

## ASESMEN DIAGNOSTIK MODUL 1

### A. ASESMEN DIAGNOSTIK NONKOGNITIF

Jawablah pertanyaan-pertanyaan berikut ini.

1. Dari keempat emotikon di bawah ini, manakah yang mewakili perasaan Anda ketika belajar bahasa Inggris saat ini?

A



B



C



D



2. Item mana yang menyebabkan keadaan perasaan Anda saat ini sehingga memilih emotikon di atas. (Boleh memilih lebih dari satu)

- Berhubungan dengan keluarga.
- Berhubungan dengan ekonomi keluarga.
- Berhubungan dengan teman di kelas.
- Berhubungan dengan guru mapel tertentu.
- Berhubungan dengan tugas-tugas di sekolah.
- Berhubungan dengan lingkungan sosial di sekitar.

3. Apakah Anda mempraktikkan materi bahasa Inggris yang telah dipelajari? Pilihlah salah satu angka di bawah ini sesuai skala 1 sampai 5.

- 1
- 2
- 3
- 4
- 5

4. Apabila Anda mempraktikkannya, centanglah kapan atau di mana saja Anda dapat melakukannya? (Boleh memilih lebih dari satu)

- Di kelas pada saat pembelajaran bahasa Inggris.
- Di kelas, tetapi di luar pembelajaran bahasa Inggris.
- Di luar kelas bersama teman.
- Di luar kelas bersama anggota keluarga.
- Di luar kelas bersama guru bahasa Inggris.
- Di luar kelas bersama guru les bahasa Inggris .

5. Siapakah yang menurut Anda mendukung Anda saat belajar bahasa Inggris di kelas? (Boleh memilih lebih dari satu)

- Guru bahasa Inggris saya
- Guru les bahasa Inggris saya

- Teman sebangku
  - Teman saya dalam bekerja di kelas
  - Teman-teman kelompok pada saat kerja kelompok
- 6.** Gaya belajar manakah dalam belajar bahasa Inggris yang Anda sukai? (Boleh memilih lebih dari satu)
- Membaca teks-teks berbahasa Inggris. (Visual)
  - Mendengarkan orang lain berbicara atau berdebat, serta mendengarkan lagu (Auditori)
  - Menonton film-film berbahasa Inggris. (Audiovisual)
  - Melakukan tindakan seperti bereksperimen, berkreasi, membangun, serta bermain *games*. (Kinestetik)
- 7.** Pada waktu belajar untuk tes, apa yang biasanya Anda lakukan?
- Membaca kembali catatan-catatan yang ditulis saat diterangkan guru, mencermati diagram atau ilustrasi pada materi yang sedang dipelajari. (Visual)
  - Meminta seseorang memberi Anda pertanyaan, mendengarkan teman-teman Anda mempelajari materi tersebut, atau menghafal dalam hati sendirian (Auditori)
  - Membuat catatan pada kartu dan membuat model atau diagram untuk memahami materi yang sedang dipelajari (Kinestetik)
- 8.** Apabila guru meminta Anda untuk menceritakan kembali sebuah cerita, Anda lebih suka:
- menuliskan jalan ceritanya pada selembar kertas atau sebuah buku. (Visual)
  - menceritakannya kepada teman-teman di kelas secara lisan dan suara keras. (Auditori)
  - memerankannya dalam bentuk sebuah drama pendek bersama teman-teman dilengkapi dengan dialog-dialog pendek. (Kinestetik)
  - membuat sebuah gambar atau komik lengkap dengan narasi tertulis dan dialog tertulis dari cerita tersebut. (Visual)
  - membuat sebuah video pendek dengan gambar-gambar yang dilengkapi narasi lisan dan dialog. (Audiovisual)
- 9.** Pelajaran apakah yang Anda sukai di sekolah? (Boleh menjawab lebih dari satu)
- Olahraga
  - Seni budaya/seni musik
  - Bahasa dan sastra
  - Matematika dan ilmu pengetahuan alam
  - Ilmu sosial

10. Hal yang paling membuat Anda bersemangat dalam pelajaran bahasa Inggris adalah . . . . (Boleh menjawab lebih dari satu)
- ketika guru memulai pelajaran dengan memutar video pendek, lalu berinteraksi dengan peserta didik tentang video tersebut.
  - ketika guru bercerita tentang pengalaman yang berhubungan dengan topik pembelajaran hari itu.
  - ketika guru mengajak kami bermain *games* yang mendukung topik pembelajaran hari itu.

