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<tr><td rowspan="2"></td><td colspan="5">Universitas Negeri Surabaya
Fakultas Bahasa dan Seni
Program Studi S1 Pendidikan Bahasa Inggris</td><td>Kode Dokumen</td></tr>
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Universitas Negeri Surabaya
Fakultas Bahasa dan Seni
Program Studi S1 Pendidikan Bahasa Inggris

Kode Dokumen

RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH (MK)	KODE	Rumpun MK	BOBOT (sks)			SEMESTER	Tgl Penyusunan
GAMES, SONGS, AND STORYTELLING	8820303304	Mata Kuliah Wajib Program Studi	T=2	P=1	ECTS=4.77	5	21 November 2024

OTORISASI	Pengembang RPS	Koordinator RMK	Koordinator Program Studi
	....	....	Dr. Him'mawan Adi Nugroho, S.Pd., M.Pd.

Model Pembelajaran	**Project Based Learning**

Capaian Pembelajaran (CP)	**CPL-PRODI yang dibebankan pada MK**
	Capaian Pembelajaran Mata Kuliah (CPMK)

CPMK - 1	Understanding the basic concepts, techniques, and procedures of English language teaching through games, songs, and storytelling
CPMK - 2	Planning, implementing, and evaluating English language teaching through games, songs, and storytelling
CPMK - 3	Developing a practical handbook of teaching English through games, songs, and storytelling

Matrik CPL - CPMK

CPMK
CPMK-1
CPMK-2
CPMK-3

Matrik CPMK pada Kemampuan akhir tiap tahapan belajar (Sub-CPMK)

CPMK	Minggu Ke															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CPMK-1																
CPMK-2																
CPMK-3																

Deskripsi Singkat MK	

Pustaka	**Utama :**
	1. Celce-Murcia, Marianne. 2001. Teaching English as a Second or Foreign Language. Boston: Heinle & Heinle, Thomson Learning. Inc 2. Harmer, Jeremy. 2007. The Practice of English Language Teaching. Essex: Pearson Education Limited. 3. Hill, Jonnie, Sumarniningsih, and Lestari, Lies Amin. 2012. Games and Music in ELT. Surabaya: Petra Revka.
	Pendukung :

Dosen Pengampu	Sumarniningsih, S.Pd., M.Pd. Dr. Ririn Pusparini, S.Pd., M.Pd.

Mg Ke-	Kemampuan akhir tiap tahapan belajar (Sub-CPMK)	Penilaian		Bentuk Pembelajaran, Metode Pembelajaran, Penugasan Mahasiswa, [Estimasi Waktu]		Materi Pembelajaran [Pustaka]	Bobot Penilaian (%)
		Indikator	Kriteria & Bentuk	Luring (*offline*)	Daring (*online*)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	Being able to understand the basic concepts, techniques, and procedures of English language teaching through games, songs, and story telling. PLO-2	Being able to select traditional and contemporary games in TEFL	**Bentuk Penilaian** : Aktifitas Partisipasif	Project Based Learning 2 X 50			3%
2	Being able to understand the basic concepts, techniques, and procedures of English language teaching through games, songs, and story telling. PLO-2	1.Being able to select traditional and contemporary games, songs, and stories used in TEFL 2.Being able to identify appropriate techniques and procedures in teaching English through games, songs, and stories		Project Based Learning 2 X 50			0%
3	Being able to understand the basic concepts, techniques, and procedures of English language teaching through games, songs, and story telling. PLO-2	1.Being able to select traditional and contemporary games, songs, and stories used in TEFL 2.Being able to identify appropriate techniques and procedures in teaching English through games, songs, and stories		Project Based Learning 2 X 50			0%
4	Being able to apply appropriate techniques, and procedures of English language teaching through games and songs and be able to do story telling in interesting way.	1.Being able to apply appropriate techniques and procedures of English teaching through games and songs 2.Being able to tell stories interestingly to facilitate the students learning		Project Based Learning 2 X 50			0%

5	Being able to apply appropriate techniques, and procedures of English language teaching through games and songs and be able to do story telling in interesting way.	1. Being able to apply appropriate techniques and procedures of English teaching through games and songs 2. Being able to tell stories interestingly to facilitate the students learning		Project Based Learning 2 X 50			0%
6	Being able to make use relevant learning sources and IT as media to teach English through games, songs, and story telling	1. Being able to select suitable and relevant learning sources and IT as media to teach English through games, songs, and story telling 2. Being able to use them in teaching English		Project Based Learning 2 X 50			0%
7	Being able to make use relevant learning sources and IT as media to teach English through games, songs, and story telling	1. Being able to select suitable and relevant learning sources and IT as media to teach English through games, songs, and story telling 2. Being able to use them in teaching English		Project Based Learning 2 X 50			0%
8	Mid-term Test			2 X 50			0%
9	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics.	1. Being able to plan the project on designing and developing games, songs, and stories to teach English at junior and senior high school level 2. Being able to design and develop games, songs, and stories to teach English at junior and senior high school level		Project Based Learning 2 X 50			0%

