



LKPD LESSON 7



Nama :

Kelas :

1. READ THE SENTENCES AND ANSWER THE QUESTIONS!

- Juki and Mamat play together after school.
- They play a traditional Betawi game.
- It is called *Damdas 16 Batu*.
- They draw the board of the game on a piece of paper.
- To start the game, they do *suten* or *suit*.
- The first step of each player can only be a straight forward step.
- The next step, each player can move sideways.
- A *batu raja* is a special stone.
- The stone has to move in the triangular area.
- It can move forwards, backwards, and sideways.
- Mamat says 'dam' when Juki passes the chance to take his stone.
- Mamat takes three of Juki's stones.
- The winner is the player with the most stones.
- In the end, Mamat wins the game.

Answer the questions:

1. When do Juki and Mamat play together?
2. What game do they play?
3. What should the players do to start the game?
4. Why is a *batu raja* a special stone?
5. How does Mamat win the game?

2. CIRCLE THE CORRECT ANSWERS BASED ON THE TEXT NUMBER 1.

Example: Juki and Mamat play *Damdas 6 Batu*. (true/false)

1. Juki and Mamat play chess. (true/false)
2. *Damdas 16 Batu* is a traditional Betawi game. (true/false)
3. The game does not need board. (true/false)
4. The first player is the winner of *suten*. (true/false)
5. The player with the least stones is the winner. (true/false)

3. ARRANGE THE WORDS INTO COMPLETE SENTENCES!

Example:

- *Damdas 16 Batu* – play – Mamat – school – Juki – after – and
Juki and Mamat play Damdas 16 Batu after school.

1. game – *Damdas 16 Batu* – traditional – Betawi – is – a

2. Mamat – paper – draws – board – *Damdas* – on – the

3. draws – Zaenab – square – a – big

4. stones – use – *Damdas 16 Batu* – to – they – play

5. *Damdas 16 Batu* – game – are – there – in – two players

6. the players – do – *suten* – the game – to start

7. stone – *batu raja* – is – special – a

8. says – Mamat – 'dam' – stones – three – and – take

9. the player – the winner – is – most – stones – with – the

10. *Damdas 16 Batu* – I – happy – am – to – play