## B. ASESMEN DIAGNOSTIK KOGNITIF

1. A story usually has a setting (refers to a place and certain time in the story). If you have to choose the setting of the story, which one would you like? (You may choose more than one)
- A. Geographical location (e.g. city, state, country, or imaginary world)
  - B. Physical location (e.g. bedroom, library, classroom, etc.)
  - C. Physical environment (e.g. weather condition, climate, natural disasters)
  - D. Time period (e.g. season, a time of year, a time of day)
  - E. Social and cultural environment (e.g. economic crisis, war time, etc)
2. How do you like the end of a story?
- A. Happy ending
  - B. Sad ending
  - C. Unexpected ending
  - D. Ambiguous ending
  - E. Unexplained ending

**The following text is for questions 3 to 5.**

### The Silver Key

There was a traveler heading to a distant town. By the time he arrived, it was nearly midnight. He came across an inn, but to his dismay, he found it locked from the inside. He knocked on the door.

"Who's there?" asked a voice from inside the inn. "What do you want? The door cannot be unlocked at such an odd hour."

The weary traveler was in need of rest, food, and shelter. He pleaded, "Please, innkeeper, unlock the door. Just look at how cold it is outside!"

"The lock is peculiar and can only be opened with a silver key," replied the innkeeper.

The traveler passed a silver coin through a slit in the door, and in return, the innkeeper unlocked the door, allowing the traveler to enter.

"I left one of my two bags outside," said the traveler. "Could you please bring it in?"

As soon as the innkeeper stepped out, the traveler swiftly locked the door from the inside.

Now, the greedy innkeeper found himself locked out. He implored the traveler to unlock the door. "I am at your mercy," pleaded the innkeeper. "The lock is peculiar and can only be opened with a silver key," said the traveler

Reluctantly, the innkeeper obliged, and he pushed the silver coin through the slit. The traveler retrieved his coin and unlocked the door.

*(Adapted from Angel's Moral Stories)*

3. What is the story about? It's about . . . .
  - A. a traveler from a distant town
  - B. a silver key to open the inn's door
  - C. a smart traveler and a greedy innkeeper
  - D. a helpless innkeeper and a wicked traveler
  - E. a traveler who reached the inn almost at midnight
4. What was the traveler's problem?
  - A. He reached the town almost at midnight.
  - B. The door could be opened by the innkeeper.
  - C. The door could not be opened by a silver key.
  - D. The innkeeper would not unlock the door for him.
  - E. The traveler would not give the innkeeper some money.
5. Who is the antagonist character in this story? Why do you think so?

**The following paragraph is for questions 6 and 7.**

Jerry turned and walked slowly to his house as the sun went down in the sky. Everything was quiet and peaceful. He could see through the window his older brother, Jack, playing Nintendo alone. Jack returned home after his first year of urban college. Even though it was occasionally lonely, Jerry thought it was good not to be in Jack's shadow during his high school year.

6. When did the event in the story happen?
  - A. Early in the morning
  - B. Around 7 o'clock in the morning
  - C. In the mid of the day
  - D. In the afternoon
  - E. In the evening
7. Where did the event in the story happen?
  - A. In the city
  - B. In an urban college
  - C. In a peaceful village
  - D. In his brother's room
  - E. In the living room

8. Read the information and answer the question.

Jack knew much of the world. He's traveled different continents. He's met all sorts of interesting people. He wasn't afraid of learning new things.

The information above was taken from a narrative text. Where in the text can you find it?

- A. In the orientation
- B. In the resolution
- C. In the coda
- D. In the reorientation
- E. In the complication

**The following paragraph is for questions 9 and 10.**

One day, while walking together in the forest, Eurydice unintentionally stepped a snake and it bit her in the leg. Unfortunately, she died. Orpheus was very sad and inconsolable. His music was never heard again.

9. What bit Eurydice's leg?
- A. The forest
  - B. The snake
  - C. The grass
  - D. A creature
  - E. Orpheus
10. According to the paragraph, Orpheus felt . . . with the death of his wife.
- A. cheerful
  - B. persuaded
  - C. worried
  - D. annoyed
  - E. depressed