10	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics.	1. Being able to plan the project on designing and developing games, songs, and stories to teach English at junior and senior high school level 2. Being able to design and develop games, songs, and stories to teach English at junior and senior high school level		Project Based Learning 2 X 50			0%
11	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics.	1. Being able to plan the project on designing and developing games, songs, and stories to teach English at junior and senior high school level 2. Being able to design and develop games, songs, and stories to teach English at junior and senior high school level		Project Based Learning 2 X 50			0%
12	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics.	1. Being able to plan the project on designing and developing games, songs, and stories to teach English at junior and senior high school level 2. Being able to design and develop games, songs, and stories to teach English at junior and senior high school level		Project Based Learning 2 X 50			0%

No							
13	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics.	1. Being able to plan the project on designing and developing games, songs, and stories to teach English at junior and senior high school level 2. Being able to design and develop games, songs, and stories to teach English at junior and senior high school level		Project Based Learning 2 X 50			0%
14	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics. PLO-12	1. Being able to design games, songs, and stories to teach English at junior and senior high school level 2. Being able to present the project designed before		Project Based Learning 2 X 50			0%
15	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics. PLO-12	1. Being able to design games, songs, and stories to teach English at junior and senior high school level 2. Being able to present the project designed before		Project Based Learning 2 X 50			0%
16	Being able to be responsible for accomplishing a project on designing and developing language games and songs to teach English at junior and senior high school level that conform the learning objectives and learner's characteristics. PLO-12	1. Being able to design games, songs, and stories to teach English at junior and senior high school level 2. Being able to present the project designed before		Project Based Learning 2 X 50			0%

Rekap Persentase Evaluasi : Project Based Learning

No	Evaluasi	Persentase
1.	Aktifitas Partisipasif	3%
		3%

Catatan

1. **Capaian Pembelajaran Lulusan Prodi (CPL - Prodi)** adalah kemampuan yang dimiliki oleh setiap lulusan prodi yang merupakan internalisasi dari sikap, penguasaan pengetahuan dan ketrampilan sesuai dengan jenjang prodinya yang diperoleh melalui proses pembelajaran.
2. **CPL yang dibebankan pada mata kuliah** adalah beberapa capaian pembelajaran lulusan program studi (CPL-Prodi) yang digunakan untuk pembentukan/pengembangan sebuah mata kuliah yang terdiri dari aspek sikap, ketrampilan umum, ketrampilan khusus dan pengetahuan.
3. **CP Mata kuliah (CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPL yang dibebankan pada mata kuliah, dan bersifat spesifik terhadap bahan kajian atau materi pembelajaran mata kuliah tersebut.
4. **Sub-CPMK Mata kuliah (Sub-CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPMK yang dapat diukur atau diamati dan merupakan kemampuan akhir yang direncanakan pada tiap tahap pembelajaran, dan bersifat spesifik terhadap materi pembelajaran mata kuliah tersebut.
5. **Indikator penilaian** kemampuan dalam proses maupun hasil belajar mahasiswa adalah pernyataan spesifik dan terukur yang mengidentifikasi kemampuan atau kinerja hasil belajar mahasiswa yang disertai bukti-bukti.
6. **Kreteria Penilaian** adalah patokan yang digunakan sebagai ukuran atau tolok ukur ketercapaian pembelajaran dalam penilaian berdasarkan indikator-indikator yang telah ditetapkan. Kreteria penilaian merupakan pedoman bagi penilai agar penilaian konsisten dan tidak bias. Kreteria dapat berupa kuantitatif ataupun kualitatif.
7. **Bentuk penilaian:** tes dan non-tes.
8. **Bentuk pembelajaran:** Kuliah, Responsi, Tutorial, Seminar atau yang setara, Praktikum, Praktik Studio, Praktik Bengkel, Praktik Lapangan, Penelitian, Pengabdian Kepada Masyarakat dan/atau bentuk pembelajaran lain yang setara.
9. **Metode Pembelajaran:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, dan metode lainnya yg setara.
10. **Materi Pembelajaran** adalah rincian atau uraian dari bahan kajian yg dapat disajikan dalam bentuk beberapa pokok dan sub-pokok bahasan.
11. **Bobot penilaian** adalah prosentasi penilaian terhadap setiap pencapaian sub-CPMK yang besarnya proposional dengan tingkat kesulitan pencapaian sub-CPMK tsb., dan totalnya 100%.
12. TM=Tatap Muka, PT=Penugasan terstruktur, BM=Belajar mandiri.