

		Universitas Negeri Surabaya Fakultas Bahasa dan Seni Program Studi S1 Sastra Inggris					Kode Dokumen																																											
RENCANA PEMBELAJARAN SEMESTER																																																		
MATA KULIAH (MK)		KODE	Rumpun MK		BOBOT (sks)		SEMESTER	Tgl Penyusunan																																										
Speaking For Daily Context		7920202196			T=2	P=0	ECTS=3.18	2 8 Desember 2025																																										
OTORISASI		Pengembang RPS		Koordinator RMK			Koordinator Program Studi																																											
							ALI MUSTOFA																																											
Model Pembelajaran	Case Study																																																	
Capaian Pembelajaran (CP)	CPL-PRODI yang dibebankan pada MK																																																	
	Capaian Pembelajaran Mata Kuliah (CPMK)																																																	
	Matrik CPL - CPMK																																																	
		CPMK																																																
	Matrik CPMK pada Kemampuan akhir tiap tahapan belajar (Sub-CPMK)																																																	
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th rowspan="2">CPMK</th> <th colspan="16">Minggu Ke</th> </tr> <tr> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th><th>13</th><th>14</th><th>15</th><th>16</th> </tr> </table>																CPMK	Minggu Ke																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																																		
Deskripsi Singkat MK	This subject is specifically designed to give students opportunity to develop and strengthen skills in expressing simple ideas in the form of dialogue and monologue simple and describe the images based on instructions given by using the functions of language that emphasizes the importance of accuracy (pronunciation, stress, and intonation) and smoothness in a variety of situations where English is the medium of communication. The emphasis put on variety, language skills and the balance between input and practice throughout the course will help students become more confident, autonomous and competent speakers of English. All teaching learning activities are conducted through lecturing, discussion and presentation. This subject will be taught by using role-play and simulation methods.																																																	
Pustaka	Utama :		1. Gammidge, Mick. 2004. Speaking Extra: Resource book for multilevel-skills activities. Cambridge: Cambridge. 2. Jones, Leo. Functions of English. Cambridge: Cambridge University Press. 3. Kirkpatrick, Betty. 2004. English for Social Interaction, Social Expressions. Singapore: Learners Publishing Pte Ltd. 4. Tillitt, Bruce & Mary Newton Bruder. 1999. Speaking Naturally: Communication Skills in American English. Cambridge: Cambridge University Press.																																															
	Pendukung :																																																	
Dosen Pengampu	Diana Budi Darma, S.S., M.Pd. Dr. Fithriyah Inda Nur Abida, S.S., M.Pd. Adam Damanhuri, S.S., M.Hum.																																																	
Mg Ke-	Kemampuan akhir tiap tahapan belajar (Sub-CPMK)	Penilaian		Bantuan 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	Contract To use commonly English expressions of Making Introduction found in the course of everyday life To show understanding of English Making Introduction	To demonstrate English expressions in Making Introduction To express English Making Introduction in everyday life	Kriteria: Score is based on the number of correct answer	DiscussionRole-playSimulationReflections 2 X 50			0%																																											

2	To use commonly English expressions of telephoning found in the course of everyday life To show understanding of English telephoning	1.To demonstrate English expressions in telephoning 2.To express English telephoning in everyday life	Kriteria: Score is based on the number of correct answer	DiscussionRole-playSimulationReflections 2 X 50			0%
3	To use commonly English expressions of Saying good bye & Apologizing found in the course of everyday life	To demonstrate English expressions in Saying good bye & Apologizing	Kriteria: Score is based on the number of correct answer	· Discussion · Role-play · Simulation · Reflections 2 X 50			0%
4	To use commonly English expressions of Special greeting & Greeting people found in the course of everyday life	To demonstrate English expressions in Special greeting & Greeting people	Kriteria: Score is based on the number of correct answer	· Discussion · Role-play · Simulation · Reflections 2 X 50			0%
5	To use commonly English expressions of Expressing Anxiety found in the course of everyday life	To demonstrate English expressions in Expressing Anxiety	Kriteria: Score is based on the number of correct answer	· Discussion · Role-play · Simulation · Reflections 2 X 50			0%
6	To use commonly English expressions of Wishing people well & Discussing intensions found in the course of everyday life	To demonstrate English expressions in Wishing people well & Discussing intensions	Kriteria: Score is based on the number of correct answer	· Discussion · Role-play · Simulation · Reflections 2 X 50			0%
7	To use commonly English expressions of Giving thanks & Offering help found in the course of everyday life	To demonstrate English expressions in Giving thanks & Offering help	Kriteria: Score is based on the number of correct answer	· Discussion · Role-play · Simulation · Reflections 2 X 50			0%
8	To use commonly English expressions of Issuing invitations & Asking permission found in the course of everyday life	To demonstrate English expressions in Issuing invitations & Asking permission	Kriteria: Score is based on the number of correct answer	· Discussion · Role-play · Simulation · Reflections 2 X 50			0%
9	MID TEST TERM	MID TEST TERM	Kriteria: Score is based on the number of correct answer	MID TEST TERM 2 X 50			0%
10							0%
11							0%
12							0%
13							0%
14							0%
15							0%
16							0%

Rekap Persentase Evaluasi : Case Study

No	Evaluasi	Persentase
		0%

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.