

## NASKAH SOAL SUMATIF TENGAH SEMESTER

MATA PELAJARAN: BAHASA INGGRIS

KELAS: IX (SEMBILAN)

SEMESTER : GENAP

TOPIK: NARRATIVE TEXT (FOLKTALE)

PETUNJUK UMUM:

1. Berdoalah sebelum mengerjakan soal.
2. Tulis identitas Anda pada lembar jawaban yang tersedia.
3. Bacalah setiap teks dengan saksama sebelum menjawab pertanyaan.
4. Pilihlah satu jawaban yang paling tepat untuk soal Pilihan Ganda.
5. Jawablah soal Uraian dengan jelas dan rapi.

### A. PILIHAN GANDA (MULTIPLE CHOICE)

The following text is for questions 1 to 5.

#### The Legend of Toba Lake

Once upon a time, there was a man who was living in north Sumatra. He lived in a simple hut in a farming field. He did some gardening and fishing for his daily life.

One day, while the man was dozing while waiting for the fish, he realized that there was a big fish hanging on his hook. He held the fish and realized it was a golden fish. He was surprised to see that the fish could talk. "Please don't eat me! I will do anything you want," said the fish. The man released the fish. Suddenly, the fish turned into a beautiful princess. The man fell in love with her and proposed to her to be his wife. She said, "I will marry you, but you have to keep my secret. Never tell anyone that I was once a fish." The man agreed. They got married and had a son named Samosir.

Years later, Samosir was asked to bring lunch to his father in the field. However, Samosir was hungry and ate the lunch on the way. His father was starving and angry. He shouted, "You are a useless child! You are truly a son of a fish!"

Suddenly, the sky turned dark. The princess cried because her husband broke his promise. Water poured down heavily, forming a lake. The man became an island in the middle, now known as Samosir Island.

1. What is the main purpose of the text above?
  - A. To describe the beauty of Toba Lake.
  - B. To entertain the readers with a legend.
  - C. To explain how to catch a golden fish.
  - D. To report the geography of North Sumatra.
2. Where did the man live before he got married?
  - A. In a palace.
  - B. In a village near the market.
  - C. In a simple hut in a farming field.
  - D. In the middle of the lake.
3. Why was the man angry with his son?
  - A. Samosir refused to bring lunch.
  - B. Samosir ate the lunch meant for his father.
  - C. Samosir lost the fishing hook.
  - D. Samosir told the villagers about the secret.
4. "He was **surprised** to see that the fish could talk." (Paragraph 2). The underlined word is closest in meaning to...
  - A. Bored
  - B. Shocked
  - C. Happy
  - D. Angry
5. What can we learn from the story?
  - A. We must eat lunch on time.
  - B. Fishing is a dangerous hobby.
  - C. We should never break a promise.

D. Goldfish are magical creatures.

**The following text is for questions 6 to 11.**

### **Sangkuriang**

Dayang Sumbi was a beautiful and kind-hearted princess, but sometimes she was very lazy. One day, her weaving tool fell. She shouted, "Whoever retrieves my tool, if he is a man, I will marry him!" A male dog named Tumang retrieved it. Keeping her word, she married the dog. They had a son named Sangkuriang.

One day, Sangkuriang went hunting with Tumang. He did not know that Tumang was his father. Because he could not find any deer, he killed Tumang and brought his heart home. When Dayang Sumbi found out, she hit Sangkuriang's head with a spoon and expelled him. Years later, Sangkuriang returned as a strong man. He fell in love with Dayang Sumbi, not recognizing her. Dayang Sumbi realized he was her son from the scar on his head. To stop the wedding, she asked him to build a lake and a boat in one night.

Sangkuriang almost finished it with the help of genies. Dayang Sumbi panicked. She stretched red clothes in the east and made roosters crow, signaling morning. The genies left. Sangkuriang failed. In his anger, he kicked the boat, which turned into Mount Tangkuban Perahu.

6. Who is Tumang?

- A. Sangkuriang's pet dog.
- B. Dayang Sumbi's father.
- C. Sangkuriang's father.
- D. A genie from the forest.

7. Why did Dayang Sumbi hit Sangkuriang's head?

- A. Because Sangkuriang was lazy.
- B. Because Sangkuriang killed Tumang.
- C. Because Sangkuriang wanted to marry her.
- D. Because Sangkuriang broke the weaving tool.

8. What is the complication (conflict) in the middle of the story?

- A. Dayang Sumbi lost her tool.
- B. Sangkuriang wanted to marry his own mother.
- C. The genies helped Sangkuriang.
- D. Sangkuriang kicked the boat.

