

**PETUNJUK PELAKSANAAN LOMBA ANTAR SD/MI TINGKAT KABUPATEN KEBUMEN
DALAM RANGKA PERINGATAN HUT KE-69 SMPN 1 KEBUMEN**

A. Jenis Lomba

1. Lomba Mata Pelajaran Matematika
2. Lomba Mata Pelajaran IPA
3. Lomba Mata Pelajaran IPS
4. Lomba Menyanyi Tunggal
5. Lomba Cerita Legenda Kebumen
6. Sesorah (Pidato Bahasa Jawa)
7. Lomba *Story Telling*

B. Waktu Pelaksanaan Lomba

Waktu pelaksanaan lomba dan kegiatan lomba dapat dilihat pada tabel berikut :

Tabel 1. Jenis lomba dan waktu pelaksanaannya

No	Hari, tanggal	Waktu	Jenis Kegiatan/Lomba	Tempat
1.	Rabu, 28 Januari 2015	Pk 13.30 s.d.15.30WIB	Lomba Mata Pelajaran : 1. Matematika 2. IPA 3. IPS	Ruang kelas VII, VIII, IX SMP N 1 Kebumen
2.	Kamis, 29 Januari 2015	Pk 08.00 s.d 17.00WIB	1. Lomba Menyanyi Tunggal	1. Aula SMP N 1 Kebumen
		Pk 13.30 s.d.17.00WIB	2. Lomba Cerita Legenda 3. Lomba <i>Story Telling</i> 4. Lomba Sesorah	2.R. <i>Moving Class</i> 3.R.Pertemuan Lt.2 4. Spilut

C. Waktu dan Tempat Pendaftaran

1. Waktu Pendaftaran
Tanggal : Selasa, 13 Januari 2015 s.d. Selasa, 27 Januari 2015
Waktu : Pukul 08.00 WIB s.d. 13.00 WIB
2. Tempat dan Petugas Pendaftaran :
 - a. Tempat Pendaftaran : SMPN 1 Kebumen
 - b. Petugas Pendaftaran : 1) Hardoyo (HP 081225657281)
2) Fera Sulistiyarningsih, S.Pd. (HP. 085740498411)

D. Syarat Pendaftaran:

Peserta lomba :

1. Siswa kelas IV, V atau VI SD/MI, khusus lomba *story telling* peserta adalah siswa kelas VI SD/MI
2. Mengisi fomulir yang telah disediakan, formulir dapat digandakan sendiri sesuai kebutuhan.
3. Dapat mendaftar atas nama pribadi atau perwakilan dari sekolah.
4. Membayar uang pendaftaran untuk masing-masing jenis lomba @ Rp 50.000,00

E. Petunjuk Umum

1. Lomba mata pelajaran Matematika, IPA, dan IPS :
 - a. Nomor, tempat duduk, dan ruang dapat dilihat di papan pengumuman sehari sebelum pelaksanaan lomba.
 - b. Mengisi daftar hadir yang disediakan.
 - c. Pakaian seragam sekolah masing-masing.
 - d. Membawa alat tulis/pulpen sendiri.
 - e. Peserta memasuki ruangan setelah tanda bel masuk dibunyikan
 - f. Setiap siswa mengerjakan soal sesuai dengan mata pelajaran yang di pilih (salah satu)
 - g. Alokasi waktu mengerjakan soal adalah 120 menit
 - h. Peserta hanya diperbolehkan membawa alat tulis ke meja masing-masing, tas dapat diletakkan didepan kelas / ruang tes.
 - i. Materi meliputi pelajaran kelas IV, V dan VI SD/MI (Kurikulum KTSP2006)

- j. Selama lomba berlangsung peserta dilarang : mencontek, bekerja sama, dan menanyakan jawaban kepada peserta lain, menggunakan HP/peralatan elektronik lainnya, dan membuat gaduh / mengganggu peserta lainnya.
2. Untuk lomba Menyanyi Tunggal, *Story telling*, Cerita Legenda Kebumen, dan Sesorah, daftar ulang dan pembagian nomor/undian peserta dilaksanakan 30 menit sebelum lomba berlangsung dilanjutkan *technical meeting*, pakaian menyesuaikan.
 3. Pengantar/pendamping hanya diperkenankan membantu persiapan sebelum lomba.
 4. Pengumuman hasil keseluruhan lomba di tempelkan di papan pengumuman dan website SMP N 1 Kebumen setelah selesai penilaian.
 5. Peserta yang meraih juara I, II, dan III dimohon hadir pada saat HUT ke-69 SMPN 1 Kebumen tanggal 1 Februari 2015 pukul 07.00 WIB untuk penerimaan hadiah lomba, piala, dan piagam kejuaraan.
 6. Keputusan juri tidak dapat diganggu gugat.
 7. Panitia tidak bertanggung jawab terhadap peserta yang tidak memenuhi ketentuan.
 8. Segala sesuatu yang belum jelas dalam petunjuk pelaksanaan ini dapat menghubungi *contact person* :

