



MUSYAWARAH GURU MATA PELAJARAN
BAHASA INGGRIS SMP
KABUPATEN MALANG
Jl. Adi Wacana No. 19 Ardirejo Kepanjen ☎ 65173 ☎ 0341-397557



Nomor : 221/MGMP.BIG.SMP/X/2026
Lampiran : 1 (satu) berkas Petunjuk Teknis (Juknis)
Hal : Undangan Peserta English Story Telling Competition 2026

Yth. Bapak/Ibu Kepala SMP Negeri/Swasta se-Kabupaten Malang
Cq. Guru Mata Pelajaran Bahasa Inggris
di Tempat

Dengan hormat,

Puji syukur kehadiran Tuhan Yang Maha Esa atas segala limpahan rahmat-Nya, semoga Bapak/Ibu senantiasa sukses dalam menjalankan tugas pengabdian di bidang pendidikan.

Dalam rangka memperingati Bulan Bahasa dan Sastra Nasional serta menumbuhkan minat dan kemampuan berbicara (*speaking skill*) peserta didik, kami pengurus MGMP Bahasa Inggris SMP Kabupaten Malang bermaksud menyelenggarakan kegiatan **English Story Telling Competition 2026** dengan tema "*Expressing Creativity through English Storytelling to Celebrate Language and Culture*".

Sehubungan dengan hal tersebut, kami memohon berkenan Bapak/Ibu Kepala Sekolah untuk berpartisipasi dengan mengutus **1 (satu) orang siswa perwakilan dan 1 (satu) orang guru pendamping** dalam kegiatan kompetisi tersebut, yang akan dilaksanakan pada:

- **Hari, Tanggal** : Sabtu, 31 Oktober 2026
- **Waktu** : Pukul 07.00 WIB s.d. selesai
- **Tempat** : Kepanjen (*Detail lokasi akan diinformasikan kemudian melalui Grup WA MGMP*)
- **Biaya** : Rp 200.000,- / Peserta (*Include: 2 box snack, 2 box lunch, sertifikat*)

Pendaftaran peserta dilakukan secara daring melalui website resmi www.bigsmpkabmalang.com paling lambat tanggal **21 Oktober 2026**. Syarat, ketentuan, dan indikator penilaian lomba selengkapnya telah kami lampirkan dalam dokumen Petunjuk Teknis (Juknis) bersama surat ini.

Demikian undangan ini kami sampaikan. Besar harapan kami agar sekolah yang Bapak/Ibu pimpin dapat berpartisipasi demi suksesnya ajang unjuk bakat siswa ini. Atas perhatian, dukungan, dan kerja sama Bapak/Ibu, kami ucapkan terima kasih.

Mengetahui

Kepala SMP Negeri 1 Dampit
selaku Pembina MGMP Bahasa Inggris



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Petua MGMP Bahasa Inggris



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PETUNJUK TEKNIS
STORY TELLING COMPETITION
MGMP BAHASA INGGRIS SMP KABUPATEN MALANG



Dinas Pendidikan
Musyawarah Guru Mata Pelajaran Bahasa Inggris (MGMP)
SMP Kabupaten Malang

BAB I

PENDAHULUAN

A. Latar Belakang

Bulan Oktober dikenal sebagai Bulan Bahasa dan Sastra, yang menjadi momentum penting untuk menumbuhkan semangat literasi, khususnya dalam penguasaan dan penguatan keterampilan berbahasa asing di kalangan peserta didik. Salah satu bentuk kegiatan yang mendukung hal tersebut adalah pelaksanaan lomba *Story Telling* atau bercerita dalam bahasa Inggris, yang tidak hanya menguji kemampuan linguistik, namun juga kemampuan performatif dan ekspresi artistik siswa.

Melalui lomba ini, diharapkan peserta didik dapat mengekspresikan kreativitas mereka dalam membawakan cerita berbahasa Inggris dengan gaya yang komunikatif, ekspresif, dan menarik. Kegiatan ini juga menjadi ajang untuk memupuk rasa percaya diri, keberanian tampil di depan publik, serta kecintaan terhadap sastra dan budaya melalui media cerita.

B. Nama Kegiatan

English Story Telling Competition 2026. Dalam rangka memperingati Bulan Bahasa dan Sastra Nasional.

C. Tema Kegiatan

"Expressing Creativity through English Storytelling to Celebrate Language and Culture" (Menumbuhkan Kreativitas melalui Bercerita dalam Bahasa Inggris untuk Merayakan Bahasa dan Budaya).

