did I Tiwas feel happy every day?
 - a. Because she wore shirt everyday
 - b. Because she wore diamond everyday
 - c. Because she wore gold everyday
 - d. Because she wore crown everyday

Part 2

For questions no 9-15, please listen to the audio carefully. The audio consists of questions. Then, choose one of the best answers by matching the number of the questions with the correct answer. (Untuk soal nomor 9-15, dengarkan audio dengan baik. Audio terdiri dari soal. Kemudian pilihlah jawaban yang paling benar dengan cara memasangkan no soal dengan jawaban paling benar)

9  There is a story "I Sugih and I Tiwas". I Sugih was very rich, but stingy, jealousy, and nosy with the poor. Many people dislike I Sugih.	10  I Tiwas was very poor, well behaved, and never nosy with others. Every day I Tiwas went to the forest looking for firewood for sale to the market.
11 	12 
13 PAUSE 	14 
15 	

5. The Fifth Pretest and Posttest

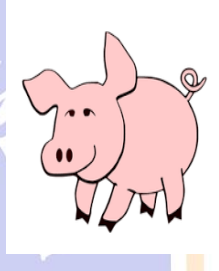
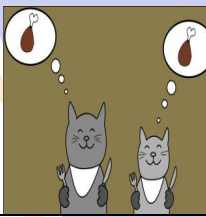
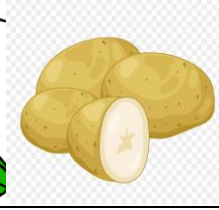
Part. 1

For questions number 1-10, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-10, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- 
1. What was Siap Selem?
 - a. Buffalo
 - b. Cat
 - c. Hen
 - d. Cock
 2. What was Men Kuuk?
 - a. Buffalo
 - b. Cat
 - c. Hen
 - d. Cock
 3. What was Doglagan?
 - a. Chick
 - b. Hen
 - c. Cock
 - d. Cat
 4. What did not have by Doglagan?
 - a. Tail
 - b. Foot
 - c. Eye
 - d. Fur
 5. What did Siap Selem search in forest?
 - a. Food
 - b. Land
 - c. Leave
 - d. Drink
 6. What was Siap Selem' food in forest? Except...
 - a. Corn
 - b. Seeds
 - c. Nuts
 - d. Flower
 7. What did Siap Selem find at the river?
 - a. Fish
 - b. Water
 - c. Vegetable
 - d. Grass
 8. What did Siap Selem and her chick find in the evening?
 - a. House
 - b. Apartment
 - c. Building
 - d. Forest
 9. Who lived with Men Kuuk?
 - a. Chick
 - b. Hen
 - c. Cock
 - d. Kitten
 10. What did Siap Selem find in Men Kuuk' house?
 - a. Fish
 - b. Bone
 - c. Fur
 - d. Flower

Part 2

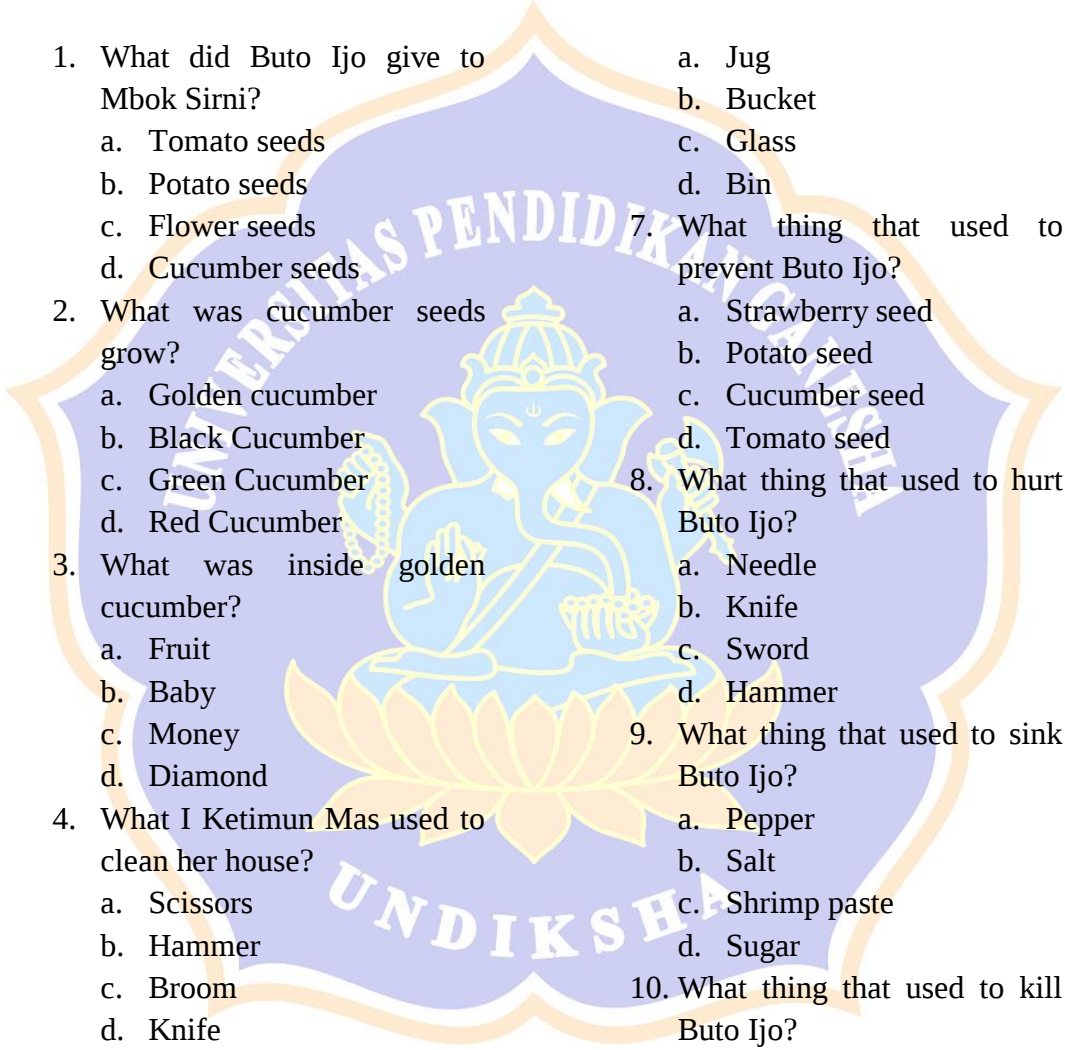
For the questions number 11-15 please listen to the audio carefully. The audio consists of clues of each questions. Please choose one of the best answers based on the clue. (Untuk soal no 11-15 dengarkan audio dengan baik. Audio terdiri dari clue masing-masing soal. Pilihlah jawaban yang benar sesuai dengan clue yang diberikan)

no 11	a 	b 	c 	d 
12	a 	b 	c 	d 
13	a 	b 	c 	d 
14	a 	b 	c 	d 
15	a 	b 	c 	d 

6. The Sixth Pretest and Posttest

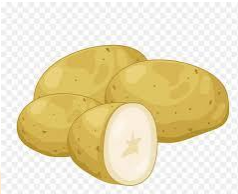
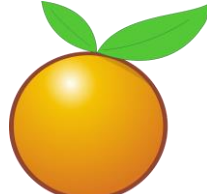
Part. 1

For Questions number 1-10, listen to the audio listening and then answer the questions provided by choosing the best answer. (Untuk pertanyaan nomor 1-10, dengarkan audio dan kemudian jawab pertanyaan yang tersedia dengan memilih pilihan jawaban yang tepat)

- 
1. What did Buto Ijo give to Mbok Sirni?
 - a. Tomato seeds
 - b. Potato seeds
 - c. Flower seeds
 - d. Cucumber seeds
 2. What was cucumber seeds grow?
 - a. Golden cucumber
 - b. Black Cucumber
 - c. Green Cucumber
 - d. Red Cucumber
 3. What was inside golden cucumber?
 - a. Fruit
 - b. Baby
 - c. Money
 - d. Diamond
 4. What I Ketimun Mas used to clean her house?
 - a. Scissors
 - b. Hammer
 - c. Broom
 - d. Knife
 5. What I Ketimun Mas searched in forest?
 - a. Flower
 - b. Food
 - c. Fruit
 - d. Firewood
 6. What I Ketimun Mas used to bring water?
 - a. Jug
 - b. Bucket
 - c. Glass
 - d. Bin
 7. What thing that used to prevent Buto Ijo?
 - a. Strawberry seed
 - b. Potato seed
 - c. Cucumber seed
 - d. Tomato seed
 8. What thing that used to hurt Buto Ijo?
 - a. Needle
 - b. Knife
 - c. Sword
 - d. Hammer
 9. What thing that used to sink Buto Ijo?
 - a. Pepper
 - b. Salt
 - c. Shrimp paste
 - d. Sugar
 10. What thing that used to kill Buto Ijo?
 - a. Pepper
 - b. Salt
 - c. Shrimp paste
 - d. Sugar

Part 2

For the questions number 11-15 please listen to the audio carefully. The audio consists of clues of each questions. Please choose one of the best answers based on the clue. (Untuk soal no 11-15 dengarkan audio dengan baik. Audio terdiri dari clue masing-masing soal. Pilihlah jawaban yang benar sesuai dengan clue yang diberikan).

No 11	a 	b 	c 	d 
12	a 	b 	c 	d 
13	a 	b 	c 	d 
14	a 	b 	c 	d 
15	a 	b 	c 	d 

Appendix 9. Lesson Plan

1. Lesson Plan Meeting 1

Rencana Pelaksanaan Pembelajaran (RPP)

Satuan Pendidikan : SD Negeri 2 Anturan
Mata Pelajaran : Bahasa Inggris
Kelas/ Semester : V/ I
Materi Pokok : Penggunaan kata sifat sederhana
Alokasi Waktu : 2 x 35 menit (1 x Pertemuan)

A. Kompetensi Inti

Kompetensi Inti 1: Menerima, menjalankan, dan menghargai ajaran agama yang dianutnya

Kompetensi Inti 2: Menunjukkan perilaku jujur, disiplin, tanggung jawab, santun, peduli, dan percaya diri dalam berinteraksi dengan keluarga, teman, guru, dan tetangganya serta cinta tanah air.

Kompetensi Inti 3: Memahami pengetahuan faktual dan konseptual dengan cara mengamati, menanya dan mencoba berdasarkan rasa ingin tentang dirinya, makhluk ciptaan Tuhan dan kegiatannya, dan benda-benda yang dijumpainya di rumah, di sekolah dan tempat bermain

Kompetensi Inti 4: Menyajikan pengetahuan faktual dan konseptual dalam bahasa yang jelas, sistematis, logis dan kritis, dalam karya yang estetis, dalam gerakan yang mencerminkan anak sehat, dan dalam tindakan yang mencerminkan perilaku anak beriman dan berakhlak mulia

B. Kompetensi Dasar dan Indikator

KI.	Kompetensi Dasar	Indikator Pencapaian Kompetensi
-----	------------------	---------------------------------

3.	3.3 Membandingkan kata – kata sifat sederhana dalam kalimat tingkat perbandingan	3.3.1 Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game. 3.3.2 Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game.
4.	4.3 Menyusun kalimat menggunakan kata-kata sifat yang sederhana	4.3.1 Menulis kata sifat sesuai dengan pertanyaan yang diberikan melalui <i>audio listening</i> .

C. Tujuan Pembelajaran

Melalui aktifitas bermain game (*Gamification based on Balinese Local Story Timun Mas*) siswa mampu untuk:

1. Menentukan kata sifat yang terdapat di dalam cerita pada game
2. Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game
3. Menulis kata sifat berdasarkan pertanyaan yang terdapat dalam *audio listening*.

D. Materi Pembelajaran

The definition of Adjective: Adjective is a word used to explain noun (noun) or pronoun (pronoun) which can be a person (person), place (place), animal (animal), object or abstract concept (thing).

ADJECTIVES

An **adjective** is a word that describes a noun or pronoun such as person, place, thing, or idea.

An adjective can tell...

Color black blue coral green pink	Size big huge large little short	Shape boxy oval round square triangular	Taste bitter sour sweet tangy tart
Odor flower fresh musty salty stinky	Texture bumpy furry slimy smooth squishy	Sound faint harmonious loud pleasant quite	Number few fifty many sparse two
Weather clear dry foggy rain windy			

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E. Metode Pembelajaran

- a. Approach : Scientific Approach
- b. Metode : Cooperative Learning
- c. Strategi : Tanya Jawab dan *audio listening*.