9. If Dayang Sumbi had not made the roosters crow, what would likely happen?

- A. Sangkuriang would have failed naturally.
- B. The genies would have eaten Sangkuriang.
- C. Sangkuriang would have finished the boat and married her.
- D. The villagers would have attacked Sangkuriang.

10. Which sentence shows the "Resolution" of the story?

- A. Dayang Sumbi was a beautiful princess.
- B. Sangkuriang went hunting with Tumang.
- C. Sangkuriang kicked the boat, which turned into Mount Tangkuban Perahu.
- D. She asked him to build a lake and a boat.

11. "She **expelled** him." (Paragraph 2). The word "expelled" means...

- A. Invited him in.
- B. Hugged him tightly.
- C. Kicked him out.
- D. Gave him food.

**The following text is for questions 12 to 16.**

### **The Crying Stone**

In a small village, a girl lived with her mother. The girl was very beautiful but very lazy and spoiled. She never helped her mother. One day, they went to the market. The girl wore beautiful clothes, while her mother walked behind her wearing dirty clothes.

People asked the girl, "Is she your mother?" The girl arrogantly replied, "No, she is my servant." The mother was sad but stayed silent. Finally, after hearing it many times, the mother prayed to God to punish her rebellious daughter.

Slowly, the girl's legs turned into stone. She cried, "Mother, please forgive me!" But it was too late. Her whole body became a stone that continued to tear up.

12. How was the girl's personality?

- A. Diligent and humble.
- B. Beautiful and kind.
- C. Lazy and arrogant.
- D. Smart and helpful.

13. Why did the mother pray to God to punish her daughter?

- A. Because the daughter stole money.
- B. Because the daughter did not want to go to the market.
- C. Because the daughter was hurt.
- D. Because the daughter did not acknowledge her as a mother.

14. Analyze the relationship between the mother and the daughter.

- A. They loved each other deeply without conflict.
- B. The mother loved the daughter, but the daughter was ungrateful.
- C. They were enemies from the beginning.
- D. The daughter was the boss, and the mother was the real servant.

15. What is the moral value of the story?

- A. We must dress beautifully to the market.
- B. We should not be lazy.
- C. We must respect and love our parents.
- D. Crying can solve problems.

16. If you were the author, how would you change the ending to make it a happy ending?

- A. The girl turns into gold instead of stone.
- B. The mother turns into stone too.
- C. The girl apologizes sincerely earlier, and the mother forgives her.
- D. The villagers punish the mother.

**Questions 17 to 22 are based on General Knowledge of Narrative Text Structure.**

17. The part of the story that introduces the characters, time, and place is called...

- A. Complication
- B. Resolution
- C. Orientation
- D. Re-orientation

18. Which of the following is a characteristic of a Narrative Text?

- A. Using Simple Present Tense.
- B. Using Action Verbs and Past Tense.
- C. Focusing on general participants.
- D. Using technical terms.

19. Arrange these jumbled sentences into a good paragraph:

- 1. He saw a giant footprint in the mud.
- 2. Timmy the mouse went for a walk in the forest.
- 3. He ran back home in fear.
- 4. Suddenly, the ground shook.

- A. 2 – 1 – 4 – 3
- B. 2 – 4 – 1 – 3
- C. 1 – 2 – 3 – 4
- D. 4 – 1 – 2 – 3

20. "Once upon a time", "Long long ago", and "One day" are examples of...

- A. Adjectives
- B. Action Verbs
- C. Temporal Conjunctions / Adverbs of Time
- D. Noun Phrases

21. Which story below is NOT a folktale/legend?

- A. Malin Kundang
- B. How to Make Fried Rice

- C. Cinderella
- D. Timun Mas

22. In a folktale, the character who opposes the main character (the bad guy) is called the...

- A. Protagonist
- B. Antagonist
- C. Narrator
- D. Writer

**The following text is for questions 23 to 28.**

**Timun Mas**

Mbok Sirni was a widow who wanted a child. A giant named Buto Ijo gave her a cucumber seed. He said, "Plant this. You will get a daughter. But when she is 17, I will eat her."

A beautiful girl named Timun Mas was born from the golden cucumber. When she turned 17, Buto Ijo came. Mbok Sirni told Timun Mas to run and gave her four magic items: cucumber seeds, needles, salt, and shrimp paste (terasi).