D. Tujuan Kegiatan

- Menumbuhkan minat dan bakat peserta didik dalam bidang bercerita menggunakan Bahasa Inggris.
- Meningkatkan kemampuan berbicara (*speaking skill*) dan percaya diri peserta didik.
- Menumbuhkan apresiasi terhadap karya sastra berbahasa Inggris.

- Menjadi ajang silaturahmi dan kompetisi yang sehat antar siswa SMP se-Kabupaten Malang.

BAB II

KETENTUAN UMUM

A. Peserta

1. Peserta merupakan siswa kelas VII, VIII, atau IX dari SMP Negeri/Swasta/Satu Atap di wilayah Kabupaten Malang.
2. Peserta bukan merupakan Juara 1, 2, atau 3 pada Story Telling Competition tahun sebelumnya.
3. Setiap sekolah hanya diperbolehkan mengirim 1 (satu) orang peserta.

B. Pendaftaran

1. Alur Pendaftaran

Pendaftaran peserta dilakukan secara daring melalui Website Resmi MGMP Bahasa Inggris SMP Kabupaten Malang, dengan tahapan sebagai berikut:

- Guru pembimbing mengunjungi laman:
[<https://www.bigsmpkabmalang.com/>]
- Jika belum memiliki akun, guru wajib melakukan registrasi akun terlebih dahulu pada sistem.
- Setelah memiliki akun, guru melakukan *login* ke sistem menggunakan akun yang telah dibuat.
- Guru masuk ke menu "Acara" dan memilih lomba *Story Telling* untuk mulai melakukan pendaftaran siswa.
- Guru mengisi data siswa dan mengunggah berkas-berkas wajib, sebagai berikut:
 - Foto resmi siswa ukuran 3x4 (background bebas, pakaian rapi).
 - Surat keterangan aktif sebagai siswa dari sekolah asal.

- Lembar nilai (fotokopi rapor semester terakhir) / profil peserta didik dari dapodik.
- Identitas siswa: kartu pelajar atau lembar identitas dalam rapor.
- Setelah semua isian lengkap dan valid, guru menekan tombol "Simpan Pendaftaran".
- Pendaftaran dimulai sejak Juknis ini diterbitkan hingga 21 Oktober 2026.

2. Biaya Pendaftaran

Biaya pendaftaran ditetapkan sebesar Rp 200.000,- yang dibayarkan melalui transfer ke:

- Bank: BRI
- Nomor Rek.: 0051-01-013042-53-3
- Atas Nama: INDAH CAHYORINI
- Bukti transfer wajib diunggah pada saat pendaftaran peserta.

3. Batas Akhir Pendaftaran

Pendaftaran ditutup pada: 21 Oktober 2026 pukul 23.59 WIB (*Tanggal diubah dari 20 Oktober 2025 pada Juknis sebelumnya*).

C. Fasilitas Peserta

Setiap peserta akan mendapatkan:

- 2 box snacks
- 2 box lunch
- 2 botol air mineral
- Sertifikat peserta
- Sertifikat untuk guru pembina

D. Waktu dan Tempat Pelaksanaan

- Hari / Tanggal : Sabtu, 31 Oktober 2026
- Tempat : Akan diinfokan di group MGMP kemudian.

E. Ketentuan Umum Lomba

1. Peserta wajib hadir minimal 30 menit sebelum waktu tampil yang telah ditentukan dalam sistem, untuk melakukan registrasi ulang dan pengecekan administrasi.
2. Pembagian ruang lomba (Zona 1, 2, dan 3) serta urutan tampil peserta ditentukan secara otomatis oleh sistem saat pendaftaran *online* melalui *website*: [<https://www.bigsmpkabmalang.com>]
3. Setiap peserta wajib mengikuti jadwal tampil dan zona lomba sesuai yang telah ditentukan sistem, dan tidak diperkenankan meminta perubahan secara sepihak.
4. Guru pembimbing dapat melihat jadwal tampil dan zona peserta melalui akun masing-masing sebelum hari pelaksanaan.
5. Peserta wajib menjaga ketertiban, ketenangan, dan kebersihan selama berada di lingkungan lomba.
6. Dilarang membuat keributan, kegaduhan, atau keluar-masuk ruangan selama perlombaan berlangsung.
7. Selama perlombaan berlangsung, hanya peserta, juri, dan panitia yang diperbolehkan berada di dalam ruang lomba. Guru pembina dan pendamping diharapkan menunggu di luar ruangan untuk menjaga kenyamanan dan kelancaran proses penjurian.