F. Alat dan Media Pembelajaran

1. Gamification Based on Balinese Locall story	2. Proyektor
3. Papan Tulis	4. LCD
4. Spidol	5. Sound

G. Sumber Pembelajaran

1. Buku Teks Bahasa Inggris Sekolah Dasar
2. Video <https://www.youtube.com/watch?v=rrSY1dSvdio>

H. Langkah-Langkah Pembelajaran

Pembukaan

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru masuk kelas, memberi salam, memimpin doa, mengecek kehadiran siswa, serta guru mengkondisikan kelas	1. Siswa menjawab salam dari guru dan mengikuti instruksi dari guru untuk kegiatan selanjutnya.	5 menit	Religius
2. Guru melakukan apersepsi: <i>Do you know the meaning of beautiful?</i>	2. Siswa menjawab apersepsi yang diberikan oleh guru		Berkomunikasi

Kegiatan Inti

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru menayangkan video terkait dengan materi adjective (kata sifat).	1. Siswa menyimak video yang diberikan oleh guru	5 menit	Observing
2. Guru memberikan kesempatan kepada siswa untuk bertanya terkait dengan materi yang	2. Siswa memberikan pertanyaan terkait dengan materi yang ada dalam video		Questioning

terdapat dalam video			
3. Guru memberikan penjelasan terkait dengan materi adjective (kata sifat)	3. Siswa memperhatikan dan menyerap informasi terkait dengan materi adjective (kata sifat)	5 menit	Exploring
4. Guru menginstruksikan siswa untuk membentuk kelompok yang terdiri dari 1 kelompok 4 orang.	4. Siswa membentuk kelompok sesuai instruksi guru	50 menit	Associating
5. Guru menggunakan media Gamification based on Balinese Local Story I Ketimun Mas untuk mengajar adjective (kata sifat). Dalam hal ini, guru menayangkan game pada slide dan kemudian bersama siswa bermain game dan memahami cerita yang terdapat dalam game.	5. Siswa bermain Gamification based on Balinese Local Story I Ketimun Mas di dalam kelas. Siswa bermain game dan memahami cerita yang terdapat di dalam game.		
6. Guru menginstruksi siswa untuk menemukan adjective (kata sifat) pada cerita terdapat di game pada lembar kerja list of	6. Siswa menemukan adjective (kata sifat) pada cerita yang terdapat di dalam game dan menulis pada list of adjective.		Communication

adjective.			
7. Guru menginstruksikan siswa untuk membandingkan kata sifat yang telah ditemukan dengan memberi tanda (✓) pada karakter yang sesuai dengan sifatnya	7. Siswa melakukan instruksi yang diperintahkan oleh guru dengan membandingkan kata sifat yang telah ditemukan dan memberi tanda (✓) pada karakter yang sesuai dengan sifatnya		
8. Guru menginstruksikan siswa untuk mendengarkan <i>audio listening</i> yang diberikan	8. Siswa mendengarkan soal yang terdapat pada <i>audio listening</i> .		
9. Guru menginstruksi siswa untuk menjawab soal yang terdapat pada <i>audio listening</i> yaitu menjawab kata sifat yang sesuai dengan pertanyaan yang diberikan.	9. Siswa menjawab soal yang diberikan oleh guru melalui <i>audio listening</i> .		
10. Guru membahas jawaban yang ditemukan siswa. Dalam hal ini guru memberikan koreksi dan klarifikasi terkait dengan jawaban siswa.	10. Siswa membahas jawaban yang telah ditemukan dan melakukan koreksi terkait dengan jawaban yang telah dibuat.		

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru memberikan kesempatan kepada siswa untuk menyimpulkan pembelajaran	1. Siswa menyimpulkan pembelajaran	5 menit	Berkomunikasi
2. Guru menginformasikan rencana pembelajaran untuk pertemuan berikutnya.	2. Siswa menyimak informasi yang diberikan oleh guru		Menyimak
3. Guru mengajak siswa untuk berdoa	3. Siswa diajak berdoa oleh guru		Religius

Instrumen 1. Lembar Kerja Siswa

Lembar kerja siswa digunakan pada kegiatan menentukan kata sifat pada cerita yang terdapat di dalam game.

Petunjuk:

1. Dengar dan amati cerita yang terdapat di dalam game
2. Tentukan kata sifat yang terdapat di dalam cerita pada game
3. Berikan tanda (√) pada kolom Ketimun Mas jika sifat sesuai dengan Ketimun Mas
4. Berikan tanda (√) pada kolom Buto Ijo jika sifat sesuai dengan Buto Ijo
5. Guru dan siswa membahas jawaban yang telah dibuat

[illegible]

Instrumen 3 *Audio Listening*

1. What does Ketimun Mas look like?
2. What does Mbok Sirni feel after remembering the dream?
3. What does Buto Ijo look like?
4. What does Buto Ijo feel after attack by bamboo?
5. What does Mbok Sirni and Ketimun Mas feel after Buto Ijo dead?

J. Rubrik Penilaian

Penilaian: Kompetensi Pengetahuan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian						
Tes Tulis	1. Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game. 2. Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game	Tentukan kata sifat yang terdapat pada cerita di dalam game tersebut dan sesuaikan dengan manakah kata sifat yang sesuai dengan karakter	<table><tr><th>Uraian</th><th>Skor</th></tr><tr><td>Jawaban benar</td><td>10</td></tr><tr><td>Jawaban salah</td><td>0</td></tr></table>	Uraian	Skor	Jawaban benar	10	Jawaban salah	0
			Uraian	Skor					
			Jawaban benar	10					
			Jawaban salah	0					
Total Skor									
$= \frac{\text{skor yang didapat}}{\text{skor maksimal}} \times 100$									

Penilaian: Kompetensi Keterampilan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian	
Tes Tulis	Menulis kata sifat sesuai dengan pertanyaan yang diberikan melalui <i>audio listening</i> .	Jawablah soal sesuai dengan audio yang diberikan	Uraian	Skor
			Jawaban benar	10
			Jawaban salah	0
			Total Skor	
			= $\frac{\text{skor yang didapat}}{\text{skor maksimal}} \times 100$	

Appendix

Bahan Ajar



Big	Tall	Hard
Small	Short	Soft
Fat	Thin	Ugly
Cute	Beautiful	

2. Lesson Plan Meeting 2

**Rencana Pelaksanaan Pembelajaran
(RPP)**

Satuan Pendidikan : SD Negeri 2 Anturan
 Mata Pelajaran : Bahasa Inggris
 Kelas/ Semester : V/ I
 Materi Pokok : Penggunaan kata sifat sederhana
 Alokasi Waktu : 2 x 35 menit (1 x Pertemuan)

A. Kompetensi Inti

Kompetensi Inti 1: Menerima, menjalankan, dan menghargai ajaran agama yang dianutnya

Kompetensi Inti 2: Menunjukkan perilaku jujur, disiplin, tanggung jawab, santun, peduli, dan percaya diri dalam berinteraksi dengan keluarga, teman, guru, dan tetangganya serta cinta tanah air.

Kompetensi Inti 3: Memahami pengetahuan faktual dan konseptual dengan cara mengamati, menanya dan mencoba berdasarkan rasa ingin tentang dirinya, makhluk ciptaan Tuhan dan kegiatannya, dan benda-benda yang dijumpainya di rumah, di sekolah dan tempat bermain

Kompetensi Inti 4: Menyajikan pengetahuan faktual dan konseptual dalam bahasa yang jelas, sistematis, logis dan kritis, dalam karya yang estetis, dalam gerakan yang mencerminkan anak sehat, dan dalam tindakan yang mencerminkan perilaku anak beriman dan berakhlak mulia

B. Kompetensi Dasar dan Indikator

KI.	Kompetensi Dasar	Indikator Pencapaian Kompetensi
3.	3.3 Membandingkan kata – kata sifat sederhana dalam kalimat tingkat perbandingan	3.3.3 Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game.

		3.3.4 Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game.
4.	4.3 Menyusun kalimat menggunakan kata-kata sifat yang sederhana	4.3.2 Menulis kata sifat sesuai dengan pertanyaan yang diberikan melalui <i>audio listening</i> .

C. Tujuan Pembelajaran

Melalui aktifitas bermain game (*Gamification based on Balinese Local Story I Cupak and I Gerantang*) siswa mampu untuk:

1. Menentukan kata sifat yang terdapat di dalam cerita pada game
2. Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game
3. Menulis kata sifat berdasarkan pertanyaan yang terdapat dalam *audio listening*.

D. Materi Pembelajaran

The definition of Adjective: Adjective is a word used to explain noun (noun) or pronoun (pronoun) which can be a person (person), place (place), animal (animal), object or abstract concept (thing).

COMPARATIVE ADJECTIVES

One-syllable adjectives 	long – longer straight – straighter big – bigger	tall – taller large – larger hot – hotter
Two-syllable adjectives 	honest – more honest happy – happier narrow – narrower	famous – more famous crazy – crazier gentle – gentler
Three or more syllables	expensive – more expensive popular – more popular confident – more confident	dangerous – more dangerous beautiful – more beautiful difficult – more difficult
Irregular adjectives 	good – better bad – worse far – farther	many – more little – less far – further 

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E. Metode Pembelajaran

- a. Approach : Scientific Approach
- b. Metode : Cooperative Learning
- c. Strategi : Tanya Jawab dan *audio listening*.

F. Media dan Alat Pembelajaran

1. Papan Tulis	2. LCD	5 Gamification based on Balinese Local Story
3. Spidol	4. Audio & Sound	6. Laptop

G. Sumber Pembelajaran

1. Buku Teks Bahasa Inggris Sekolah Dasar

2. Infographic

<http://havefunwithyourenglish.blogspot.com/2019/06/comparative-adjectives-infographic.html>

3. Video <https://www.youtube.com/watch?v=sEDy0wGaXJY&t=40s>

H. Langkah-Langkah Pembelajaran

Pembukaan

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru masuk kelas, memberi salam, memimpin doa, mengecek kehadiran siswa, serta guru mengkondisikan kelas	1. Siswa menjawab salam dari guru dan mengikuti instruksi dari guru untuk kegiatan selanjutnya.	5 menit	Religius
2. Guru melakukan apersepsi: <i>can you mention the kinds of adjective that we discussed in previous meeting?</i>	2. Siswa menjawab apersepsi yang diberikan oleh guru		Berkomunikasi

Kegiatan Inti

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1 Guru menayangkan video terkait dengan materi adjective (kata sifat).	1. Siswa menyimak video yang diberikan oleh guru	5 menit	Observing
2. Guru memberikan kesempatan kepada siswa untuk bertanya terkait dengan materi yang terdapat dalam	2. Siswa memberikan pertanyaan terkait dengan materi yang ada dalam video		Questioning

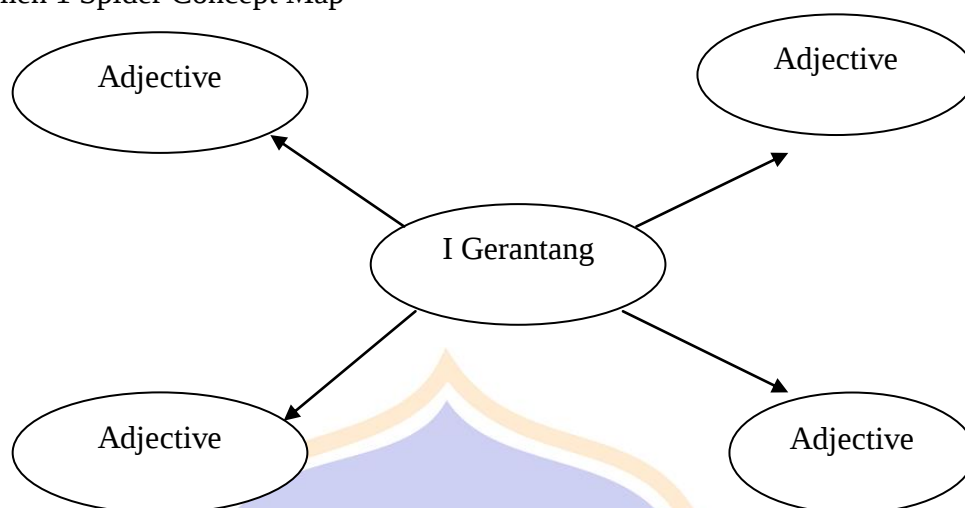
video			
3. Guru memberikan penjelasan terkait dengan materi adjective (kata sifat) serta perbandingan kata sifat yang tersedia pada infographic.	3. Siswa memperhatikan dan menyerap informasi terkait dengan materi adjective (kata sifat) dan perbandingan dari kata-kata sifat yang tersedia pada infographic.	5 menit	Exploring
4. Guru menginstruksikan siswa untuk membentuk kelompok yang terdiri dari 1 kelompok 4 orang.	4. Siswa membentuk kelompok sesuai instruksi guru	50 menit	Associating Communication
5. Guru menggunakan media Gamification based on Balinese Local Story I Cupak and I Gerantang untuk memberikan informasi tentang cerita I Cupak and I Gerantang	5. Siswa bermain Gamification based on Balinese Local Story I Ketimun Mas di dalam kelas. Siswa bermain game dan memahami cerita yang terdapat di dalam game.		
6. Guru mengkombinasikan <i>Gamification based on Balinese local story</i> dengan kegiatan <i>spider concept map activity</i>	6. Siswa menerapkan kombinasi dari <i>Gamification based on Balinese local story</i> dengan kegiatan <i>Spider Concept Map Activity</i>		
7. Guru menginstruksikan siswa untuk menemukan kata sifat yang berkaitan dengan I Cupak, I Gerantang, dan I Benaru, kemudian menuliskan kata sifat pada <i>spider concept map activity</i> .	7. Siswa melakukan instruksi yang diperintahkan oleh guru dengan menuliskan kata sifat yang berkaitan dengan I Cupak, I Gerantang, dan I Benaru pada <i>spider concept map activity</i> .		

