SMAN 1 CIKATOMAS

E-LKPD INTERAKTIF: DIGITAL DEBATE QUEST

Mata Pelajaran: Bahasa Inggris | Fase F (Kelas XII) | Material: Discussion Text (MoT)

Nama Siswa	_____	**Kelas / No. Absen**	_____/ ____
Kelompok	_____	**Tanggal Activity**	_____

Petunjuk Pengerjaan: Pindai (scan) Kode QR di bawah ini menggunakan gawai (smartphone) kalian untuk mengakses lembaran digital di LiveWorksheets, atau baca teks diskusi yang tersedia. Selesaikan 4 Misi Analisis berikut bersama kelompokmu!

MISI 1 ACCESS & READ MODEL OF TEXT (MOT)

MoT 1 : Artificial Intelligence in School

MoT 2: E-Sports in High Schools

MoT 1 : The Pros & Cons of AI in School

[Issue] The rapid development of Artificial Intelligence (AI) has significantly transformed education. Today, many high school students use AI tools like ChatGPT for homework. However, this shift sparks intense debate among educators and students.

[Arguments For] Proponents argue that AI enhances personalized learning. AI tutors provide instant feedback, helping struggling students learn at their own pace. Furthermore, it saves research time and prepares students for a technology-driven future.

[Arguments Against] On the other hand, critics claim over-reliance on AI harms critical thinking and creativity. When AI writes essays, students bypass learning how to formulate arguments. Additionally, AI sometimes generates incorrect information, leading to plagiarism.

[Conclusion] In conclusion, while AI offers valuable assistance, it poses a threat to independent learning. Schools should not ban AI, but must teach students to use it ethically.

MoT 2: The Pros & Cons of E-Sports in High Schools

[Issue] Competitive gaming, or e-sports, is now a global phenomenon. Recently, many high schools have introduced e-sports as an official extracurricular activity. Nevertheless, bringing video games into academics remains controversial.

[Arguments For] Supporters argue that official e-sports programs offer benefits like strategic thinking, teamwork, and fast reflexes. Moreover, e-sports open career paths and university scholarships, boosting school engagement.

[Arguments Against] Conversely, opponents point out that excessive gaming causes health issues like eye strain and sleep deprivation. Critics also argue video games are addictive, distract from academics, and lack physical exercise.

[Conclusion] To sum up, e-sports present exciting opportunities and health risks. High schools can adopt e-sports, but ought to implement strict rules regarding grades and fitness.

LIVEWORKSHEETS

MISI 2 GENERIC STRUCTURE DETECTIVE

Structure Aspect	MoT 1 : AI in School	MoT 2: E-Sports in High Schools
Main Issue	*[Tuliskan isu utama MoT 1]*	*[Tuliskan isu utama MoT 2]*
Arguments For (Pros)	*[Poin pendukung AI]*	*[Poin pendukung E-Sports]*
Arguments Against (Cons)	*[Poin penolak AI]*	*[Poin penolak E-Sports]*
Writer's Conclusion	*[Rekomendasi/Kesimpulan MoT 1]*	*[Rekomendasi/Kesimpulan MoT 2]*

MISI 3 LANGUAGE FEATURE HUNT

Cheat-Sheet Unsur Kebahasaan: Cari dan masukkan kata-kata dari kedua teks ke dalam kategori berikut!

Language Feature	Found in MoT 1 (AI)	Found in MoT 2 (E-Sports)
Present Tense Verbs (e.g., transforms, boosts)	*1.* _____ *2.* _____	*1.* _____ *2.* _____
Contrastive Conjunctions (e.g., However, Conversely)	*1.* _____ *2.* _____	*1.* _____ *2.* _____
Modal Verbs (e.g., can, must, should)	*1.* _____ *2.* _____	*1.* _____ *2.* _____

MISI 4 COMPARATIVE ANALYSIS & VERDICT

Comparison Question	Your Answer & Critical Reflection
Which topic is more relevant to SMAN 1 Cikatomas students? Why?	*[Tuliskan pendapat kelompokmu beserta alasannya...]*
What rule would you propose if SMAN 1 Cikatomas adopts AI or E-Sports?	*[Aturan atau batasan yang disarankan oleh kelompokmu...]*

LIVEWORKSHEETS