BAB III

TEKNIS LOMBA

A. Bentuk Kegiatan

Lomba *English Story Telling* akan dilaksanakan secara luring (tatap muka) dalam dua babak, yaitu:

1. Babak Penyisihan : Peserta akan tampil di hadapan juri pada kelompok (*group*) masing-masing sesuai dengan pembagian yang telah ditentukan oleh panitia.
2. Babak Final : Peserta yang lolos seleksi dari babak penyisihan akan tampil kembali di hadapan tiga orang juri utama.

B. Jadwal dan Tempat Pelaksanaan

1. Hari / Tanggal : Sabtu, 31 Oktober 2026
2. Waktu : Pukul 07.00 WIB - selesai
3. Tempat : Akan diinfokan di *group* MGMP kemudian

C. Materi Cerita

Peserta wajib memilih dan menampilkan salah satu dari cerita pilihan berikut:

- | | |
|------------------------------------|---------------------------------|
| 1. Aladdin and the Magic Lamp | 5. The Beginning of Cianjur |
| 2. Snow White and the Seven Dwarfs | 6. The Ugly Duckling |
| 3. Bawang Merah and Bawang Putih | 7. The Story of Lutung Kasarung |
| 4. The Monkey and The Crocodile | |

Catatan: Panitia tidak memperkenankan peserta membawa atau menggunakan cerita di luar daftar yang telah ditentukan.

D. Durasi Penampilan

1. Masing-masing peserta diberi waktu tampil maksimal 6 (enam) menit.
2. Penanda waktu dari petugas (*time keeper*) akan diberikan sebagai berikut:
 - Aba-aba "Mulai": peserta memulai penampilan, dan waktu dihitung.
 - Bendera pertama (5 menit): menunjukkan bahwa waktu telah mencapai menit ke-5.
 - Bendera kedua (5 menit 30 detik): menunjukkan sisa waktu tinggal 30 detik.
3. Jika melebihi 6 menit, maka skor peserta dikurangi 10 poin oleh masing-masing juri.

E. Tata Tertib Penampilan

1. Peserta tampil secara individu.
2. Peserta tidak diperkenankan memakai KOSTUM, seluruh peserta mengenakan seragam yang sama (biru putih).
3. Diperbolehkan menggunakan properti sederhana sebagai pendukung cerita, tanpa dibantu orang lain.
4. Peserta tidak diperkenankan menggunakan alat bantu elektronik (musik, proyektor, rekaman suara, dll).
5. Ketertiban dan ketenangan selama tampil harus dijaga dengan baik. Peserta yang mengganggu jalannya lomba akan dikenai sanksi.

F. Pembagian Zona dan Urutan Tampil

1. Pada saat guru melakukan pendaftaran peserta melalui laman web www.bigsmpkabmalang.com, sistem secara otomatis akan:
 - Membagi peserta ke dalam ruang lomba yang disebut Zona (Zona 1, Zona 2, dan Zona 3), berdasarkan pemerataan jumlah peserta.

- Menentukan nomor urut tampil peserta secara acak dan otomatis.
- 2. Setiap peserta wajib mengikuti jadwal dan urutan penampilan sesuai dengan pembagian yang telah ditentukan oleh sistem.
- 3. Panitia akan membagikan jadwal dan daftar tampil peserta (berdasarkan zona dan nomor urut) kepada masing-masing guru pembimbing sebelum hari pelaksanaan.
- 4. Peserta yang datang tidak sesuai waktu tampil dan zona yang ditentukan dapat dinyatakan gugur jika tidak ada pemberitahuan resmi kepada panitia sebelum lomba dimulai.

BAB IV

PENILAIAN DAN DEWAN JURI

A. Komposisi Dewan Juri

1. **Babak Penyisihan** Setiap zona lomba akan dinilai oleh Juri yang berasal dari perguruan tinggi serta instansi pendidikan di luar lingkungan MGMP Bahasa Inggris SMP Kabupaten Malang.
2. **Babak Final** Penilaian akan dilakukan oleh juri dari kalangan akademisi perguruan tinggi, yang telah memiliki pengalaman dan kompetensi dalam bidang kebahasaan, sastra, dan pertunjukan.
3. Semua juri baik pada babak penyisihan maupun final akan menggunakan rubrik penilaian resmi dari panitia, untuk menjaga objektivitas dan konsistensi skor.