Timun Mas threw the items one by one. The seeds became a forest, the needles became bamboo trees, and the salt became a sea. Buto Ijo passed them all. Finally, she threw the shrimp paste. It turned into a boiling mud swamp. Buto Ijo drowned and died. Timun Mas returned home happily.

23. What did Buto Ijo want in return for the seed?

- A. Money.
- B. To marry Mbok Sirni.
- C. To eat the child when she was 17.
- D. To get the golden cucumber back.

24. Which item finally killed Buto Ijo?

- A. Cucumber seeds.
- B. Needles.
- C. Salt.
- D. Shrimp paste.

25. "Buto Ijo **drowned** and died." (Paragraph 3).

The antonym of "drowned" in this context (staying on surface) is...

- A. Sank
- B. Floated
- C. Swam
- D. Jumped

26. Why did Mbok Sirni give the magic items to Timun Mas?

- A. To cook dinner.
- B. To plant a new garden.
- C. To protect herself from the giant.
- D. To give them to Buto Ijo as a gift.

27. Evaluate Mbok Sirni's decision to accept the seed from Buto Ijo.

- A. It was wise because she got a free seed.
- B. It was risky and dangerous for the child's future.
- C. It was the only way to get rich.
- D. It was a funny decision.

28. If Timun Mas had forgotten to bring the shrimp paste, what would likely be the outcome?

- A. She would have defeated the giant with salt.
- B. The giant would have caught her.
- C. She would have befriended the giant.
- D. She would have flown away.

**Questions 29 to 35 focus on Grammar in Narrative Context.**

29. Complete the sentence: "Yesterday, the prince \_\_\_\_\_ (ride) his horse to the forest."

- A. ride
- B. rides
- C. rode
- D. ridden

30. Complete the sentence: "Cinderella \_\_\_\_\_ (cry) when the Fairy Godmother appeared."

- A. is crying
- B. was crying
- C. cries
- D. has cried

31. Which sentence is grammatically CORRECT for a narrative text?

- A. The wolf eats the grandmother and sleeps in her bed.
- B. The wolf ate the grandmother and slept in her bed.
- C. The wolf eating the grandmother and sleeping.
- D. The wolf will eat the grandmother.

32. Change to Direct Speech:

The King said that he would hold a party.

- A. The King said, "I will hold a party."
- B. The King said, "He will hold a party."
- C. The King said, "I held a party."
- D. The King said, "I am holding a party."

33. "The ugly duckling was sad **because** nobody wanted to play with him."

The word "because" shows...

- A. Time
- B. Addition
- C. Cause and Effect
- D. Contrast

34. Choose the best adjective phrase to describe a villain.

- A. Kind and generous.
- B. Cruel and wicked.
- C. Soft and polite.
- D. Funny and helpful.

35. "She lived in a **huge** castle." The synonym of huge is...

- A. Tiny
- B. Enormous
- C. Small
- D. Narrow

### Questions 36 to 40: Critical Thinking & Creation (HOTS)

36. Compare "Malin Kundang" and "The Crying Stone". What is the similarity?

- A. Both main characters turn into animals.
- B. Both stories are about rebellious children punished by their mothers.
- C. Both stories happen in a lake.
- D. Both mothers are wicked.

37. If you were to modernize the story of "Cinderella", what element would you likely change?

- A. The glass slipper becomes a smartphone or digital ID.
- B. Cinderella becomes a boy.
- C. The prince becomes a frog.
- D. The story becomes a horror movie.

38. Imagine a story where the "Wolf" in Little Red Riding Hood is actually the hero. What would be a logical plot twist?

- A. The Wolf eats the grandmother faster.
- B. The Wolf was trying to protect Red Riding Hood from a dangerous hunter.
- C. The Wolf is actually a sheep.
- D. The Wolf sleeps all day.

39. Which of the following titles suggests a Fable (story with animal characters)?

- A. The Legend of Surabaya.
- B. The Rabbit and the Turtle.
- C. Bawang Merah Bawang Putih.
- D. The Origin of Bali.

40. You are writing a story. You want to show that the character is "brave" without saying the word "brave". Which sentence do you use?
- A. He was a very brave boy.
  - B. He ran away when he saw the dragon.
  - C. He stood firm, holding his sword, ready to face the dragon alone.
  - D. He cried and called his mother.

**B. URAIAN (ESSAY)**

**Answer the following questions correctly.**

41. **(Understanding Structure)** Mention the generic structure of a Narrative Text and briefly explain the function of the "Complication" part!