Cabang Lomba	Nama	HP
a. Lomba Mata Pelajaran Matematika	Eka Suryana, S.Pd.	087732988135
b. Lomba Mata Pelajaran IPA	Eti Purwani, S.Pd.	08127884643
c. Lomba Mata Pelajaran IPS	Suardi, S.Pd.	085227320141
d. Lomba Menyanyi Tunggal	Parsimin, S.Pd.	08121592105
e. Lomba Cerita Legenda Kebumen	Dra. Sri Kasih Nardhani	085227533865
f. Sesorah (Pidato Bahasa Jawa)	Nur Sangadah, S.Pd.Ina	081391433150
g. Lomba Story Telling	One Wiharyanti, S.S.	081578598912

F. Petunjuk Khusus :

1. Lomba Mata Pelajaran Matematika

- a. Terdapat dua jenis soal yang perlu dijawab dalam seleksi ini, yaitu soal pilihan ganda (20 soal), dan soal isian singkat (10 soal).
- b. Untuk soal pilihan ganda, bobot nilai setiap soal adalah 3, sedangkan untuk soal isian singkat, bobot nilai setiap soal adalah 4. Total nilai maksimal yang diperoleh setiap peserta seleksi adalah $(20 \times 3) + (10 \times 4) = 100$.
- c. Soal pilihan ganda dikerjakan dengan cara menyilangjawaban yang benar pada lembar jawaban yang telah disediakan.
- d. Jika memerlukan satuan ukuran, berikan pula satuan ukurannya.
- e. Aturan peringkat:
 - 1) Berdasarkan nilai akhir tertinggi.
 - 2) Jika nilai akhirnya sama, ditentukan dari nilai tertinggi dari bagian B.
 - 3) Jika nilai akhir dan nilai bagian B masih sama, ditentukan berdasarkan kelas/usia termuda dari siswa.
 - 4) Apabila pada butir (3) masih terdapat peserta yang sama nilainya, maka ditentukan dengan melihat nilai dari bagian B dengan memperhatikan tingkat kesukarannya.

2. Lomba Mata Pelajaran IPA dan IPS

- a. Terdapat satu jenis soal yang perlu di jawab di dalam seleksi ini, yaitu soal pilihan ganda (100 soal).
- b. Untuk penilaian jawaban, bobot nilai setiap jawaban benar (4), salah (- 1), dan tidak dijawab (0).
- c. Kerjakan setiap soal pada tempat yang telah disediakan di lembar jawaban.
- d. Aturan peringkat:
 - 1) Berdasarkan nilai akhir tertinggi
 - 2) Jika nilai akhir masih sama, ditentukan berdasarkan usia termuda.

3. Lomba Menyanyi Tunggal

- a. Setiap peserta membawakan salah satu lagu di bawah ini :
 - 1) Pantai Sepi
 - 2) Malam Indah
 - 3) Hamba Menyanyi
 - 4) Restu-Mu kunantikan
- b. Kriteria Penilaian
 - 1) Materi suara (60 – 90)
 - 2) Teknik (60 – 90)
 - 3) Ekspresi dan Penampilan (60 – 90)

4. Lomba Cerita Legenda Kebumen

- a. Peserta berpakaian bebas, rapi, dan sopan
- b. Lomba dilaksanakan dalam dua babak, yaitu babak penyisihan untuk memilih 10 peserta terbaik dan babak final untuk memilih juara I, II dan III.
- c. Babak penyisihan :
 - 1) Peserta menulis tentang legenda dari daerah Kabupaten Kebumen misalnya Legenda Jatijajar, Karanggayam, Kolopaking, dan sebagainya di tempat lomba.
 - 2) Kertas untuk menulis disediakan panitia
 - 3) Waktu mengerjakan 90 menit sejak panitia memberi tanda mulai menulis.
 - 4) Kriteria Penilaian
 - a) Ejaan
 - b) Ketepatan pilihan kata
 - c) Penggunaan kalimat yang komunikatif
 - d) Keruntutan isi cerita
- d. Babak final :
 - 1) Peserta yang masuk 10 besar, wajib presentasi maksimum 7 menit
 - 2) Peserta diperbolehkan menggunakan alat peraga yang mendukung dalam penyampaian cerita
 - 3) Peserta yang dipanggil tiga kali berturut-turut (tanpa memberitahu panitia) akan digantikan oleh peserta nomor undi berikutnya.
 - 4) Kriteria Penilaian;
 - a) Kreatifitas alat peraga
 - b) Kelancaran bercerita
 - c) Vokal
 - d) Penampilan