B. Kriteria Penilaian Masing-masing peserta akan dinilai berdasarkan aspek-aspek berikut dengan total skor maksimal 500 poin:

No.	Aspek Penilaian	Skor Maksimal
1	Isi dan Pesan Cerita	150
2	Penyampaian Cerita:	
	a. Properti Sederhana	50
	b. Ekspresi dan Komunikasi	100
	c. Intonasi Suara	100
	d. Daya Pukau	100
Total		500

C. Deskripsi dan Indikator Penilaian

1. Isi dan Pesan Cerita (Skor Maksimal 150)

Menilai kesesuaian alur cerita, kelengkapan struktur, keberurutan logika cerita, serta kekuatan pesan moral yang disampaikan secara komunikatif.

- **130 - 150 (Sangat Baik):** Struktur cerita sangat utuh, alur mengalir logis tanpa terputus, dan pesan moral ditangkap dengan sangat mudah oleh audiens.
- **100 - 129 (Baik):** Struktur cerita utuh, alur cukup logis meskipun ada transisi yang kurang mulus, pesan moral tersampaikan dengan baik.
- **70 - 99 (Cukup):** Ada bagian struktur cerita yang terlewat, alur cerita kurang kohesif, dan pesan moral kurang jelas.
- **< 70 (Kurang):** Cerita tidak utuh, alur melompat-lompat, dan pesan moral tidak tersampaikan.

2. Properti Sederhana (Skor Maksimal 50)

Menilai kesesuaian alat bantu yang digunakan untuk mendukung tema dan suasana cerita, tanpa berlebihan.

- **41 - 50 (Sangat Efektif):** Properti sangat relevan, diintegrasikan secara natural, dan memperkuat visualisasi tanpa mendominasi penampilan.
- **31 - 40 (Efektif):** Properti relevan dan membantu cerita, digunakan dengan cukup baik.
- **21 - 30 (Cukup):** Properti digunakan, namun kurang relevan atau penggunaannya terlihat canggung.
- **< 21 (Kurang):** Penggunaan properti mengganggu konsentrasi peserta atau tidak menggunakan properti sama sekali.

3. Ekspresi dan Komunikasi (Skor Maksimal 100)

Menilai penggunaan mimik wajah, gesture tubuh, serta keterampilan komunikasi verbal dalam menyampaikan cerita kepada audiens.

- **85 - 100 (Sangat Komunikatif):** Kontak mata sangat baik, gesture dan mimik wajah sangat ekspresif serta selaras dengan emosi tokoh, sangat menguasai panggung.
- **70 - 84 (Baik):** Kontak mata stabil, gesture dan mimik wajah sesuai cerita meskipun kadang sedikit kaku.
- **55 - 69 (Cukup):** Sering melihat ke arah lain, gestur dan mimik wajah kurang bervariasi atau kurang sesuai.
- **< 55 (Kurang):** Tidak ada kontak mata, berdiri kaku, dan tidak ada ekspresi yang menunjang cerita.

4. Intonasi Suara (Skor Maksimal 100)

Menilai kejelasan pelafalan, variasi intonasi, tempo bicara, penekanan kalimat penting, serta kemudahan dalam dipahami oleh audiens.

- **85 - 100 (Sangat Jelas & Akurat):** Pelafalan (*pronunciation*) sangat jelas dan akurat, variasi nada, jeda, dan tempo sangat tepat, penekanan kata dramatis.
- **70 - 84 (Baik):** Pelafalan jelas dengan sedikit kesalahan minor, intonasi dan tempo cukup bervariasi.
- **55 - 69 (Cukup):** Banyak kesalahan pelafalan, suara monoton, atau tempo terlalu cepat/lambat.
- **< 55 (Kurang):** Suara tidak terdengar jelas, pelafalan sulit dipahami, dan intonasi datar.

5. Daya Pukau (Skor Maksimal 100)

Menilai kemampuan peserta dalam memikat perhatian audiens, membangun emosi cerita, dan menciptakan suasana yang hidup, termasuk pengolahan suara tokoh jika ada.

- **85 - 100 (Sangat Memukau):** Karisma dan rasa percaya diri sangat tinggi, pergantian suara tokoh sangat baik, audiens sepenuhnya terbawa suasana.
- **70 - 84 (Baik):** Kepercayaan diri baik, ada upaya membedakan karakter suara tokoh namun belum konsisten, cerita cukup menarik.
- **55 - 69 (Cukup):** Kurang percaya diri, cenderung seperti menghafal teks, suasana cerita kurang terasa.
- **< 55 (Kurang):** Terlihat gugup, kehilangan fokus, dan gagal menarik perhatian audiens.