8. Guru menginstruksikan siswa untuk mendiskusikan <i>spider concept map</i> dan membandingkan kata sifat yang ada.	8. Siswa melakukan instruksi yang diperintahkan oleh guru dengan mendiskusikan dan membandingkan kata sifat yang ada pada <i>spider concept map</i> .		
9. Guru menginstruksi siswa untuk bermain antonym game. Dalam hal ini audio akan menyebutkan kata sifat kemudian siswa harus menuliskan lawan kata dari kata sifat tersebut.	9. Siswa menjawab soal yang diberikan oleh guru yang berkaitan dengan antonym dari kata sifat yang disebutkan oleh audio.		
10. Guru membahas jawaban yang ditemukan siswa. Dalam hal ini guru memberikan koreksi dan klarifikasi terkait dengan jawaban siswa.	10. Siswa membahas jawaban yang telah ditemukan dan melakukan koreksi terkait dengan jawaban yang telah dibuat.		

Kegiatan Penutup

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru memberikan kesempatan kepada siswa untuk menyimpulkan pembelajaran	1. Siswa menyimpulkan pembelajaran	5 menit	Berkomunikasi
2. Guru menginformasikan rencana pembelajaran untuk pertemuan berikutnya.	2. Siswa menyimak informasi yang diberikan oleh guru		Menyimak
3. Guru mengajak siswa untuk berdoa	3. Siswa diajak berdoa oleh guru		Religius

Instrumen 1 Spider Concept Map



Instrumen 2 Antonym Activity

Audio Listening:

1. What is the antonym of word ugly?
2. What is the antonym of word fat?
3. What is the antonym of word older?
4. What is the antonym of word diligent?
5. What is the antonym of word beautiful?

I. Rubrik Penilaian

Penilaian: Kompetensi Pengetahuan

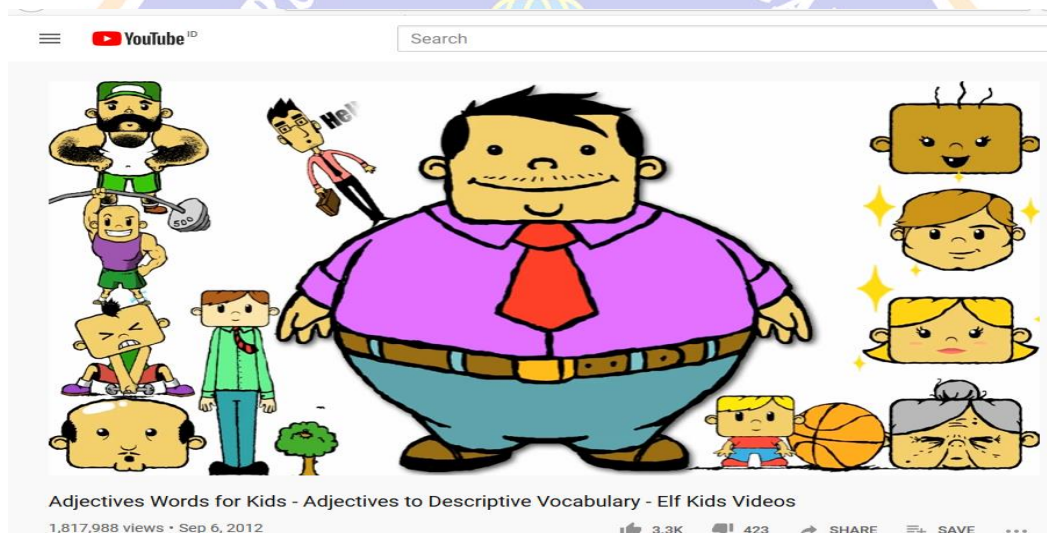
Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian	
Tes Tulis	1. Menentukan kata-kata sifat (adjective) pada cerita yang terdapat di dalam game. 2. Membedakan kata sifat berdasarkan karakter yang terdapat di dalam cerita pada game	Tentukan kata sifat yang terdapat pada cerita di dalam game tersebut dan sesuaikan dengan manakah kata sifat yang sesuai dengan karakter	Uraian	Skor
			Jawaban benar	10
			Jawaban salah	0
			Total Skor = $\frac{\text{skor yang didapat} \times \text{skor maksimal}}{100}$	
			100	

Penilaian: Kompetensi Keterampilan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian						
Tes Tulis	Menulis kata sifat sesuai dengan pertanyaan yang diberikan melalui <i>audio listening</i> .	Jawablah soal sesuai dengan audio yang diberikan	<table><tr><th>Uraian</th><th>Skor</th></tr><tr><td>Jawaban benar</td><td>10</td></tr><tr><td>Jawaban salah</td><td>0</td></tr></table> Total Skor = <u>skor yang didapat X</u> <u>skor maksimal</u> 100	Uraian	Skor	Jawaban benar	10	Jawaban salah	0
Uraian	Skor								
Jawaban benar	10								
Jawaban salah	0								

Appendix

Bahan Ajar



Informasi yang terdapat dalam video

Penggunaan beberapa kata sifat:

Thin Fat

Tall Short

Strong Weak

Pretty Handsome

Old Young

Hairy Bal

3. Lesson Plan Meeting 3

**Rencana Pelaksanaan Pembelajaran
(RPP)**

Satuan Pendidikan : SD Negeri 2 Anturan
 Mata Pelajaran : Bahasa Inggris
 Kelas/ Semester : V/ I
 Materi Pokok : Daily Activity
 Alokasi Waktu : 2 x 35 menit (1 x Pertemuan)

A. Kompetensi Inti

Kompetensi Inti 1: Menerima, menjalankan, dan menghargai ajaran agama yang dianutnya

Kompetensi Inti 2: Menunjukkan perilaku jujur, disiplin, tanggung jawab, santun, peduli, dan percaya diri dalam berinteraksi dengan keluarga, teman, guru, dan tetangganya serta cinta tanah air.

Kompetensi Inti 3: Memahami pengetahuan faktual dan konseptual dengan cara mengamati, menanya dan mencoba berdasarkan rasa ingin tentang dirinya, makhluk ciptaan Tuhan dan kegiatannya, dan benda-benda yang dijumpainya di rumah, di sekolah dan tempat bermain

Kompetensi Inti 4: Menyajikan pengetahuan faktual dan konseptual dalam bahasa yang jelas, sistematis, logis dan kritis, dalam karya yang estetis, dalam gerakan yang mencerminkan anak sehat, dan dalam tindakan yang mencerminkan perilaku anak beriman dan berakhlak mulia

B. Kompetensi Dasar dan Indikator

KI.	Kompetensi Dasar	Indikator Pencapaian Kompetensi
3.	3.4 Mengidentifikasi jenis-jenis kegiatan yang ada di lingkungan sekitar	3.4.1. Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di

		dalam game 3.4.2. Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game
4.	4.4 Menganalisis kegiatan yang di lakukan di lingkungan sekitar.	4.4.1. Mengurutkan gambar mengenai kegiatan sehari-hari berdasarkan audio listening yang diberikan.

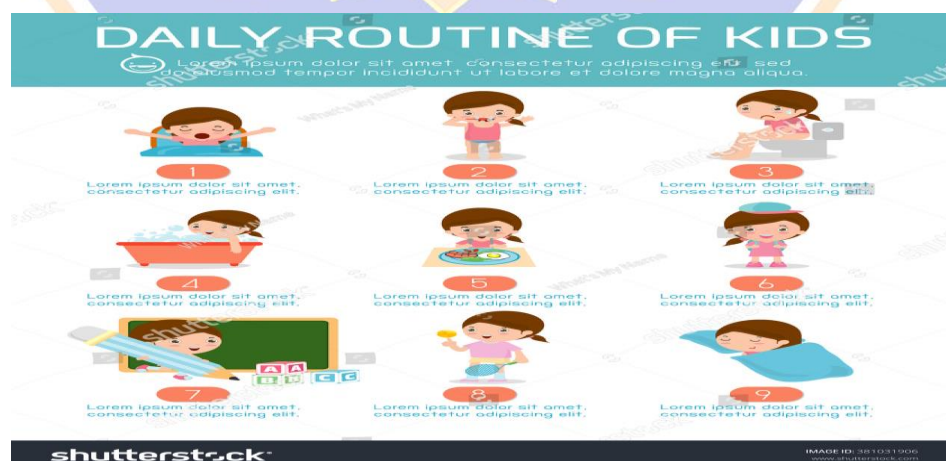
C. Tujuan Pembelajaran

Melalui aktifitas bermain game (*Gamification based on Balinese Local Story Manik Angkeran*) siswa mampu untuk:

1. Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game
2. Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game
3. Mengurutkan gambar mengenai kegiatan sehari-hari berdasarkan audio listening yang diberikan

D. Materi Pembelajaran

The definition of Daily Activity is the things we normally do in daily living including any daily activity we perform for self-care such as feeding ourselves, bathing, dressing, grooming, work, homemaking, and leisure.



E. Metode Pembelajaran

- a. Approach : Scientific Approach
- b. Metode : Cooperative Learning
- c. Strategi : Tanya Jawab dan *audio listening*.

F. Alat dan Media Pembelajaran

1. Papan Tulis	2. LCD	5 Gamification based on Balinese Local Story
3. Spidol	4. Audio & Sound	6. Laptop

G. Sumber Pembelajaran

- 1. Buku Teks Bahasa Inggris Sekolah Dasar
- 2. Infographic
<https://avopix.com/premium-photo/381031906-shutterstock-daily-routine-daily-routine-of-happy>
- 3. Video <https://www.youtube.com/watch?v=k0FHGnc6iHg>

H. Langkah-Langkah Kegiatan

Pembukaan

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru masuk kelas, memberi salam, memimpin doa, mengecek kehadiran siswa, serta guru mengkondisikan kelas	1 Siswa menjawab salam dari guru dan mengikuti instruksi dari guru untuk kegiatan selanjutnya.	5 menit	Religius
2. Guru melakukan apersepsi: <i>what do you do after waking up in the morning?</i>	2. Siswa menjawab apersepsi yang diberikan oleh guru		Berkomunikasi

Kegiatan Inti

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru menayangkan video terkait dengan materi <i>daily activity</i>	1. Siswa menyimak video yang diberikan oleh guru	5 menit	Observing
2. Guru memberikan kesempatan kepada	2. Siswa memberikan		Questioning

siswa untuk bertanya terkait dengan materi yang terdapat dalam video	pertanyaan terkait dengan materi yang ada dalam video		
3. Guru memberikan penjelasan terkait dengan materi <i>daily activity</i> berdasarkan buku ajar bahasa Inggris dan infographic	3. Siswa memperhatikan dan menyerap informasi terkait dengan materi <i>daily activity</i> berdasarkan buku ajar dan infographic	5 menit	Exploring
4. Guru menginstruksikan siswa untuk membentuk kelompok yang terdiri dari 1 kelompok 4 orang.	4. Siswa membentuk kelompok sesuai instruksi guru dalam hal ini siswa membentuk kelompok secara mandiri.	50 menit	
5. Guru menggunakan media Gamification based on Balinese local story Manik Angkeran untuk memberikan informasi tentang <i>daily activity</i> sesuai dengan cerita yang terdapat di dalam game	5. Siswa bermain Gamification based on Balinese Local Story Manik Angkeran di dalam kelas. Siswa bermain game dan memahami cerita terutama terkait dengan <i>daily activity</i> yang terdapat di dalam game.		
6. Guru memberikan <i>worksheet</i> kepada siswa terkait dengan <i>daily activity</i> berdasarkan cerita yang terdapat di dalam game. Kemudian guru dan siswa bersama-sama membahas <i>worksheet</i> tersebut.	6. Siswa mengerjakan <i>worksheet</i> dengan menulis <i>daily activity</i> sesuai dengan cerita yang terdapat di dalam game dan memberikan tanda (✓) yang manakah <i>daily activity</i> yang positif dan negatif. Kemudian siswa dan guru membahas <i>worksheet</i> tersebut.		Associating
7. Guru menginstruksikan	7. Siswa melakukan instruksi guru		Communicati on

siswa untuk mendengarkan <i>audio listening</i> yang di dalamnya terdapat clue untuk kegiatan mengurutkan gambar	dengan menganalisis gambar serta mendengarkan clue untuk kegiatan mengurutkan gambar		
8. Guru membahas jawaban yang ditemukan siswa. Dalam hal ini guru memberikan koreksi dan klarifikasi terkait dengan jawaban siswa.	8. Siswa membahas jawaban yang telah ditemukan dan melakukan koreksi terkait dengan jawaban yang telah dibuat.		