5. Lomba Sesorah (Pidato Bahasa Jawa)

- a. Tema sesorah/tanggap wacana adalah upacara adat Jawa, misalnya upacara adat penganten, khitanan, mitoni dsb.
- b. Pakaian bebas, rapi, dan sopan
- c. Peserta menyampaikan pidato maksimal 10 menit.
- d. Kriteria penilaian
 - 1) Penguasaan materi
 - 2) Kelancaran sesorah
 - 3) Pelafalan
 - 4) Penampilan

6. Lomba Story Telling

Pelaksanaan lomba dilakukan dengan cara sebagai berikut:

- a. Tiap peserta memilih salah satu judul cerita yang telah disediakan panitia. Improvisasi naskah cerita diperkenankan menurut kreativitas masing-masing peserta.
- b. Pilihan cerita:
 - 1) *Goldilocks and the Three Bears*
 - 2) *Pinocchio*
 - 3) *Gingerbread Man*
 - 4) *The Boy Who Cried 'Wolf!'*
- c. Dalam lomba ini hanya ada satu babak.
- d. Durasi tampil tiap peserta maksimal 7 menit.
- e. Peserta berpakaian bebas, rapi, dan sopan.
- f. Peserta diperbolehkan membawa properti menyesuaikan cerita.
- g. Peserta mulai bercerita setelah ketukan pertama terdengar.
- h. Ketukan 3 kali menandakan waktu telah habis.
- i. Peserta yang dipanggil 3 kali berturut-turut tidak hadir tanpa memberitahu pada panitia, akan digantikan oleh peserta nomor berikutnya, sedangkan peserta yang terlambat akan tampil di nomor undi terakhir.
- j. Teknis Lomba
 - 1) Pembukaan, pengenalan dewan juri, dan pembacaan peraturan lomba.
 - 2) Peserta yang akan tampil diberi waktu untuk mempersiapkan diri.
 - 3) Guru pendamping diperkenankan membantu peserta dalam persiapan saja.
 - 4) Peserta mulai berbicara/bercerita setelah mendengar ketukan 1 kali.
 - 5) Peserta harus berhenti berbicara/bercerita setelah mendengar ketukan 3 kali.
 - 6) Guru pendamping, peserta lain, atau penonton diperkenankan melihat jalannya lomba dengan mematuhi peraturan sebagai berikut:

- a) Dilarang mengganggu/membuat kegaduhan saat peserta lomba menampilkan cerita.
 - b) Tidak diperkenankan mengaktifkan nada dering HP atau alarm.
 - c) Diperkenankan mengambil foto atau merekam dari tempat duduk penonton.
 - d) Panitia berhak memperingatkan penonton yang tidak mematuhi peraturan.
- 7) Kriteria Penilaian:
- a) *Pronunciation* yang meliputi ketepatan dalam melafalkan kosa kata Bahasa Inggris (40%).
 - b) *Performance* yang meliputi cara bercerita di hadapan publik, ekspresi, dan intonasi (30%).
 - c) *Fluency* yang meliputi kelancaran dalam menyampaikan cerita (30%).

G. Fasilitas dan Hadiah

1. Setiap peserta akan mendapatkan fasilitas berupa :
 - a. Konsumsi (minum dan snack)
 - b. Piagam penghargaan
 - c. Piala dan hadiah untuk pemenang
2. Semua lomba memperebutkan kejuaraan I, II, dan III.
3. Peraih juara I,II dan III masing-masing akan mendapatkan hadiah, piala, dan piagam penghargaan yang dapat diperhitungkan dalam penerimaan peserta didik di SMP Negeri 1 Kebumen.

GOLDILOCKS AND THE THREE BEARS

Once upon a time, there were three bears, a Papa Bear, a Mama Bear and a Baby Bear. One day, the three bears sat down to have breakfast.