BAB V

PENENTUAN PEMENANG DAN HADIAH

A. Mekanisme Penentuan Pemenang

1. Pemenang Babak Penyisihan (Tingkat Zona)

- Penilaian dilakukan di masing-masing zona (Zona 1, Zona 2, dan Zona 3).
- Peserta dengan 3 (tiga) perolehan nilai tertinggi di setiap zona akan ditetapkan sebagai Juara 1, 2, dan 3 Tingkat Zona, dan berhak melaju ke Babak Final.

2. Pemenang Babak Final

- Pemenang utama ditentukan berdasarkan peringkat nilai tertinggi yang diperoleh dari hasil penjurian ulang di Babak Final.
- Dari 9 (sembilan) finalis yang tampil, Panitia akan menetapkan pemenang dengan kategori sebagai berikut:
 - Juara 1, 2, dan 3
 - Juara Harapan 1, 2, dan 3
 - Juara Berbakat 1, 2, dan 3

3. Skor Sama

- Jika terdapat nilai yang sama pada penentuan peringkat, maka peserta yang bersangkutan akan mengikuti presentasi ulang, dengan durasi maksimal 3 menit, menggunakan cerita yang sama dan dinilai oleh tim juri yang sama.

4. Keputusan Dewan Juri

- Keputusan dewan juri bersifat final dan tidak dapat diganggu gugat oleh pihak manapun.

B. Hadiah dan Penghargaan

Para pemenang akan menerima penghargaan sebagai berikut:

1. Penghargaan Babak Penyisihan (Tingkat Zona)

- **Juara 1, 2, dan 3 (Zona 1, 2, dan 3):** E-Sertifikat Juara Zona.

2. Penghargaan Babak Final

Kategori	Hadiah
Juara 1, 2, dan 3	Trofi + Sertifikat + Uang Pembinaan
Juara Harapan 1, 2, dan 3	Trofi + Sertifikat
Juara Berbakat 1, 2, dan 3	Trofi + Sertifikat

C. Sertifikat Peserta dan Pembina

1. Seluruh peserta lomba akan mendapatkan sertifikat keikutsertaan, sebagai bentuk apresiasi atas partisipasi aktif dalam kegiatan lomba.
2. Guru pembimbing yang mendaftarkan peserta juga akan mendapatkan sertifikat pendamping lomba.

BAB VI

KETENTUAN TAMBAHAN DAN KONTAK PANITIA

A. Ketentuan Tambahan

1. Peserta yang tidak hadir saat jadwal tampil tanpa pemberitahuan resmi kepada panitia, akan dianggap mengundurkan diri.
2. Peserta wajib menjaga sopan santun, etika, dan kebersihan selama mengikuti kegiatan lomba.
3. Panitia berhak melakukan diskualifikasi peserta apabila ditemukan pelanggaran terhadap ketentuan lomba, manipulasi data, atau tindakan yang tidak sportif.
4. Panitia tidak menyediakan penginapan. Sekolah peserta diharapkan mengatur akomodasi dan transportasi masing-masing.
5. Keikutsertaan dalam lomba ini berarti peserta telah memahami dan menyetujui seluruh isi petunjuk teknis (juknis) ini.
6. Hal-hal yang belum tercantum dalam petunjuk teknis ini akan ditentukan kemudian oleh panitia dan bersifat mengikat.

B. Kontak Panitia Untuk informasi lebih lanjut, klarifikasi, atau pertanyaan terkait teknis kegiatan, dapat menghubungi panitia pelaksana melalui kontak berikut:

- Wazna : 0813-3175-2563
- Andin : 0857-3338-4844
- Atau kunjungi website resmi MGMP Bahasa Inggris SMP Kab. Malang:
<https://www.bigsmpkabmalang.com>

Aladdin and the Magic Lamp

Once upon a time in Baghdad, there lived a poor but clever boy named Aladdin. He was kind but very lazy, and he never wanted to work. One day, his mother sent him to the marketplace to find a job. While walking around, Aladdin met a mysterious man dressed in rich clothes. "Hello, young boy," the man said. "I am a magician from a faraway land. If you help me, I will make you rich!" Aladdin was curious. "What do I have to do?"