42. **(Grammar Application)** Change the following sentences into **Simple Past Tense**:

- a. The princess *\*sings\** a beautiful song in the garden.
- b. They *\*do not know\** the way to the castle.
- c. *\*Does\** the giant *\*catch\** the boy?

43. **(Moral Analysis)** Read the short summary below:

*"A woodcutter dropped his axe into a river. A god appeared and offered a golden axe. The woodcutter said, 'No, that is not mine.' Then the god offered a silver axe. The woodcutter refused again. Finally, the god showed the old iron axe. The woodcutter said, 'Yes, that is mine.' The god was happy with his honesty and gave him all three axes."*

**Question:** What is the moral value of the story? Explain why honesty is important based on the text.

44. **(Creating/Synthesis)** Combine these two sentences into one good sentence using a conjunction (when/while/after/before):

- Sentence 1: The hunters were sleeping.
- Sentence 2: The deer escaped from the cage.

45. **(Creating - C6)** Imagine you are the writer of "Malin Kundang". Create an **alternative ending** (different from the original legend) where Malin Kundang does **NOT** turn into stone. Write a short paragraph (3-5 sentences) describing this new ending!

\*Selamat Mengerjakan!\*

**KISI-KISI SOAL (BLUEPRINT) & PEDOMAN PENILAIAN**

**Mata Pelajaran:** Bahasa Inggris

**Kelas/Semester:** IX / Ganjil

**Materi:** Narrative Text (Folktale)

**Kurikulum:** Merdeka (CP 046)

**##### A. DISTRIBUSI LEVEL KOGNITIF**

- \* **C1 (Mengingat):** 6 Soal
- \* **C2 (Memahami):** 8 Soal
- \* **C3 (Menerapkan):** 8 Soal
- \* **C4 (Menganalisis):** 9 Soal
- \* **C5 (Mengevaluasi):** 7 Soal
- \* **C6 (Mencipta):** 7 Soal (Termasuk Essay)

**B. KUNCI JAWABAN & PEMBAHASAN (PILIHAN GANDA)**

N o	Kunc i	Leve l	Pembahasan Singkat
1	B	C2	Tujuan komunikatif teks naratif (legenda) adalah menghibur (to entertain).

2	C	C1	Tertulis jelas di paragraf 1: "He lived in a simple hut in a farming field."
3	B	C2	Penyebab marah ada di teks: "Samosir was hungry and ate the lunch..."
4	B	C2	Surprised = Kaget/Terkejut. Sinonim yang tepat adalah Shocked.
5	C	C5	Nilai moral: Jangan mengingkari janji (Never break a promise).
6	C	C1	Tumang adalah ayah Sangkuriang (suami Dayang Sumbi).
7	B	C2	Dayang Sumbi memukul karena Sangkuriang membunuh Tumang (ayahnya).
8	B	C4	Konflik utama: Sangkuriang ingin menikahi ibunya sendiri.
9	C	C3	Prediksi (Applying): Jika ayam tidak berkokok, jin tidak pergi, perahu selesai.
10	C	C4	Resolusi adalah akhir cerita. Kalimat C menunjukkan akhir (menjadi gunung).
11	C	C2	Expelled = Mengusir. Sinonim: Kicked him out.
12	C	C4	Analisis karakter: Lazy (tidak bantu ibu) dan Arrogant (mengaku ibu sebagai pembantu).
13	D	C2	Ibu berdoa karena sakit hati tidak diakui sebagai ibu (dianggap pembantu).
14	B	C4	Hubungan: Ibu sayang anak, tapi anak durhaka (ungrateful).
15	C	C5	Moral: Hormati orang tua.
16	C	C6	Mencipta ending baru: Opsi C menawarkan solusi damai (happy ending).
17	C	C1	Bagian pengenalan tokoh/tempat/waktu disebut Orientation.
18	B	C2	Ciri kebahasaan Naratif: Past Tense & Action Verbs.
19	B	C3	Urutan logis: Jalan-jalan (2) -> Tanah bergetar (4) -> Lihat jejak (1) -> Lari (3).
20	C	C1	Kata keterangan waktu (Temporal Conjunctions/Adverbs of Time).