"This porridge is too hot!" said Papa Bear.

"This porridge is too hot!" said Mama Bear.

"This porridge is too hot!" said Baby Bear. "Let's go for a walk," said Mama Bear. "When we come back, our porridge will be just right."

Along came Goldilocks. She entered the house and smelled the yummy porridge. "Hmmm... smells really good. There must be good food in the kitchen!" She walked. She saw three bowls of porridge.

She tried the porridge in the biggest bowl. "This is too hot," said Goldilocks.

Then, she tried the second porridge. "This is too cold," said Goldilocks.

She looked at the smallest bowl then tried to eat it. "This is just right!" said Goldilocks and she ate it all up.

Afterwards, Goldilocks went into the living room. She saw three chairs. She sat on the biggest chair. "This is too hard," said Goldilocks.

She sat on the big chair. "This is too soft," said Goldilocks.

She sat on the smallest chair. "This is just right!" said Goldilocks. Crash! The chair broke!

"Ouch...!" she fell on the floor.

Suddenly she felt sleepy. Goldilocks went into the bedroom. She saw three beds there.

She tried to sleep on the first bed. "This bed is too hard," said Goldilocks.

She tried to sleep on the second bed. "This bed is too soft," said Goldilocks.

Then she tried the third one. "This bed is just right!" said Goldilocks and she fell fast asleep.

A moment later, the three bears came home. They went into the kitchen.

"Someone has been eating my porridge," said Papa Bear.

"Someone's been eating my porridge too," said Mama Bear.

"Someone's been eating my porridge," said Baby Bear. "And they ate it all up!"

The three bears went into the living room.

"Someone's been sitting in my chair!" said Papa Bear.

"Someone's been sitting in my chair too!" said Mama Bear.

"Someone's been sitting in my chair!" said Baby Bear. "And now it's broken!"

The three bears went into the bedroom. "Someone's been sleeping in my bed!" said Papa Bear.

"Someone's been sleeping in my bed too!" said Mama Bear.

"Someone's been sleeping in my bed!" said Baby Bear. "And here she is!"

Goldilocks woke up. She saw three angry bears looking at her. She screamed loudly and jumped out of bed. She ran out of the house and never came back again.

GINGERBREAD MAN

Inside of a house, by the edge of the forest, there was an old man and there was an old woman. They lived in that house and they lived very well but one thing, that always made the old woman cry; they never had any children of their own.

One day the old woman baked a gingerbread man for her husband. A moment later, after she put the gingerbread man into the oven, she heard a voice coming from inside of the oven.

"Help...! Help...! I'm hot, hot, hot! Let me out! Let me out!" it said.

She opened the oven door and suddenly the gingerbread man ran out. The old couple ran after him, "Stop, gingerbread man! You can stay here, you can be our little boy!"

But the gingerbread man ran away singing, "Run, run as fast as you can, you can't catch me I'm the gingerbread man!"

Then there was a goat seeing the running gingerbread man. He said "Stop, gingerbread man! I want to be your friend!"

But the gingerbread man ran away even faster singing, "Run, run as fast as you can, you can't catch me I'm the gingerbread man!"

Later, there was a cow. The cow saw him and said, "Stop, gingerbread man! I'm hungry, I want to eat you!"

But the gingerbread man ran away even faster singing "Run, run as fast as you can, you can't catch me I'm the gingerbread man!"

Then there was a fox. He greeted the gingerbread man, "Oh, hello, gingerbread man! I want to talk to you!"

The gingerbread man ran on singing, "Run, run as fast as you can, you can't catch me I'm the gingerbread man!"

But the fox chased him all the way to the river. The gingerbread man didn't know how to swim.

"I can help you, gingerbread man." said the cunning fox. "If you jump on my tail, I'll carry you across."

The gingerbread man jumped on the fox's tail and the fox started to swim across the river. By the middle of the river, the fox said, "Jump on my nose! You are too heavy for my tail."

When they reached the river bank, the fox tossed the gingerbread man high up into the air.

"Yum yum, oh thank you gingerbread man." The fox gobbled him all up and that was the end of the gingerbread man.

PINOCCHIO

Once upon the time, there lived an old carpenter named Geppeto. One day, he carved a puppet in the shape of a little boy and named him Pinocchio. "How I wish this boy was real!" he said longingly.

A kind fairy who was passing by, heard Geppeto's words. That night, she sprinkled some magic dust on the puppet and brought Pinocchio to life. "But remember," she told the boy, "If you want to be a real boy, you must always be good and make your father proud."