The magician led him to a secret cave outside the city. "Inside, you will find a magical lamp," he explained. "Bring it to me, and I will reward you!" Before Aladdin entered, the magician gave him a golden ring. "If you are in trouble, rub this ring," he whispered. Aladdin stepped inside the dark cave. As he looked around, he was amazed. Gold, jewels, and treasures sparkled in every corner! But he remembered his task and searched for the lamp. After a few minutes, he found it sitting on a small table. He grabbed it and hurried back to the entrance. "I have the lamp!" Aladdin called out.

"Good!" said the magician. "Now, give it to me!" But Aladdin hesitated. He felt something was wrong. "Help me out first!" he demanded. The magician's face changed. His eyes burned with anger. "Foolish boy!" he shouted and pushed a huge rock over the entrance of the cave, trapping Aladdin inside.

Aladdin was terrified. The cave was dark and silent. He tried to move the rock, but it was too heavy. "What should I do?" he whispered. Then, he remembered the ring! Desperately, he rubbed it. Suddenly, blue smoke filled the air, and a powerful genie appeared! "Master, I am the Genie of the Ring," the genie said in a deep voice. "How can I help you?" Aladdin, shaking with fear but also hope, said, "Please, take me home!"

In an instant, he was back in his small house. Relieved, he held the lamp tightly. "This lamp must be special," he thought. Curious, he rubbed it. Poof! A giant genie appeared, even larger than before. "Master," the Genie of the Lamp said, bowing, "your wish is my command!" Aladdin's eyes widened. "Really? Then... I wish for a beautiful palace and bags full of gold!"

The next morning, Aladdin woke up in a grand palace, dressed in rich clothes. His life had completely changed. One day, a beautiful princess named Jasmine passed by his palace. She stopped and smiled at Aladdin. They talked, laughed, and soon, they became close friends. Over time, their friendship turned into love. Aladdin asked the King for Jasmine's hand, and they had a grand wedding celebration. From that day on, Aladdin and Jasmine lived happily ever after

Snow White and the Seven Dwarfs

Once upon a time, in the middle of winter, a beautiful queen sat by her window, sewing. As she worked, she pricked her finger, and three drops of blood fell onto the white snow. She looked at it and thought, "I wish for a child with skin as white as snow, lips as red as blood, and hair as black as ebony." Not long after, her wish came true. She gave birth to a baby girl and named her Snow White. But sadly, the queen passed away, and the king remarried. His new wife was beautiful but cruel and vain. This queen had a magic mirror. Every day, she asked, "Mirror, mirror on the wall, who is the fairest of them all?" And the mirror always answered, "You, my queen, are the fairest of them all." One day, however, the mirror said, "Snow White is the fairest of them all."

The queen was furious. She ordered a huntsman to take Snow White into the forest and kill her. But the huntsman took pity on the girl and let her go. Instead, he brought back a deer's heart as proof. Alone and scared, Snow White wandered through the forest until she found a small cottage. She knocked, but no one answered. She stepped inside and saw a tiny table set for seven and seven little beds in a row. Feeling tired, she lay down and fell asleep.

That night, the seven dwarfs who lived there returned home and found her. "Who is this girl?" they wondered. But when Snow White woke up and told them her story, they felt sorry for her. "Stay with us, and we will protect you," they said. Snow White lived happily with the dwarfs, cooking and cleaning while they worked in the mines.

But the evil queen soon discovered that Snow White was still alive. Disguising herself as an old woman, she went to the cottage with a beautiful lace bodice. "Try this on, dear," she said. But as she tied it, she pulled it too tight, and Snow White fainted. Luckily, the dwarfs arrived in time and saved her. Angry, the queen tried again. She disguised herself as a comb seller and gave Snow White a poisoned comb. When Snow White placed it in her hair, she fell unconscious. But again, the dwarfs saved her.

Finally, the queen came with a poisoned apple. "Take a bite, my dear," she said sweetly. Snow White took a bite and collapsed. This time, the dwarfs could not wake her. Heartbroken, they placed her in a glass coffin. One day, a prince passed by and saw her. He was amazed by her

beauty. "I must take her to my castle," he said. As his servants lifted the coffin, they stumbled, and the piece of apple fell from Snow White's mouth. Slowly, she opened her eyes. She was alive!

Overjoyed, the prince asked her to marry him. Snow White agreed, and they lived happily ever after. Meanwhile, the wicked queen, upon hearing that Snow White was alive, was so shocked that she dropped dead. And so, the kingdom was at peace, and Snow White and the prince ruled with kindness and joy.