Kegiatan Penutup

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru memberikan kesempatan kepada siswa untuk menyimpulkan pembelajaran	1. Siswa menyimpulkan pembelajaran	5 menit	Berkomunikasi
2. Guru menginformasikan rencana pembelajaran untuk pertemuan berikutnya.	2. Siswa menyimak informasi yang diberikan oleh guru		Menyimak
3. Guru mengajak siswa untuk berdoa	3. Siswa diajak berdoa oleh guru		Religius

I. Instrumen

Instrumen 1 Worksheet (Lembar Kerja)

Lembar Kerja siswa digunakan untuk menentukan dan mengidentifikasi jenis-jenis *daily activity* berdasarkan pada cerita Manik Angkeran.

Petunjuk:

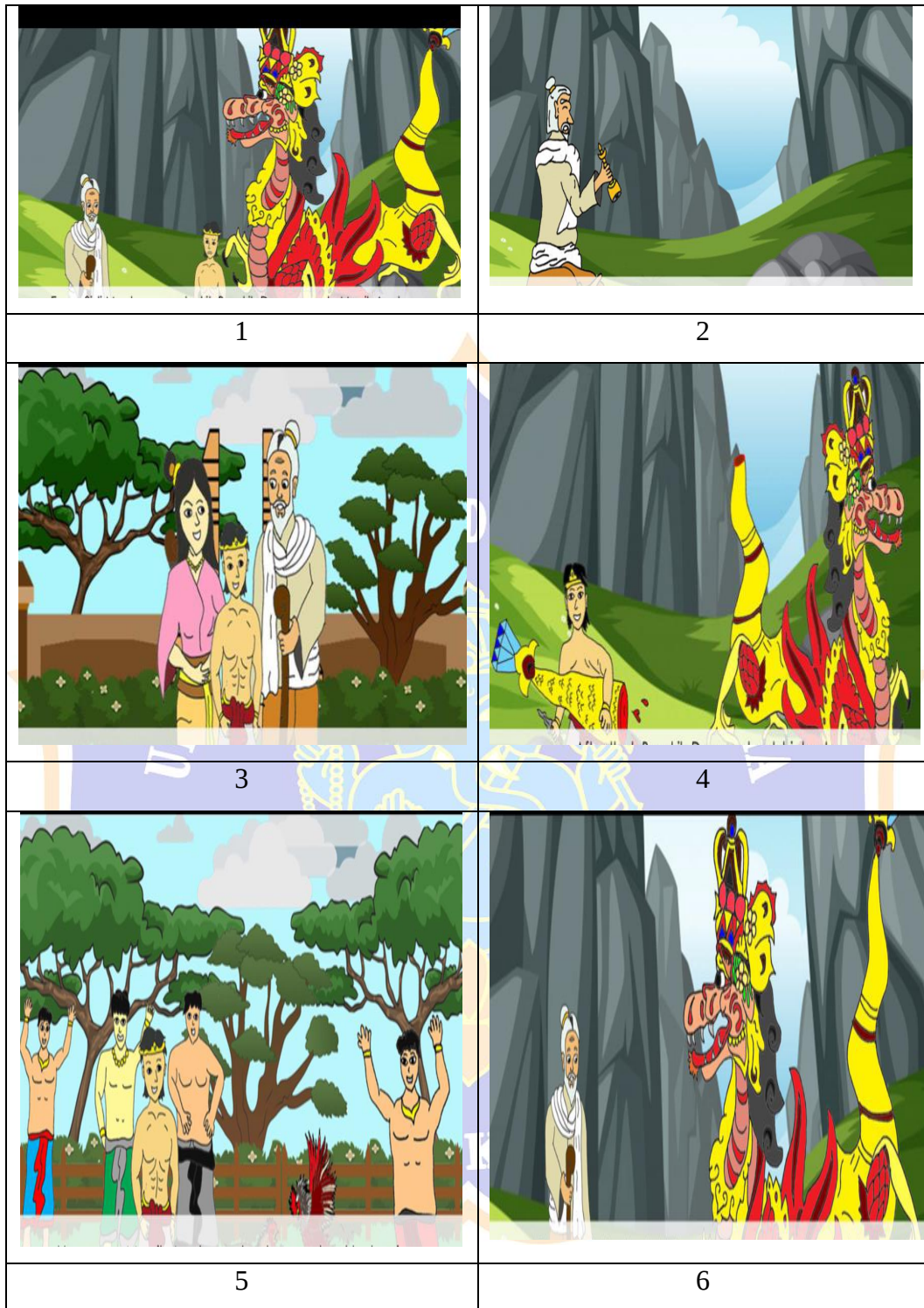
1. Dengar dan amati cerita yang terdapat di dalam game
2. Tentukan *daily activity* yang terdapat di dalam cerita pada game
3. Berikan tanda (√) pada kolom positif jika *daily activity* termasuk positif
4. Berikan tanda (√) pada kolom negative jika *daily activity* termasuk negatif
5. Guru dan siswa membahas jawaban yang telah dibuat

No	Daily Activities	Positif	Negatif

Instrumen 2 Kegiatan Mengurutkan gambar

Audio Listening Clues:

1. Once upon a time, there was Manik Angkeran, Mpu Sidhi Mantra, and his wife
2. Manik Angkeran gambling every day and he always lost
3. Mpu Sidhi Mantra prayed to Naga Besukih every day
4. Naga Besukih usually gave diamond to pay the debt
5. Manik Angkeran cut Naga Besukih tail and Naga Besukih killed Manik Angkeran
6. Naga Besukih revived Manik Angkeran for Mpu Sidhi Mantra



Jawaban: 3-5-2-6-4-1

J. Rubrik Penilaian

Rubrik Penilaian: Kompetensi Pengetahuan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian						
Tes Tulis	1. Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game 2. Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game	Menentukan dan Mengidentifikasi jenis-jenis kegiatan berdasarkan cerita pada game	<table><tr><th>Uraian</th><th>Skor</th></tr><tr><td>Jawaban benar</td><td>1</td></tr><tr><td>Jawaban salah</td><td>0</td></tr></table> Total Skor = <u>skor yang didapat X skor maksimal</u> 10	Uraian	Skor	Jawaban benar	1	Jawaban salah	0
Uraian	Skor								
Jawaban benar	1								
Jawaban salah	0								

Rubrik Penilaian : Kompetensi Keterampilan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian
Tes Tulis	Mengurutkan gambar mengenai kegiatan sehari-hari berdasarkan audio listening yang diberikan.	Mengurutkan gambar berdasarkan clue yang diberikan	$\frac{\text{Jawaban benar} \times 10}{6}$

4. Lesson Plan Meeting 4

Rencana Pelaksanaan Pembelajaran (RPP)

Satuan Pendidikan : SD Negeri 2 Anturan
 Mata Pelajaran : Bahasa Inggris
 Kelas/ Semester : V/ I
 Materi Pokok : Daily Activity
 Alokasi Waktu : 2 x 35 menit (1 x Pertemuan)

A. Kompetensi Inti

Kompetensi Inti 1: Menerima, menjalankan, dan menghargai ajaran agama yang dianutnya

Kompetensi Inti 2: Menunjukkan perilaku jujur, disiplin, tanggung jawab, santun, peduli, dan percaya diri dalam berinteraksi dengan keluarga, teman, guru, dan tetangganya serta cinta tanah air.

Kompetensi Inti 3: Memahami pengetahuan faktual dan konseptual dengan cara mengamati, menanya dan mencoba berdasarkan rasa ingin tentang dirinya, makhluk ciptaan Tuhan dan kegiatannya, dan benda-benda yang dijumpainya di rumah, di sekolah dan tempat bermain

Kompetensi Inti 4: Menyajikan pengetahuan faktual dan konseptual dalam bahasa yang jelas, sistematis, logis dan kritis, dalam karya yang estetis, dalam gerakan yang mencerminkan anak sehat, dan dalam tindakan yang mencerminkan perilaku anak beriman dan berakhlak mulia

B. Kompetensi Dasar dan Indikator

KI.	Kompetensi Dasar	Indikator Pencapaian Kompetensi
3.	3.4 Mengidentifikasi jenis-jenis kegiatan yang ada di lingkungan sekitar	3.4.1 Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game 3.4.2 Mengidentifikasi jenis-jenis kegiatan di lingkungan

		sekitar sesuai dengan cerita yang terdapat di dalam game
4.	4.4 Menganalisis kegiatan yang di lakukan di lingkungan sekitar.	4.4.1 Mengurutkan gambar mengenai kegiatan sehari-hari berdasarkan audio listening yang diberikan.

C. Tujuan Pembelajaran

Melalui aktifitas bermain game (*Gamification based on Balinese Local Story I Sugih and I Tiwas*) siswa mampu untuk:

1. Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game
2. Mengidentifikasi jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game
3. Mengurutkan gambar mengenai kegiatan sehari-hari berdasarkan audio listening yang diberikan

D. Materi Pembelajaran

The definition of Daily Activity is the things we normally do in daily living including any daily activity we perform for self-care such as feeding ourselves, bathing, dressing, grooming, work, homemaking, and leisure.



E. Metode Pembelajaran

- a. Approach : Scientific Approach
- b. Metode : Cooperative Learning
- c. Strategi : Tanya Jawab dan *audio listening*.

F. Alat dan Media Pembelajaran

1. Papan Tulis	2. LCD	5 Gamification based on Balinese Local Story
3. Spidol	4. Audio & Sound	6. Laptop

G. Sumber Pembelajaran

- 1. Buku Teks Bahasa Inggris Sekolah Dasar
- 2. Infographic
https://www.123rf.com/photo_116271683_stock-vector-daily-routine-daily-routine-of-happy-kids-infographic-element-health-and-hygiene-daily-routines-for-.html
- 3. Video <https://www.youtube.com/watch?v=eUXkj6j6Ezw>

H. Langkah-Langkah Kegiatan

Pembukaan

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru masuk kelas, memberi salam, memimpin doa, mengecek kehadiran siswa, serta guru mengkondisikan kelas	2. Siswa menjawab salam dari guru dan mengikuti instruksi dari guru untuk kegiatan selanjutnya.	5 menit	Religius
2. Guru melakukan apersepsi: <i>could you mention the daily activity that you do?</i>	2. Siswa menjawab apersepsi yang diberikan oleh guru		Berkomunikasi

Kegiatan Inti

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru menayangkan video terkait dengan materi <i>daily activity</i>	1. Siswa menyimak video yang diberikan oleh guru	5 menit	Observing

2. Guru memberikan kesempatan kepada siswa untuk bertanya terkait dengan materi yang terdapat dalam video	2. Siswa memberikan pertanyaan terkait dengan materi yang ada dalam video		Questioning
3. Guru memberikan penjelasan terkait dengan materi <i>daily activity</i> berdasarkan buku ajar bahasa Inggris dan infographic	3. Siswa memperhatikan dan menyerap informasi terkait dengan materi <i>daily activity</i> berdasarkan buku ajar dan infographic	5 menit	Exploring
4. Guru menginstruksikan siswa untuk membentuk kelompok yang terdiri dari 1 kelompok 4 orang.	4. Siswa membentuk kelompok sesuai instruksi guru dalam hal ini siswa membentuk kelompok secara mandiri.	50 menit	Associating Communicati on
5. Guru menggunakan media Gamification based on Balinese local story I Sugih and I Tiwas untuk memberikan informasi tentang <i>daily activity</i> sesuai dengan cerita yang terdapat di dalam game	5. Siswa bermain Gamification based on Balinese Local Story I Sugih and I Tiwas di dalam kelas. Siswa bermain game dan memahami cerita terutama terkait dengan <i>daily activity</i> yang terdapat di dalam game.		
6. Guru memberikan <i>worksheet</i> kepada siswa terkait dengan <i>daily activity</i> berdasarkan cerita yang terdapat di dalam game. Kemudian guru dan siswa bersama-sama membahas <i>worksheet</i> tersebut.	6. Siswa mengerjakan <i>worksheet</i> dengan menulis <i>daily activity</i> sesuai dengan cerita yang terdapat di dalam game dan memberikan tanda (✓) yang manakah <i>daily activity</i> yang positif dan negatif. Kemudian siswa dan guru membahas <i>worksheet</i> tersebut.		

