LKPD LESSON 8 (3 Grade)



MATERI

Nama :

Kelas :

LIVEWORKSHEETS

1. Select the correct answers based on the information from activity B and activity C.

B Read the following instructions.

1. Zaenab, Mumun, and their classmates want to play *Uler Kelabang*. The game consists of 5 to 10 players. Zaenab and Mumun become the gate of *Uler Kelabang* game. They do *suten*.



2. The winner of *suten* can choose a moon or a star as the password of the gate.



3. Zaenab and Mumun hold their hands up together like a gate. The other players stand in a line. They walk around, pass the gate, and sing the game's song together.



4. At the end of the song, the gate traps one player.



5. The gate asks the password to the trapped player. If the player asks moon, the player stands behind Zaenab. If the player asks star, the player stands behind Mumun.



6. After all players stand behind Zaenab and Mumun, Zaenab and Mumun do *suten* again. The winner gets all the members.



7. Mumun loses the *suten* and she becomes the hunter. She has to pull out the players from Zaenab's back. Zaenab and other players have to run away from her.



C Read the sentences and answer the questions.

- Zaenab, Mumun, and their classmates play *Uler Kelabang* game after school at the schoolyard.
- *Uler Kelabang* is a traditional Betawi game.
- Zaenab and Mumun do *suten* before playing the game.
- The winner chooses the password first.
- Mumun chooses star and Zaenab gets moon as the password.
- They hold hands up together as the gate of the game.
- Their friends make a line like *Uler Kelabang*.
- They walk around, pass the gate, and sing together.
- At the end of the song, the gate traps one player.
- The trapped player says the password.
- He chooses moon and stands behind Zaenab.
- After all players stand behind Zaenab and Mumun, Zaenab and Mumun do *suten* again.
- Zaenab wins *suten* and she gets all of the players.
- Mumun becomes the hunter.
- She has to pull out the players from Zaenab's back.
- All *Uler Kelabang* players have to work together.
- They have to run away from Mumun.
- They feel very happy, after playing the game.

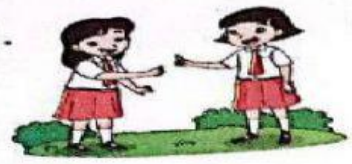
LIVEWORKSHEETS

Example: Zaenab and Mumun play *Uler Kelabang* at home. (true/false)

1. Only two students play *Uler Kelabang*. (true/false)
2. *Uler Kelabang* is a traditional Betawi game. (true/false)
3. Only one player stands in a line as *Uler Kelabang*. (true/false)
4. The winner of *suten* can choose the password first. (true/false)
5. There are two students as the gate of the game. (true/false)
6. The gate traps three players at once. (true/false)
7. Mumun becomes the hunter. (true/false)
8. The gate goes down at the beginning of the song. (true/false)
9. *Uler Kelabang* players have to work together. (true/false)
10. Zaenab and Mumun do not feel happy. (true/false)

LIVEWORKSHEETS

2. Match the pictures and the sentences.

1.  (___)

2.  (___)

3.  (___)

4.  (___)

5.  (___)

6.  (___)

7.  (___)

8.  (___)

9.  (___)

10.  (___)

a. Ask the password.

b. Stand in a line.

c. Do *suten* to choose the password first.

d. Choose "star" for the password.

e. Hands down to trap the player.

f. Do suten to win all *Uler Kelabang* players.

g. Stand behind the gate based on the password.

h. Pull out the player from the line.

i. Run away from the hunter.

j. Hold hands up together as the gate.

LIVEWORKSHEETS

3. Select the correct answer based on the information from activity B and activity C.

Example: (Run/Do) *suten* to choose the password first.

1. (Hold/Do) hands up together as the gate of the game.
2. Put hands (up/down) to catch a player.
3. (Sit/Stand) in a line like *Uler Kelabang*.
4. (Walk/Run) around and pass the gate during the game.
5. (Sing/Talk) the *Uler Kelabang* song together.
6. (Stand/Trap) a player.
7. (Say/Walk) the password.
8. (Stand/Say) behind the gate after saying the password.
9. (Run/Sing) away from the hunter.
10. (Pull/Push) out the players.

LIVEWORKSHEETS