Bawang Merah and Bawang Putih

Once upon a time, in a village called Dadapan, there lived a wealthy merchant and his daughter, Bawang Putih. She was kind-hearted, obedient, and beautiful. The merchant loved her dearly, especially after his wife passed away. In another village, a widow and her daughter, Bawang Merah, lived in simplicity. One day, the merchant married Bawang Merah's mother, bringing her and Bawang Merah to live in his home. At first, Bawang Merah and Bawang Putih were happy. They thought they would have a loving family. However, after the merchant went on his trips, Bawang Merah's mother treated Bawang Putih unfairly, making her do all the chores like a servant. Bawang Merah felt bad for Bawang Putih, but her mother warned her, "If you want to be happy, obey me and never argue."

Things got worse when the merchant fell ill and passed away. Bawang Merah's mother became greedier and forced Bawang Merah to mistreat Bawang Putih too. Bawang Merah felt trapped. She didn't want to hurt Bawang Putih, but she also feared disobeying her mother. One day, Bawang Putih was sent to wash clothes in the river. Bawang Merah's mother ordered her, "Follow her and make sure she doesn't return home tonight." Bawang Merah hesitated, "But Mother, that's too cruel!" "Don't argue! Do as I say!" her mother snapped.

With a heavy heart, Bawang Merah followed Bawang Putih. She found her stepsister washing clothes while whispering sadly, "If only I had the strength to take revenge..." Hearing this, Bawang Merah was shocked. Has my mother been so cruel that even a kind girl like Bawang Putih wants revenge? She didn't want to harm Bawang Putih, but if she returned home, her mother would punish her. So, she tricked Bawang Putih into chasing a scarf down the river. "Good luck finding that, Putih," she said, pretending not to care. But as she walked away, guilt filled her heart. That night, Bawang Putih didn't return. Bawang Merah grew more worried. Ignoring her mother's orders, she sneaked out to look for her stepsister. She followed the river and found a small cottage. An old woman opened the door, and behind her stood Bawang Putih.

"What are you doing here?" Bawang Putih asked angrily. Bawang Merah sighed. "I'm sorry, Putih. I do care about you. I was just too afraid to fight Mother. But now, I don't want to

pretend anymore. Please forgive me." Bawang Putih hesitated, her face filled with anger and sadness. The old woman spoke, "Forgiveness is not weakness, dear child. And you, Bawang Merah, must learn to choose right from wrong, not just follow orders." Bawang Putih's expression softened. "If you hadn't come tonight, I might have planned revenge. But now, I forgive you. Let's fight Mother together." Hearing this, Bawang Merah smiled in relief. They hugged each other. Before they left, the old woman gave them two pumpkins. "These pumpkins will never rot as long as you stay united. Let them remind you of your bond." They thanked her and returned home, ready to stand against injustice. Though their mother was furious, things would never be the same. Bawang Merah and Bawang Putih would face every challenge together.

Berikut adalah pengetikan ulang untuk cerita keempat, yaitu "The Monkey and The Crocodile", yang telah ditata ke dalam bentuk paragraf:

The Monkey and The Crocodile

Once upon a time, in a lush green jungle, a clever monkey lived on a big grape tree by the river. He had no family and no friends, but he was never lonely. The tree gave him everything he needed- sweet fruit to eat, shade from the sun, and shelter from the rain.

One hot afternoon, as the monkey was enjoying his juicy grapes, he noticed a crocodile resting under the tree. The crocodile looked weak and tired. "Hello, Mr. Crocodile!" the monkey called. "Are you alright?" The crocodile sighed. "I am very hungry. I haven't eaten anything all day. There are no fish in the river." The kind monkey smiled. "I don't eat fish, but I have plenty of grapes. Would you like to try some?" He picked some ripe, purple grapes and threw them down. The crocodile, though not used to eating fruit, took a bite. To his surprise, the grapes were delicious! From that day on, the crocodile visited the monkey every day. They became best friends, sharing stories and laughing together as the monkey threw down fruit from his tree.

One evening, the crocodile decided to bring some grapes home for his wife. She had never tasted anything so sweet before. But as she enjoyed the fruit, a greedy thought entered her mind. "If the fruit is this sweet, imagine how delicious the monkey's heart must be!" she said. "Husband, bring me the monkey! I must eat his heart!" The crocodile was shocked. "I cannot do that! He is my best friend!" But his wife refused to listen. She pretended to be very sick and wailed, "Only a monkey's heart can cure me! If you love me, you will bring him to me!"