7. Guru menginstruksikan siswa untuk mendengarkan <i>audio listening</i> yang di dalamnya terdapat clue untuk kegiatan mengurutkan gambar	7. Siswa melakukan instruksi guru dengan menganalisis gambar serta mendengarkan clue untuk kegiatan mengurutkan gambar		
8. Guru membahas jawaban yang ditemukan siswa. Dalam hal ini guru memberikan koreksi dan klarifikasi terkait dengan jawaban siswa.	8. Siswa membahas jawaban yang telah ditemukan dan melakukan koreksi terkait dengan jawaban yang telah dibuat.		

Kegiatan Penutup

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru memberikan kesempatan kepada siswa untuk menyimpulkan pembelajaran	1. Siswa menyimpulkan pembelajaran	5 menit	Berkomunikasi
2. Guru menginformasikan rencana pembelajaran untuk pertemuan berikutnya.	2. Siswa menyimak informasi yang diberikan oleh guru		Menyimak
3. Guru mengajak siswa untuk berdoa	3. Siswa diajak berdoa oleh guru		Religius

I. Instrument

Instrumen 1 Worksheet (Lembar Kerja)

Petunjuk:

1. Dengar dan amati cerita yang terdapat di dalam game
2. Tentukan *daily activity* yang terdapat di dalam cerita pada game
3. Berikan tanda (√) pada kolom positif jika *daily activity* termasuk positif
4. Berikan tanda (√) pada kolom negative jika *daily activity* termasuk negatif
5. Guru dan siswa membahas jawaban yang telah dibuat

No	Daily Activities	Positif	Negatif

Instrumen 2 Kegiatan Mengurutkan gambar

Audio Listening Clues:

1. Once upon a time there was I Sugih and I Tiwas
2. I Sugih always misbehave every day
3. I Tiwas always well behave every day
4. I Tiwas caught louse every day
5. I Tiwas pounded rice every day
6. I Tiwas met with deer
7. I Tiwas was very happy every day because she got a lot of gold from the deer

	
1	2



Jawaban : 3-2-4-1-6-5-7

J. Rubrik Penilaian

Rubrik Penilaian: Kompetensi Pengetahuan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian						
Tes Tulis	1. Menentukan jenis-jenis kegiatan di lingkungan sekitar sesuai dengan cerita yang terdapat di dalam game 2. Mengidentifikasi jenis-jenis kegiatan di lingkungan	Menentukan dan Mengidentifikasi jenis-jenis kegiatan berdasarkan cerita pada game	<table><tr><th>Uraian</th><th>Skor</th></tr><tr><td>Jawaban benar</td><td>1</td></tr><tr><td>Jawaban salah</td><td>0</td></tr></table> Total Skor = <u>skor yang didapat X skor maksimal</u>	Uraian	Skor	Jawaban benar	1	Jawaban salah	0
Uraian	Skor								
Jawaban benar	1								
Jawaban salah	0								

	sekitar sesuai dengan cerita yang terdapat di dalam game		10
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Rubrik Penilaian : Kompetensi Keterampilan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian
Tes Tulis	Mengurutkan gambar mengenai kegiatan sehari-hari berdasarkan audio listening yang diberikan.	Mengurutkan gambar berdasarkan clue yang diberikan	$\frac{\text{Jawaban benar} \times 10}{6}$

5. Lesson Plan Meeting 5

**Rencana Pelaksanaan Pembelajaran
(RPP)**

Satuan Pendidikan : SD Negeri 2 Anturan
 Mata Pelajaran : Bahasa Inggris
 Kelas/ Semester : V/ I
 Materi Pokok : Things in the place
 Alokasi Waktu : 2 x 35 menit (1 x Pertemuan)

A. Kompetensi Inti

Kompetensi Inti 1: Menerima, menjalankan, dan menghargai ajaran agama yang dianutnya

Kompetensi Inti 2: Menunjukkan perilaku jujur, disiplin, tanggung jawab, santun, peduli, dan percaya diri dalam berinteraksi dengan keluarga, teman, guru, dan tetangganya serta cinta tanah air.

Kompetensi Inti 3: Memahami pengetahuan faktual dan konseptual dengan cara mengamati, menanya dan mencoba berdasarkan rasa ingin tentang dirinya, makhluk ciptaan Tuhan dan kegiatannya, dan benda-benda yang dijumpainya di rumah, di sekolah dan tempat bermain

Kompetensi Inti 4: Menyajikan pengetahuan faktual dan konseptual dalam bahasa yang jelas, sistematis, logis dan kritis, dalam karya yang estetis, dalam gerakan yang mencerminkan anak sehat, dan dalam tindakan yang mencerminkan perilaku anak beriman dan berakhlak mulia

B. Kompetensi Dasar dan Indikator

KI.	Kompetensi Dasar	Indikator Pencapaian Kompetensi
3.	3.7 Mengidentifikasi benda atau gambar berdasarkan bentuk yang di lingkungan sekitar	3.7.1 Menentukan benda atau gambar berdasarkan <i>setting</i> cerita yang terdapat di dalam game. 3.7.2 Mengklasifikasikan benda

		atau gambar sesuai dengan clue yang terdapat di <i>setting</i> cerita di dalam game
4.	4.7 Menggambarkan jenis-jenis benda yang dijumpai di lingkungan sekitar	4.7.1 Membuat dialog sederhana berdasarkan dengan gambar yang diberikan.

C. Tujuan Pembelajaran

Melalui aktifitas bermain game (*Gamification based on Balinese Local Story Siap Selem*) siswa mampu untuk:

1. Menentukan benda atau gambar berdasarkan *setting* cerita yang terdapat di dalam game
2. Mengklasifikasikan benda atau gambar sesuai dengan clue yang terdapat di *setting* cerita di dalam game
3. Membuat dialog sederhana berdasarkan dengan gambar yang diberikan.

D. Materi Pembelajaran



E. Metode Pembelajaran

- a. Approach : Scientific Approach
- b. Metode : Cooperative Learning
- c. Strategi : Tanya Jawab dan *audio listening*.

F. Alat dan Media Pembelajaran

1. Papan Tulis	2. LCD	5 Gamification based on Balinese Local Story
3. Spidol	4. Audio & Sound	6. Laptop

G. Sumber Pembelajaran

1. Buku Teks Bahasa Inggris Sekolah Dasar
2. Infographic
https://www.google.com/search?safe=strict&biw=1366&bih=654&tbm=isch&sxsr=ACYBGNS02rAR85VWt7T1afObD2ixNxCQmQ%3A1574720348460&sa=1&ei=XFPcXafbG9GvyAOBgLToBA&q=things+in+the+classroom&oq=things+in+the+clas&gs_l=img.1.0.35i39j0i9.204415.209869..212603...0.0..1.283.2636.21j4j1....0....1..gws-wiz-img.....0i30j0i5i30j0i8i30j0i24.r3Vd1BIQ57o#imgsrc=KyRpNss7seE5yM:
3. Video <https://www.youtube.com/watch?v=BpZPV7z9Yq8>

H. Langkah-Langkah Kegiatan

Pembukaan

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru masuk kelas, memberi salam, memimpin doa, mengecek kehadiran siswa, serta guru mengkondisikan kelas	1. Siswa menjawab salam dari guru dan mengikuti instruksi dari guru untuk kegiatan selanjutnya.	5 menit	Religius
2. Guru melakukan apersepsi: <i>could you mention the things around you?</i>	2. Siswa menjawab apersepsi yang diberikan oleh guru		Berkomunikasi

Kegiatan Inti

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru menayangkan video terkait dengan materi <i>things in the place</i>	1. Siswa menyimak video yang diberikan oleh guru	5 menit	Observing
2. Guru memberikan kesempatan kepada siswa untuk bertanya terkait dengan materi yang terdapat dalam video	2. Siswa memberikan pertanyaan terkait dengan materi yang ada dalam video		Questioning
3. Guru memberikan penjelasan terkait	3. Siswa memperhatikan dan	5 menit	Exploring

dengan materi <i>things in the place</i> berdasarkan buku ajar bahasa Inggris dan infographic	menyerap informasi terkait dengan <i>things in the place</i> berdasarkan buku ajar dan infographic		
4. Guru menginstruksikan siswa untuk membentuk kelompok yang terdiri dari 1 kelompok 4 orang.	4. Siswa membentuk kelompok sesuai instruksi guru dalam hal ini siswa membentuk kelompok secara mandiri.	50 menit	
5. Guru menggunakan media Gamification based on Balinese local story Siap Selem untuk memberikan informasi tentang <i>things in the place</i> sesuai dengan cerita yang terdapat di dalam game	5. Siswa bermain Gamification based on Balinese Local Story Siap Selem di dalam kelas. Siswa bermain game dan memahami cerita terutama terkait dengan <i>things in the place</i> yang terdapat di dalam game.		Associating
6. Guru memberikan sebuah audio kepada siswa yang berkaitan dengan <i>things in the place</i> . Bentuk dari soal tersebut adalah klasifikasi benda dengan menjawab True or False	6. Siswa melakukan instruksi yang diberikan oleh guru. Dengan menjawab True or False pada soal tersebut.		Communication
7. Guru menginstruksikan siswa untuk membuat dialog sederhana secara berpasangan berdasarkan gambar yang diberikan	7. Siswa secara berpasangan melakukan instruksi guru dengan membuat dialog sederhana berdasarkan gambar yang diberikan.		
8. Guru memberikan kesempatan kepada siswa untuk menampilkan dialog sederhana yang telah dibuat.	8. Siswa melakukan instruksi dengan menampilkan performance di depan kelas		
9. Guru melakukan	9. Siswa diberi		

evaluasi dan penilaian terhadap performance siswa	evaluasi dan penilaian oleh guru		
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Kegiatan Penutup

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru memberikan kesempatan kepada siswa untuk menyimpulkan pembelajaran	1. Siswa menyimpulkan pembelajaran	5 menit	Berkomunikasi
2. Guru menginformasikan rencana pembelajaran untuk pertemuan berikutnya.	2. Siswa menyimak informasi yang diberikan oleh guru		Menyimak
3. Guru mengajak siswa untuk berdoa	3. Siswa diajak berdoa oleh guru		Religius

I. Instrumen

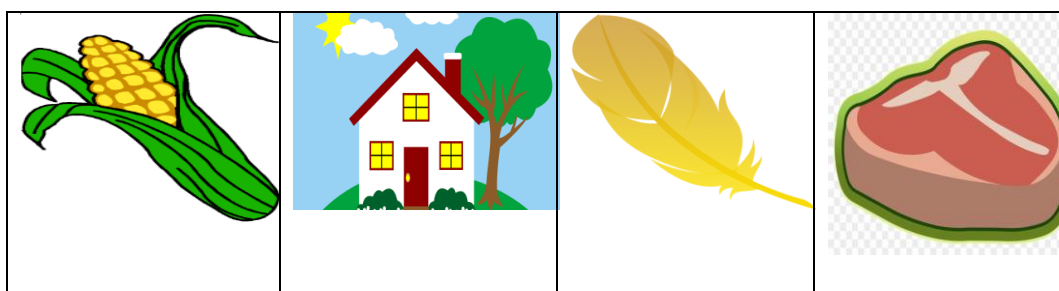
Instrumen 1 Audio Listening

Audio Listening diberikan untuk kegiatan True/False

- | | | |
|-------------------------------|-------|---|
| 1. Doglagan did not have fur | (T/F) | T |
| 2. Siap Selem liked potato | (T/F) | F |
| 3. Men Kuuk had big house | (T/F) | F |
| 4. Men Kuuk liked meat | (T/F) | T |
| 5. Siap Selem had black color | (T/F) | T |

Instrumen 2 Conversation

- Pilihlah salah satu gambar yang disukai
- Gunakan benda yang disukai sebagai topic dalam dialog sederhana
- Buatlah dialog sederhana bersama teman secara berpasangan



J. Rubrik Penilaian

Rubrik Penilaian Pengetahuan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian
Tes Tulis	Mengklasifikasikan benda atau gambar sesuai dengan clue yang terdapat di <i>setting</i> cerita di dalam game	True/False	$\frac{\text{Jawaban benar} \times 10}{5}$

Rubrik Penilaian Keterampilan

Aspects	Weight	Score				
		1	2	3	4	5
Vocabulary	20%					
Fluency	30%					
Pronunciation	10%					
Grammar	10%					
Content	30%					
Teacher Comment						

6. Lesson Plan Meeting 6

**Rencana Pelaksanaan Pembelajaran
(RPP)**

Satuan Pendidikan : SD Negeri 2 Anturan
 Mata Pelajaran : Bahasa Inggris
 Kelas/ Semester : V/ I
 Materi Pokok : Things in the place
 Alokasi Waktu : 2 x 35 menit (1 x Pertemuan)

A. Kompetensi Inti

Kompetensi Inti 1: Menerima, menjalankan, dan menghargai ajaran agama yang dianutnya

Kompetensi Inti 2: Menunjukkan perilaku jujur, disiplin, tanggung jawab, santun, peduli, dan percaya diri dalam berinteraksi dengan keluarga, teman, guru, dan tetangganya serta cinta tanah air.