Geppeto loved Pinocchio dearly. He bought books for Pinocchio and sent him to school so that he would become a clever boy.

However, Pinocchio was quite naughty. He and his friend used to skip school have fun all the time. When Gepetto found out, he was very angry. "Did you miss school?" he asked.

Naughty Pinocchio refused to tell the truth. "No father, I was in school all day!" he lied. Immediately, his wooden nose started to grow long!

"Are you telling me a lie?" Geppeto asked with a frown.

"No, father!" he replied and his nose grew longer again.

In fact, every time Pinocchio told a lie his nose became longer and longer. Every time, Geppeto's friend, the woodpecker had to peck the boy's nose to its actual size and every time, Pinocchio used to promise to be a good boy next time.

Pinocchio soon forgot his promises. "School is no fun at all. I don't want to study anymore. I want to have grand adventures!" Therefore, Pinocchio and his friends ran away from home and joined a circus.

However, Pinocchio soon realized that circus life was not fun at all. He worked all day and he missed Geppeto very much.

"Oh, I think I miss my father. I want to go home." He said one day. Poor Pinocchio.

Then one day, he heard a sad news. Geppeto, who had been looking for his son everywhere, had been swallowed up by a huge whale! Immediately, Pinocchio set off to save his father.

Finally, Pinocchio found the whale. As soon as the whale saw him, it swallowed him up as well! Inside the whale's belly, who do you think he saw? It was Geppeto! How happy they were to see each other!

"I have a plan to get out, father." Said Pinocchio and began tickling the whale's stomach. Soon the whale opened its mouth and gave a big sneeze. Pinocchio and Geppeto were shot out.

Pinocchio and Geppeto finally reached home safely. The fairy was so pleased with Pinocchio's bravery that she decided to make him into a real human. From that day, he was a very good boy who never missed school again, and the father and son lived happily ever after.

THE BOY WHO CRIED 'WOLF!'

Once upon a time, there was a shepherd boy who was tending the sheep. He got bored as he sat on the hillside watching the village sheep. To amuse himself he took a deep breath and cried out, "Wolf...! Wolf...! The Wolf is chasing my sheep!"

The villagers came running up the hill to help the boy drive the wolf away. However, when they arrived at the top of the hill, they found no wolf. The boy laughed at their angry faces.

"Don't cry 'wolf', shepherd boy, when there's no wolf!" said one of the villagers. Then they went grumbling back down the hill.

The next day, the boy was tending the sheep as usual. He sat on the grass, leaning his back against the tree, and talked to himself. "Yesterday was fun! It was so funny to look at the villagers' frightening faces. Hahaha...! Why don't I try it once again?"

He stood on his feet then gathered his energy to cry out again, "Wolf...! Wolf...! The wolf is chasing my sheep! Help...! Somebody, help...!" To his naughty delight, he watched the villagers ran up the hill to help him drive the wolf away.

When the villagers saw no wolf they angrily said, "Oh, you tricked us again, huh?! Don't you ever cry 'wolf' when there is no wolf!" However, the boy just grinned and watched them go grumbling down the hill once more.

The next day on, as he was tending his flock of sheep, he saw a real wolf coming towards them. Alarmed by this situation, he leaped to his feet and cry out as loudly as he could, "Wolf...! Wolf...! Help...! The wolf is chasing my sheep! Help...! This time is real...!" But the villagers thought he was trying to fool them again so they didn't come.

At sunset, everyone wondered why the shepherd boy hadn't returned to the village with his sheep. They went up the hill to find the boy. They found him weeping.

"There really was a wolf here! The flock has scattered! I cried out, "Wolf!" Why didn't you come?" An old man tried to comfort the boy as they walked back to the village. "We'll help you look for the lost sheep in the morning," he said, putting his arm around the boy, "Nobody believes a liar even when he is telling the truth, son."

"I am sorry, Sir. I will never do it again." Responded the boy at last

BIODATA PESERTA LOMBA

A. Jenis Lomba yang diikuti (lingkari salah satu)

- | | | |
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| 3. Mata Pelajaran IPS | 6. Cerita Legenda Kebumen | |

B. Data Pribadi

1. Nama :
2. Tempat, tanggal lahir :
3. Alamat, No.Telp / HP :
4. Asal sekolah / Kelas :
5. Prestasi :
6. Tanda tangan peserta :

Formulir ini dapat di gandakan sesuai kebutuhan



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