

Appendix 4

LESSON PLAN 1

Subject	: English
Topic	: Automotive
Level	: Class XI of SMK
Semester	: 1st Semester
Time Allocation	: 2 X 45 minutes

I. Standard Competence

The students are able to communicate in english well both in spoken or written form.

II. Basic Competence

- The students are able to guess the words correctly based on some questions.
- The students are able to make sentences by using the vocabulary target.

III. Teaching Learning Activities

A. Pre activity

- The teacher greets the students.
- The teacher checks the attendance list.

- The teacher involves the students in small talk to build up their schemata about the material which is going to be discussed.

For example: what is your ideal?

Do you want to be a mechanic?

B. While activity

- The teacher introduces the second game it is “ Sentence in the Cup” game.
- Then the teacher tells the rule of the game. (they have to act like what they read in the paper they take from the cup).
- The teacher gives the example. The representative of the group will take one paper in the cup and he or she must act like what they read on the paper . for example, the first group should act the person who cleans the tape head. After that the member of the group should guess what he or she is doing. If the group has correct answer the group will be given 10 points. And other groups have a chance to take and act. But if the group has wrong answer other groups have a chance to answer it.
- At the end of the game, the scores are tallied. The group with the most points is the winner.
- Finally, the teacher reviews the vocabularies target by asking them some words that they have learnt in the game.

C. Post activity

- The teacher gives feedback about the pronunciation.
- The teacher reviews the vocabulary target.

IV. Technique

- Parlour Games (Sentence in the Cup).
- Grouping.

V. Media and sources

- Media : Paper
- Source : Students handbook.

VI. Materials

List of words

1. Lifts up
2. Protect
3. repaired
4. Remove
5. made
6. Cover
7. Smooth
8. Repairing
9. carry
10. handle
11. Save
12. Measure
13. Wear
14. Pushes
15. search

VII. Evaluation

The teacher ask the students to make sentences by using words that they have learnt in the game.

LESSON PLAN 2

Subject	: English
Topic	: Automotive
Level	: Class XI of SMK
Semester	: 1st Semester
Time Allocation	: 2 X 45 minutes

I. Standard Competence

The students are able to communicate in english well both in spoken or written form.

II. Basic Competence

- The students are able to guess the words correctly based on some questions.
- The students are able to make sentences by using the vocabulary target.

III. Teaching Learning Activities

A. Pre activity

- The teacher greets the students.
- The teacher checks the attendance list.

- The teacher involves the students in small talk to build up their schemata about the material which is going to be discussed.

For example: what is your ideal?

Do you want to be a mechanic?

B. While activity

- First the teacher tells the students what they are going to do. It is a “Who am I game”.
- Then the teacher tells the rule. (they have to work in group; each group consists of 5-7 people, they have to guess the thing needed in the picture).
- The teacher gives the example.
- The teacher asks them to play the game. It will be started from the first group. A representative of the first group should answer the question given by the other groups. For example, they may ask a question “ Am I a person who work in the hospital?” or “Am I a person who work to repair a machine?” then the first group should answer yes or no based on the right or wrong guess or answer by the other groups. Each groups has the same chance to give their question.
- The teacher allows the groups who give a right question to guess what word the first group thinks of. But if they get the wrong guess they have no chance to give more questions. If other groups can not guess the right question the first group should give clues. And if other groups still can not answer, the first group should tell the word. The right answer will be given 10 score and 0 for the wrong answer.

- At the end of the game the scores are tallied. The group with the most correct answer will be the winner.

C. Post activity

- The teacher gives feedback about the pronunciation.
- The teacher reviews the vocabulary target.

IV. Technique

- Parlour Games (Who Am I).
- Grouping.

V. Media and sources

- Media : Paper
- Source : Students handbook.

VI. Materials

List of Words

1. Multi tester
2. Mechanic
3. Drill
4. Radiator
5. Copper and plastic
6. Speedometer
7. Resistor
8. Electrician
9. Oil filter
10. Easily
11. Hard
12. Old
13. Clean
14. Expensive
15. Manual

VII. Evaluation

The teacher ask the students to make sentences by using words that they have learnt in the game.