Kompetensi Inti 3: Memahami pengetahuan faktual dan konseptual dengan cara mengamati, menanya dan mencoba berdasarkan rasa ingin tentang dirinya, makhluk ciptaan Tuhan dan kegiatannya, dan benda-benda yang dijumpainya di rumah, di sekolah dan tempat bermain

Kompetensi Inti 4: Menyajikan pengetahuan faktual dan konseptual dalam bahasa yang jelas, sistematis, logis dan kritis, dalam karya yang estetis, dalam gerakan yang mencerminkan anak sehat, dan dalam tindakan yang mencerminkan perilaku anak beriman dan berakhlak mulia

B. Kompetensi Dasar dan Indikator

KI.	Kompetensi Dasar	Indikator Pencapaian Kompetensi
3.	3.7 Mengidentifikasi benda atau gambar berdasarkan bentuk yang di lingkungan sekitar	3.7.1 Menentukan benda atau gambar berdasarkan <i>setting</i> cerita yang terdapat di dalam game. 3.7.2 Mengklasifikasikan benda

		atau gambar sesuai dengan clue yang terdapat di <i>setting</i> cerita di dalam game
4.	4.7 Menggambarkan jenis-jenis benda yang dijumpai di lingkungan sekitar	4.7.1 Membuat dialog sederhana berdasarkan dengan gambar yang diberikan.

C. Tujuan Pembelajaran

Melalui aktifitas bermain game (*Gamification based on Balinese Local Story I Ketimun Mas*) siswa mampu untuk:

1. Menentukan benda atau gambar berdasarkan *setting* cerita yang terdapat di dalam game
2. Mengklasifikasikan benda atau gambar sesuai dengan clue yang terdapat di *setting* cerita di dalam game
3. Membuat dialog sederhana berdasarkan dengan gambar yang diberikan.

D. Materi Pembelajaran



E. Metode Pembelajaran

- a. Approach : Scientific Approach
- b. Metode : Cooperative Learning
- c. Strategi : Tanya Jawab dan *audio listening*.

F. Alat dan Media Pembelajaran

1. Papan Tulis	2. LCD	5 Gamification based on Balinese Local Story
3. Spidol	4. Audio & Sound	6. Laptop

G. Sumber Pembelajaran

1. Buku Teks Bahasa Inggris Sekolah Dasar
2. Infographic <https://7esl.com/kitchen-vocabulary/>
3. Video <https://www.youtube.com/watch?v=ALYXqLlIpIYE>

H. Langkah-Langkah Kegiatan

Pembukaan

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru masuk kelas, memberi salam, memimpin doa, mengecek kehadiran siswa, serta guru mengkondisikan kelas	1 Siswa menjawab salam dari guru dan mengikuti instruksi dari guru untuk kegiatan selanjutnya.	5 menit	Religius
2. Guru melakukan apersepsi: <i>could you mention the things in the kitchen?</i>	2. Siswa menjawab apersepsi yang diberikan oleh guru		Berkomunikasi

Kegiatan Inti

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru menayangkan video terkait dengan materi <i>things in the kitchen</i>	1. Siswa menyimak video yang diberikan oleh guru	5 menit	Observing
2. Guru memberikan kesempatan kepada siswa untuk bertanya terkait dengan materi yang terdapat dalam video	2. Siswa memberikan pertanyaan terkait dengan materi yang ada dalam video		Questioning
3. Guru memberikan penjelasan terkait dengan materi <i>things in the place</i> berdasarkan buku ajar bahasa Inggris dan infographic	3. Siswa memperhatikan dan menyerap informasi terkait dengan <i>things in the place</i> berdasarkan buku ajar dan infographic	5 menit	Exploring
4. Guru menginstruksikan	4. Siswa membentuk	50 menit	

siswa untuk membentuk kelompok yang terdiri dari 1 kelompok 4 orang.	kelompok sesuai instruksi guru dalam hal ini siswa membentuk kelompok secara mandiri.		
5. Guru menggunakan media Gamification based on Balinese local story I Ketimun Mas untuk memberikan informasi tentang <i>things in the place</i> sesuai dengan cerita yang terdapat di dalam game	5. Siswa bermain Gamification based on Balinese Local Story I Ketimun Mas di dalam kelas. Siswa bermain game dan memahami cerita terutama terkait dengan <i>things in the place</i> yang terdapat di dalam game.		Associating
6. Guru memberikan sebuah audio kepada siswa yang berkaitan dengan <i>things in the place</i> . Bentuk dari soal tersebut adalah klasifikasi benda dengan menjawab True or False	6. Siswa melakukan instruksi yang diberikan oleh guru. Dengan menjawab True or False pada soal tersebut.		Communication
7. Guru menginstruksikan siswa untuk membuat dialog sederhana secara berpasangan berdasarkan gambar yang diberikan	7. Siswa secara berpasangan melakukan instruksi guru dengan membuat dialog sederhana berdasarkan gambar yang diberikan.		
8. Guru memberikan kesempatan kepada siswa untuk menampilkan dialog sederhana yang telah dibuat.	8. Siswa melakukan instruksi dengan menampilkan performance di depan kelas		
9. Guru melakukan evaluasi dan penilaian terhadap performance siswa	9 Siswa diberi evaluasi dan penilaian oleh guru		

Kegiatan Penutup

Kegiatan Belajar		Waktu	Komponen
Guru	Siswa		
1. Guru memberikan kesempatan kepada siswa untuk menyimpulkan pembelajaran	1. Siswa menyimpulkan pembelajaran	5 menit	Berkomunikasi
2. Guru menginformasikan rencana pembelajaran untuk pertemuan berikutnya.	2. Siswa menyimak informasi yang diberikan oleh guru		Menyimak
3. Guru mengajak siswa untuk berdoa	3. Siswa diajak berdoa oleh guru		Religius

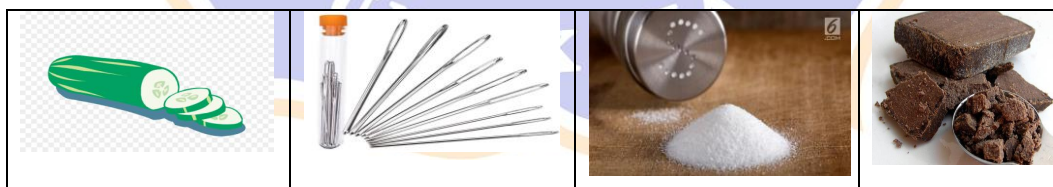
I. Instrumen

Instrumen 1 Audio Listening

1. Buto Ijo gave cucumber seeds (T/F) T
2. The cucumber become red cucumber (T/F) F
3. Needle made Buto Ijo was happy (T/F) F
4. Salt made Buto Ijo fly away (T/F) F
5. Shrimp Paste killed Buto Ijo (T/F) T

Instrumen 2 Conversation

1. Pilihlah salah satu gambar yang disukai
2. Gunakan benda yang disukai sebagai topic dalam dialog sederhana
3. Buatlah dialog sederhana bersama teman secara berpasangan



J. Rubrik Penilaian

Rubrik Penilaian Pengetahuan

Teknik Penilaian	Bentuk Instrumen	Instrumen/ Soal	Rubrik Penilaian
Tes Tulis	Mengklasifikasikan benda atau gambar sesuai dengan clue yang terdapat di <i>setting</i> cerita di dalam game	True/False	$\frac{\text{Jawaban benar} \times 10}{5}$

Rubrik Penilaian Keterampilan

Aspects	Weight	Score				
		1	2	3	4	5
Vocabulary	20%					
Fluency	30%					
Pronunciation	10%					
Grammar	10%					
Content	30%					
Teacher Comment						

Appendix 10 The Result of Pretest and Posttest

Meeting 1	
Pre-test score	Post-test score
Month _____ day _____ Page _____ Name: Putu Dinda ayuni Kamis, 5 Desember 2019 Kls: V (Iind) No: 7 Pre-Test 1. C. 2. A. 3. C $\frac{6 \times 100}{15} = 40$ 4. B 5. D. 6. C 7. C 8. A. 9. D 10. B. 11. C 12. B. 13. D 14. C 15. D	Name: Putu Dinda ayuni Kamis, 5 Desember 2019 Kls: V (Iind) No: 7 Post-Test 1. C 2. A 3. B 4. A $\frac{12 \times 100}{15} = 80$ 5. C 6. A 7. D 8. B 9. C 10. B 11. D 12. B 13. C 14. A 15. B
Meeting 2	
Pre-test score	Post-test score
Date: _____ Name: Iem Rusmini Kls: V No: 15 Pre-Test 1. A 2. B 3. D 4. B 5. C 6. A 7. C 8. D 9. B 10. A 11. B 12. C 13. D 14. A 15. B $\frac{8}{15} \times 100$	Date: _____ Name: Iem Rusmini Kls: V No: 15 Post-Test 1. B 2. C 3. D 4. B 5. C 6. A 7. C 8. D 9. B 10. C 11. B 12. A 13. B 14. A 15. B $\frac{11}{15} \times 100$

Meeting 3

Pre-test score	Post-test score																																																		
Date: _____ Kamis 5 Desember 2019 Nama: made riko wibawa No: 20 Pre - test <table border="0"> <tr><td>☐</td><td>B.</td><td>10</td></tr> <tr><td>☐</td><td>C.</td><td>12 B</td></tr> <tr><td>☒</td><td>D.</td><td>13 A</td></tr> <tr><td>☒</td><td>A.</td><td>14 B</td></tr> <tr><td>☒</td><td>D.</td><td>15 C</td></tr> <tr><td>☒</td><td>C.</td><td></td></tr> <tr><td>☒</td><td>D.</td><td></td></tr> <tr><td>☒</td><td>A.</td><td></td></tr> <tr><td>☒</td><td>B.</td><td></td></tr> <tr><td>☒</td><td>A.</td><td></td></tr> </table> $\frac{6 \times 100}{15} = 40$	☐	B.	10	☐	C.	12 B	☒	D.	13 A	☒	A.	14 B	☒	D.	15 C	☒	C.		☒	D.		☒	A.		☒	B.		☒	A.		No: _____ Date: _____ Kamis 5 Desember 2019 Nama: made riko wibawa No: 20 Post - test <table border="0"> <tr><td>☐</td><td>11 C</td></tr> <tr><td>☒</td><td>12 B</td></tr> <tr><td>☒</td><td>13 A</td></tr> <tr><td>☒</td><td>14 B</td></tr> <tr><td>☒</td><td>15 C</td></tr> <tr><td>☒</td><td>B</td></tr> <tr><td>☒</td><td>A</td></tr> <tr><td>☒</td><td>C</td></tr> <tr><td>☒</td><td>A</td></tr> <tr><td>☒</td><td>D</td></tr> </table> $\frac{12 \times 100}{15} = 80$	☐	11 C	☒	12 B	☒	13 A	☒	14 B	☒	15 C	☒	B	☒	A	☒	C	☒	A	☒	D
☐	B.	10																																																	
☐	C.	12 B																																																	
☒	D.	13 A																																																	
☒	A.	14 B																																																	
☒	D.	15 C																																																	
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☒	A																																																		
☒	C																																																		
☒	A																																																		
☒	D																																																		

Meeting 4

Pre-test score	Post-test score																											
Month: _____ Date: _____ day _____ Page: _____ Nama: PT Sintya gita cahyani No: 21 / k15 = V Pre-Test <table border="0"> <tr><td>1 C</td><td>6 D</td><td>11 B</td></tr> <tr><td>2 A</td><td>7 B</td><td>12 E</td></tr> <tr><td>3 A</td><td>8 A</td><td>13 A</td></tr> <tr><td>4 D</td><td>9 C</td><td>14 D</td></tr> <tr><td>5 A</td><td>10 C</td><td>15 A</td></tr> </table> $\frac{8 \times 100}{15} = 53$	1 C	6 D	11 B	2 A	7 B	12 E	3 A	8 A	13 A	4 D	9 C	14 D	5 A	10 C	15 A	No: _____ Date: _____ Nama: Riku Sinaga gita cahyani No: 21 / V Post-Test <table border="0"> <tr><td>☒</td><td>11 A</td></tr> <tr><td>☒</td><td>12 B</td></tr> <tr><td>☒</td><td>13 A</td></tr> <tr><td>☒</td><td>14 C</td></tr> <tr><td>☒</td><td>15 C</td></tr> <tr><td>☒</td><td>10 B</td></tr> </table> 80	☒	11 A	☒	12 B	☒	13 A	☒	14 C	☒	15 C	☒	10 B
1 C	6 D	11 B																										
2 A	7 B	12 E																										
3 A	8 A	13 A																										
4 D	9 C	14 D																										
5 A	10 C	15 A																										
☒	11 A																											
☒	12 B																											
☒	13 A																											
☒	14 C																											
☒	15 C																											
☒	10 B																											