21	B	C4	"How to Make Fried Rice" adalah Procedure Text, bukan Narrative.
22	B	C1	Tokoh penentang/jahat disebut Antagonist.
23	C	C1	Syarat Buto Ijo: Mengambil anak itu saat usia 17 tahun untuk dimakan.
24	D	C1	Senjata terakhir: Terasi (Shrimp paste) yang menjadi lumpur hisap.
25	B	C2	Antonym Drowned (tenggelam) adalah Floated (mengapung).
26	C	C2	Tujuan item magis: Untuk melindungi diri (protect herself).
27	B	C5	Evaluasi keputusan: Mengambil janji dengan raksasa pemakan manusia adalah berisiko tinggi.
28	B	C3	Prediksi: Tanpa senjata terakhir, kemungkinan besar tertangkap.
29	C	C3	Past tense dari ride adalah <b>rode</b> .
30	B	C3	Past Continuous (sedang terjadi di masa lalu): <b>was crying</b> .
31	B	C3	Kalimat naratif menggunakan V2 (ate, slept).
32	A	C3	Indirect ke Direct: "he would" menjadi "I will".
33	C	C2	"Because" menunjukkan hubungan sebab-akibat.
34	B	C4	Deskripsi penjahat (Villain): Cruel (kejam) dan Wicked (jahat).
35	B	C2	Synonym Huge = Enormous (Sangat besar).
36	B	C5	Perbandingan (Evaluasi): Kedua cerita tentang anak durhaka yang dihukum ibu.
37	A	C6	Modernisasi cerita (Kreasi): Sepatu kaca diganti benda modern (HP/ID).
38	B	C6	Plot twist (Kreasi perspektif baru): Serigala sebenarnya baik/melindungi.
39	B	C4	Fabel adalah cerita hewan. Rabbit and Turtle adalah contoh paling jelas.

40	C	C6	"Show, Don't Tell" (Teknik menulis): Menunjukkan keberanian lewat aksi, bukan kata sifat.
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### C. KUNCI JAWABAN & RUBRIK PENILAIAN (URAIAN/ESSAY)

#### 41. Generic Structure of Narrative Text

**\* Jawaban:**

1. Orientation (Introduction)
2. Complication (Conflict)
3. Resolution (Ending)
4. Re-orientation (Optional/Coda)

\*Fungsi Complication:\* To show the crisis or problem that arises in the story which the characters must solve.

\* **Rubrik:** Menyebutkan 3 struktur utama (3 poin), menjelaskan fungsi complication dengan benar (2 poin). Total 5.

#### 42. Grammar Application (Simple Past Tense)

**\* Jawaban:**

- a. The princess **sang** a beautiful song in the garden.
- b. They **did not know** the way to the castle.
- c. **Did** the giant **catch** the boy?

\* **Rubrik:** Benar semua poin a, b, c. (Masing-masing 2 poin, Total 6 -> dikonversi ke skala 5).

#### 43. Moral Analysis (The Honest Woodcutter)

**\* Jawaban:**

The moral value is "**Honesty is the best policy**" or "**We must be honest in every situation.**"

\*Explanation:\* Honesty is important because, in the story, the woodcutter's honesty made the god happy, and he was rewarded with more than he lost. Dishonesty usually leads to bad outcomes.

\* **Rubrik:** Menyebutkan moral (2 poin), Penjelasan logis (3 poin). Total 5.

#### 44. Creating/Synthesis (Combining Sentences)

**\* Jawaban (Variasi yang diterima):**

- The deer escaped from the cage **while** the hunters were sleeping.
- **While** the hunters were sleeping, the deer escaped from the cage.
- The hunters were sleeping **when** the deer escaped from the cage.

\* **Rubrik:** Struktur kalimat benar (grammar) dan penggunaan konjungsi tepat. Total 5.

#### 45. Creating Alternative Ending (Malin Kundang)

**\* Jawaban (Contoh Kreativitas Siswa):**

\*Contoh:\* "When his mother prayed, Malin Kundang suddenly felt a sharp pain in his chest. He realized his mistake immediately. He ran down from his ship, knelt before his mother, and cried for forgiveness. His mother, seeing his sincerity, hugged him. Malin Kundang then used his wealth to build a big house for his mother and lived happily in the village."

**\* Rubrik:**

- Ide Orisinal (Tidak menjadi batu): 2 poin.
- Koherensi Cerita: 2 poin.
- Tata Bahasa (Grammar) cukup baik: 1 poin.
- Total 5.

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#### TOTAL SKOR MAKSIMAL:

- Pilihan Ganda: 40 soal x 1 = 40
- Uraian: 5 soal x 5 = 25
- **Nilai Akhir** = (Skor Perolehan / 65) x 100

\*Dokumen ini dibuat oleh Sistem Asesmen "BIKIN SOAL CEPAT" untuk Guru Profesional.\*