Meeting 5

Pre-test score		Post-test score	
No. _____ Nama: KD ANDIN PUTRI ANI NO: III (3) Pre-Test 1. A 2. C 3. B 4. A 5. B 6. B 7. A 8. B 9. C 10. A $\frac{5}{15} \times 100$		No. _____ Nama: KD ANDIN PUTRI ANI NO: III Post-Test 1. B 2. A 3. A 4. B 5. D 6. B 7. A 8. C 9. C 10. A 11. A 12. C 13. B 14. D 15. B $\frac{13}{15} \times 100$	

Meeting 6

Pre-test		Post-test	
No. _____ Nama: Putu Dinda ayuni kls: V (ling) No: 7 Pre-Test 1. C 2. A 3. D 4. C 5. A 6. A 7. B 8. A 9. C 10. C 11. B 12. A 13. D 14. C 15. C $\frac{7}{15} \times 100$		No. _____ Nama: Putu Dinda ayuni kls: V (ling) No: 7 Post-Test 1. C 2. A 3. B 4. D 5. D 6. A 7. A 8. A 9. B 10. B 11. C 12. A 13. B 14. C 15. A 73	

Appendix 11. The Analysis of One-Way Anova (Homogeneity)

```
ONEWAY Hasil BY Sekolah
  /STATISTICS HOMOGENEITY
  /MISSING ANALYSIS.
```

Oneway

Test of Homogeneity of Variances

Hasil Belajar Bahasa Inggris

Levene Statistic	df1	df2	Sig.
.579	2	92	.563

ANOVA

Hasil Belajar Bahasa Inggris

	Sum of Squares	df	Mean Square	F	Sig.
Between Groups	307.566	2	153.783	2.025	.138
Within Groups	6988.224	92	75.959		
Total	7295.789	94			

Appendix 12. The Analysis of SPSS

```
EXAMINE VARIABLES=Pretest Posttest
  /PLOT NONE
  /STATISTICS DESCRIPTIVES
  /CINTERVAL 95
  /MISSING LISTWISE
  /NOTOTAL.
```

Explore

Notes		
Output Created		12-JAN-2020 21:00:11
Comments		
Input	Active Dataset	DataSet0
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User-defined missing values for dependent variables are treated as missing.
	Cases Used	Statistics are based on cases with no missing values for any dependent variable or factor used.
Syntax		EXAMINE VARIABLES=Pretest Posttest /PLOT NONE /STATISTICS DESCRIPTIVES /CINTERVAL 95 /MISSING LISTWISE /NOTOTAL.
Resources	Processor Time	00:00:00.00
	Elapsed Time	00:00:00.01

Case Processing Summary

	Valid		Missing		Total	
	N	Percent	N	Percent	N	Percent
Pretest	21	100.0%	0	0.0%	21	100.0%
Posttest	21	100.0%	0	0.0%	21	100.0%

Descriptives

		Statistic	Std. Error
Pretest	Mean	43.4286	.82396
	95% Confidence Interval for Mean	Lower Bound	41.7098
		Upper Bound	45.1473
	5% Trimmed Mean	43.4259	
	Median	43.0000	

Posttest	Variance		14.257	
	Std. Deviation		3.77586	
	Minimum		36.00	
	Maximum		51.00	
	Range		15.00	
	Interquartile Range		4.00	
	Skewness		-.122	.501
	Kurtosis		.339	.972
	Mean		79.9048	.47762
	95% Confidence Interval for Mean	Lower Bound	78.9085	
		Upper Bound	80.9011	
	5% Trimmed Mean		79.8995	
	Median		80.0000	
	Variance		4.790	
	Std. Deviation		2.18872	
	Minimum		76.00	
	Maximum		84.00	
	Range		8.00	
	Interquartile Range		3.50	
	Skewness		-.372	.501
	Kurtosis		-.566	.972

NEW FILE.

DATASET NAME DataSet1 WINDOW=FRONT.

DESCRIPTIVES VARIABLES=Pretest_1 Pretest_2 Pretest_3 Pretest_4
Pretest_5 Pretest_6

/STATISTICS=MEAN STDDEV MIN MAX.

Descriptives

Notes

Output Created		12-JAN-2020 21:02:14
Comments		
Input	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User defined missing values are treated as missing.
	Cases Used	All non-missing data are used.
Syntax		DESCRIPTIVES VARIABLES=Pretest_1 Pretest_2 Pretest_3 Pretest_4 Pretest_5 Pretest_6 /STATISTICS=MEAN STDDEV MIN MAX.
Resources	Processor Time	00:00:00.02
	Elapsed Time	00:00:00.01

[DataSet1]

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Pretest_1	21	26.00	60.00	43.4762	8.31035
Pretest_2	21	26.00	60.00	44.7143	10.36891
Pretest_3	21	26.00	53.00	37.4286	7.75610
Pretest_4	21	26.00	60.00	46.3333	9.51490
Pretest_5	21	26.00	60.00	42.0000	8.53229
Pretest_6	21	33.00	60.00	46.2857	7.90660
Valid N (listwise)	21				

```
DESCRIPTIVES VARIABLES=Posttest_1 Posttest_2 Posttest_3 Posttest_4
Posttest_5 Posttest_6
/STATISTICS=MEAN STDDEV MIN MAX.
```

Descriptives

Notes

Output Created	12-JAN-2020 21:05:06	
Comments		
Input	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User defined missing values are treated as missing.
	Cases Used	All non-missing data are used.
Syntax	DESCRIPTIVES VARIABLES=Posttest_1 Posttest_2 Posttest_3 Posttest_4 Posttest_5 Posttest_6 /STATISTICS=MEAN STDDEV MIN MAX.	
Resources	Processor Time	00:00:00.02
	Elapsed Time	00:00:00.01

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Posttest_1	21	66.00	93.00	76.7619	8.11729
Posttest_2	21	60.00	93.00	80.9524	9.02483
Posttest_3	21	73.00	86.00	81.5238	5.03606
Posttest_4	21	66.00	86.00	80.2381	6.17984
Posttest_5	21	63.00	86.00	79.6190	5.53603
Posttest_6	21	73.00	86.00	79.3810	5.24858
Valid N (listwise)	21				

```
COMPUTE
```

```
Mean_Pretest=MEAN(Pretest_1,Pretest_2,Pretest_3,Pretest_4,Pretest_5,Pretest_6).
```

```
EXECUTE.
```

```
COMPUTE
```

```
Mean_Posttest=MEAN(Posttest_1,Posttest_2,Posttest_3,Posttest_4,Posttest_5,Posttest_6).
```

```
EXECUTE.
```

```
DESCRIPTIVES VARIABLES=Mean_Pretest Mean_Posttest
```

```
/STATISTICS=MEAN STDDEV MIN MAX.
```

Descriptives

Notes

Output Created		12-JAN-2020 21:08:31
Comments		
Input	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User defined missing values are treated as missing.
	Cases Used	All non-missing data are used.
Syntax		DESCRIPTIVES VARIABLES=Mean_Prestest Mean_Posttest /STATISTICS=MEAN STDDEV MIN MAX.
Resources	Processor Time	00:00:00.00
	Elapsed Time	00:00:00.01

Descriptive Statistics

	N	Minimum	Maximum	Mean	Std. Deviation
Mean_Prestest	21	36.17	50.83	43.3730	3.68100
Mean_Posttest	21	76.33	84.00	79.7460	2.10925
Valid N (listwise)	21				

```
EXAMINE VARIABLES=Mean_Prestest Mean_Posttest
/PLOT NPLOT
/STATISTICS NONE
/CINTERVAL 95
/MISSING LISTWISE
/NOTOTAL.
```

Explore

Notes

Output Created		12-JAN-2020 21:20:14
Comments		
Input	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User-defined missing values for dependent variables are treated as missing.
	Cases Used	Statistics are based on cases with no missing values for any dependent variable or factor used.

Syntax	EXAMINE VARIABLES=Mean_Pretest Mean_Posttest /PLOT NONE /STATISTICS DESCRIPTIVES /CINTERVAL 95 /MISSING LISTWISE /NOTOTAL.	
Resources	Processor Time	00:00:00.02
	Elapsed Time	00:00:00.00

Case Processing Summary

	Valid		Cases Missing		Total	
	N	Percent	N	Percent	N	Percent
Mean_Pretest	21	100.0%	0	0.0%	21	100.0%
Mean_Posttest	21	100.0%	0	0.0%	21	100.0%

Descriptives

			Statistic	Std. Error
Mean_Pretest	Mean		43.3730	.80326
	95% Confidence Interval for Mean	Lower Bound	41.6974	
		Upper Bound	45.0486	
	5% Trimmed Mean		43.3651	
	Median		43.1667	
	Variance		13.550	
	Std. Deviation		3.68100	
	Minimum		36.17	
	Maximum		50.83	
	Range		14.67	
	Interquartile Range		4.42	
	Skewness		-.185	.501
	Kurtosis		.253	.972
Mean_Posttest	Mean		79.7460	.46028
	95% Confidence Interval for Mean	Lower Bound	78.7859	
		Upper Bound	80.7062	
	5% Trimmed Mean		79.7046	
	Median		79.8333	
	Variance		4.449	
	Std. Deviation		2.10925	
	Minimum		76.33	
	Maximum		84.00	
	Range		7.67	
	Interquartile Range		3.42	
	Skewness		-.132	.501
	Kurtosis		-.580	.972

Explore

Notes

Output Created		12-JAN-2020 21:12:16
Comments		
Input	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User-defined missing values for dependent variables are treated as missing.
	Cases Used	Statistics are based on cases with no missing values for any dependent variable or factor used.
Syntax		EXAMINE VARIABLES=Mean_Pretest Mean_Posttest /PLOT NPLOT /STATISTICS NONE /INTERVAL 95 /MISSING LISTWISE /NOTOTAL.
Resources	Processor Time	00:00:01.61
	Elapsed Time	00:00:00.71

Case Processing Summary

	Valid		Cases Missing		Total	
	N	Percent	N	Percent	N	Percent
Mean_Pretest	21	100.0%	0	0.0%	21	100.0%
Mean_Posttest	21	100.0%	0	0.0%	21	100.0%

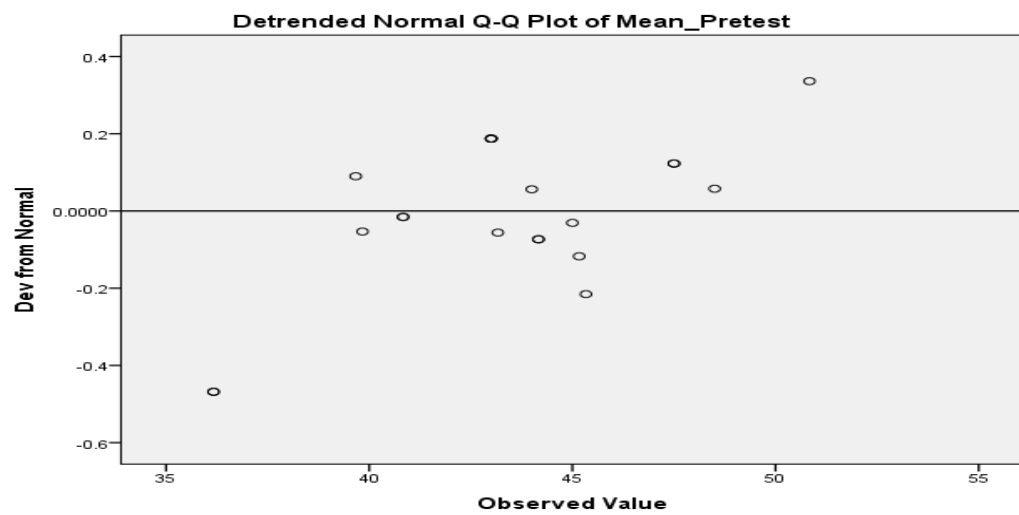
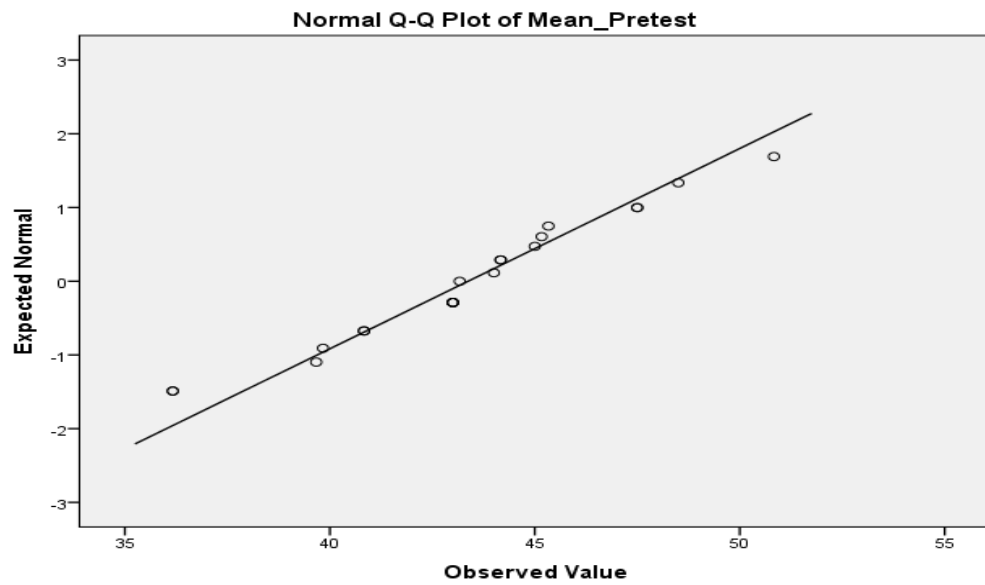
Tests of Normality

	Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Mean_Pretest	.174	21	.097	.965	21	.630
Mean_Posttest	.120	21	.200*	.952	21	.369

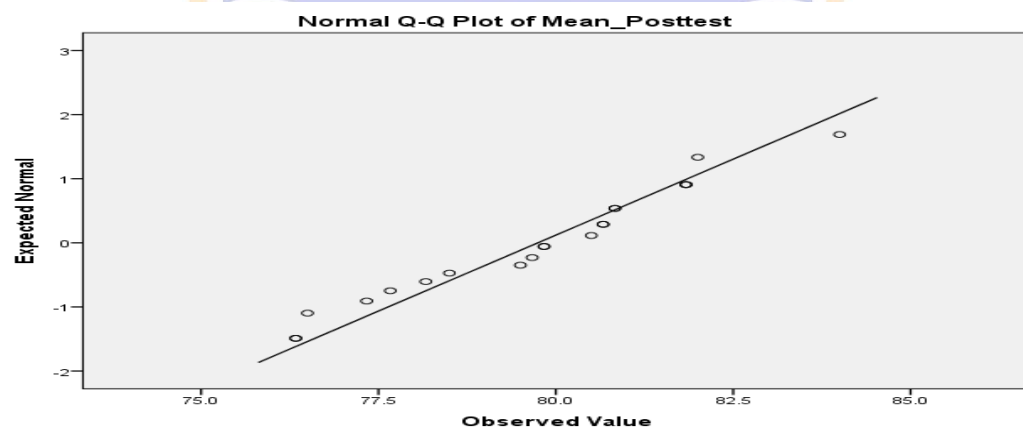
*. This is a lower bound of the true significance.

a. Lilliefors Significance Correction

Mean_Pretest



Mean_Posttest





```
T-TEST PAIRS=Mean_Pretest WITH Mean_Posttest (PAIRED)
/CRITERIA=CI (.9500)
/MISSING=ANALYSIS.
```

T-Test

Notes

Output Created		12-JAN-2020 21:15:41
Comments		
Input	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	21
Missing Value Handling	Definition of Missing	User defined missing values are treated as missing.
	Cases Used	Statistics for each analysis are based on the cases with no missing or out-of-range data for any variable in the analysis.
Syntax		T-TEST PAIRS=Mean_Pretest WITH Mean_Posttest (PAIRED) /CRITERIA=CI(.9500) /MISSING=ANALYSIS.
Resources	Processor Time	00:00:00.00
	Elapsed Time	00:00:00.01

Paired Samples Statistics

		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	Mean_Pretest	43.3730	21	3.68100	.80326
	Mean_Posttest	79.7460	21	2.10925	.46028

Paired Samples Correlations

		N	Correlation	Sig.
Pair 1	Mean_Pretest & Mean_Posttest	21	-.173	.455

Paired Samples Test

		Paired Differences			95% Confidence Interval of the Difference Lower
		Mean	Std. Deviation	Std. Error Mean	
Pair 1	Mean_Pretest - Mean_Posttest	-36.37302	4.54725	.99229	-38.44290

Paired Samples Test

		Paired Differences 95% Confidence Interval of the Difference Upper	t	df	Sig. (2- tailed)
Pair 1	Mean_Pretest - Mean_Posttest	-34.30313	-36.656	20	.000

EXAMINE VARIABLES=Mean_Pretest Mean_Posttest

/PLOT NONE

/STATISTICS DESCRIPTIVES

/CINTERVAL 95

/MISSING LISTWISE

/NOTOTAL.

SAVE TRANSLATE OUTFILE='D:\ARCHIVE\Dio\DATA.xlsx'

/TYPE=XLS

/VERSION=12

/MAP

/FIELDNAMES VALUE=NAMES

/CELLS=VALUES.

Data written to D:\ARCHIVE\Dio\DATA.xlsx.

14 variables and 21 cases written to range: SPSS.

Variable: Pretest_1 Type: Number Width: 8 Dec: 2

Variable: Pretest_2 Type: Number Width: 8 Dec: 2

Variable: Pretest_3 Type: Number Width: 8 Dec: 2

Variable: Pretest_4 Type: Number Width: 8 Dec: 2

Variable: Pretest_5 Type: Number Width: 8 Dec: 2

Variable: Pretest_6 Type: Number Width: 8 Dec: 2

Variable: Posttest_1 Type: Number Width: 8 Dec: 2

Variable: Posttest_2 Type: Number Width: 8 Dec: 2

Variable: Posttest_3 Type: Number Width: 8 Dec: 2

Variable: Posttest_4 Type: Number Width: 8 Dec: 2

Variable: Posttest_5 Type: Number Width: 8 Dec: 2

Variable: Posttest_6 Type: Number Width: 8 Dec: 2

Variable: Mean_Pretest Type: Number Width: 8 Dec: 2

Variable: Mean_Posttest Type: Number Width: 8 Dec: 2

Group 1		Group 2	
Mean (M):	43.37	Mean (M):	79.74
Standard deviation (s):	3.681	Standard deviation (s):	2.188
Sample size (n):	21	Sample size (n):	21

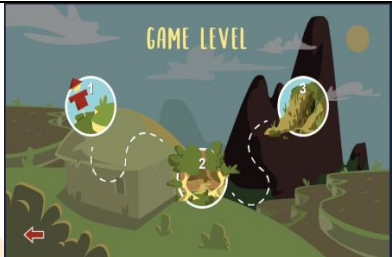
Cohen's $d = (79.74 - 43.37) / 3.027962 = 12.01138$.



Appendix 13. Treatment Instrument

I Cupak and I Gerantang







In a peaceful village, there lived two brothers. The older brother was Cupak. He was lazy and greedy person, had ugly face with mustache and beard.

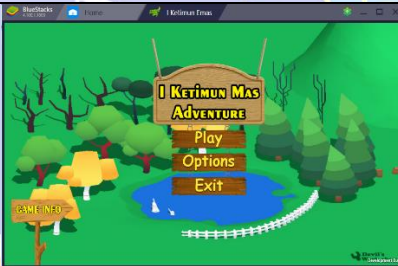
01:00

LEVEL 1
CHOOSING THE APPROPRIATE PLACE

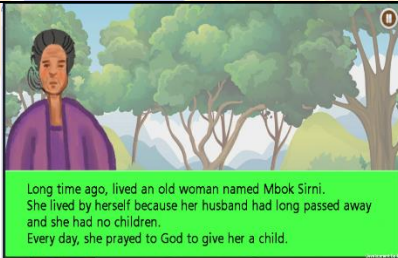
INSTRUCTION :
I Cupak and I Gerantang want to herd cows and plant rice. Help them to choose suitable place!
To choose answer, please pick one of the pictures shown on the screen!

TAP SCREEN TO CONTINUE

I Ketimun Emas







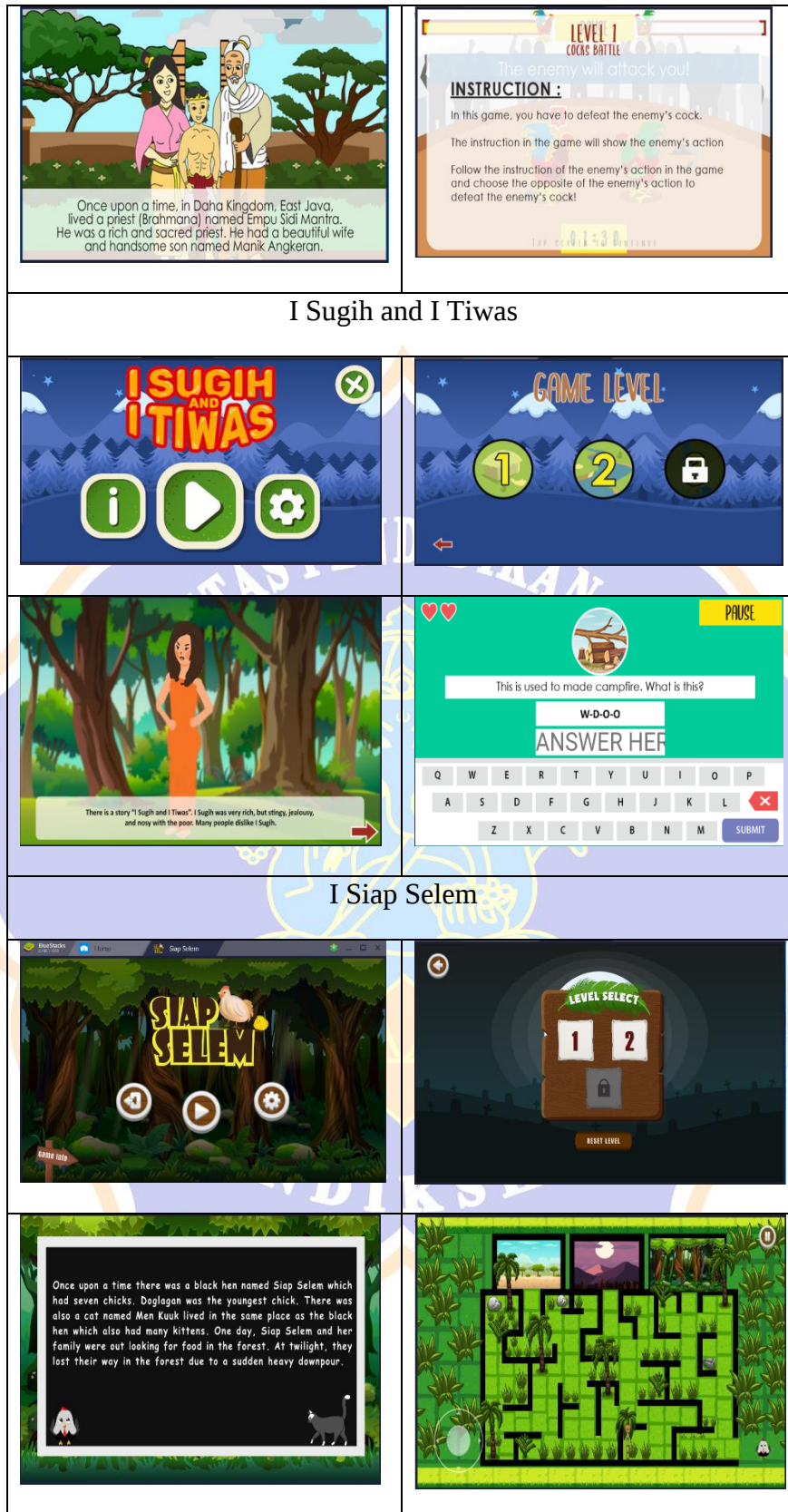
Long time ago, lived an old woman named Mbok Sirni. She lived by herself because her husband had long passed away and she had no children. Every day, she prayed to God to give her a child.



Manik Angkeran







Appendix 14. Documentations

Giving Pre-test



Experimentation Process



Activity Process (Giving Treatment)





Discussion Activity



Reflection Activity



Giving Post-test



RIWAYAT HIDUP



I Komang Agus Dio Aditya lahir di Semarapura, 05 Desember 1997. Penulis lahir dari pasangan suami-istri atas nama I Made Dana Astawa dan Ni Luh Wati. Penulis berkebangsaan Indonesia dan memeluk agama Hindu. Kini penulis tinggal di Desa Selat Kelod, Kecamatan Selat, Kabupaten Karangasem. Penulis menempuh pendidikan sekolah dasar di SD Negeri 1 Selat dan lulus pada tahun 2010. Kemudian melanjutkan pendidikan di SMP Negeri 2 Selat dan lulus pada tahun 2013. Selanjutnya menempuh pendidikan kejuruan di SMK Negeri 1 Klungkung dan lulus pada tahun 2016. Penulis menempuh pendidikan tinggi di Universitas Pendidikan Ganesha (Undiksha) Singaraja dengan mengambil program studi Pendidikan Bahasa Inggris. Pada tahun 2020 penulis telah menyelesaikan skripsi dengan judul “The Effect of Gamification Based On Balinese Local Story As A Teaching Media Toward 5th Grade Students’ Listening Comprehension At Elementary School.