Feeling torn between his wife and his friend, the crocodile finally gave in. The next day, he went to the monkey with a big smile. "Dear friend," he said, "my wife is so grateful for the fruit. She invites you to our home for a special meal. I will carry you on my back across the river." The monkey, trusting his friend, jumped onto the crocodile's back. But as they reached the middle of the river, the crocodile spoke in a sad voice. "My friend, I have tricked you. My wife wants to eat your heart. Forgive me, but this is the end."

The monkey's eyes widened in shock, but he quickly thought of a plan. "Oh, dear friend! I would be happy to help your wife, but why didn't you tell me earlier?" the monkey said. "I left my heart in the tree! Let's go back so I can get it for you." The foolish crocodile believed him and quickly swam back to the shore. The moment they reached the tree, the monkey jumped to safety. "You betrayed me!" the monkey shouted. "You are not my friend. Go away and never come back!" The crocodile hung his head in shame. He had lost a good friend

and a steady supply of sweet fruit. And so, the clever monkey lived happily in his tree, safe from the foolish crocodile.

The Beginning of Cianjur

Once upon a time, in a village in West Java, there lived a very rich man. He owned all the rice fields in the area, while the villagers worked as his laborers. Because of his greed, people called him "Pak Kikir", which means "Mr. Stingy". Pak Kikir had a son, and unlike his father, the boy was humble and kind. He often helped the villagers, giving them food and support whenever he could.

One day, Pak Kikir decided to hold a Thanksgiving party to celebrate his harvest. He invited all the villagers, and they were excited, thinking they would enjoy a grand feast. But when they arrived, they were disappointed. "Huh, just a few small dishes?" one villager whispered. "He is so greedy," said another. "No wonder he never receives blessings." While the villagers murmured in disappointment, an old woman walked toward Pak Kikir. She looked weak and hungry. "Sir, please, have mercy," she pleaded. "Just a plate of rice... I have not eaten for days."

Pak Kikir scoffed. "What? I worked hard for this food! You want rice? Work for it!" "Please, sir," the woman begged. "I said NO! Now get out of here!" he shouted angrily. The old woman left, crying. But Pak Kikir's son felt sorry for her. Quietly, he took his own food and gave it to her. "Thank you, kind boy," the old woman said, smiling through her tears.

The old woman then walked toward the mountain nearby. When she reached the top, she looked down at Pak Kikir's house, the grandest home in the village. She raised her walking stick and struck the ground. "Pak Kikir, remember this!" she declared. "Your greed will be your downfall! The land will take back what you have stolen!" Suddenly, water gushed from the ground. It started as a small stream, but quickly became a powerful flood.

The villagers and Pak Kikir's son ran to save themselves, climbing to higher ground. But Pak Kikir, blinded by his greed, tried to gather his gold and treasures. "Save yourselves!" shouted the villagers. "Leave your money behind!" But Pak Kikir refused. The water rose higher and higher, swallowing his house, his fields, and finally, him. He sank along with his wealth, never to be seen again.

The villagers mourned the loss of their home but were grateful to be alive. Together, they searched for a new place to live. They chose Pak Kikir's son as their leader because of his kindness and wisdom. "Teach us how to farm better," they said. "We will follow your advice." The boy taught them how to manage the fields, balance the water, and work together as a community. The people respected him so much that they called him "Anjuran," which means "Suggestion" or "Guidance." Years later, in honor of their leader and the great waters that shaped their land, the people named their new home Cianjur, meaning "full of water." Today, Cianjur is one of the best rice-producing areas in West Java, Indonesia.

The Ugly Duckling

Once upon a time, on an old farm, Mother Duck was waiting for her eggs to hatch. One by one, the eggs cracked open, and six yellow ducklings appeared. But one big egg did not hatch immediately. Mother Duck was confused. "Did I lay this egg?" she wondered. TOCK! TOCK! A little beak started breaking the shell. Finally, out came a strange-looking duckling with gray feathers instead of yellow. As the ducklings grew, Mother Duck worried about the gray duckling. "I don't understand how this ugly duckling can be mine," she thought. The gray duckling was bigger, clumsier, and ate more than the others. His brothers and sisters teased him and did not want to play with him. The farm animals laughed at him, and he felt very lonely and sad. At night, he cried to himself. "Why am I different? Why does nobody love me?"

One day, he couldn't take it anymore. He ran away from the farmyard and wandered into the forest. He found a small pond and asked the birds there, "Do you know any ducklings with gray feathers like mine?" But they shook their heads and said, "We've never seen anyone as ugly as you!" Feeling lost, the duckling kept walking. He met a pair of wild geese, but they warned him, "Go away! Hunters are nearby!"

Frightened, the duckling ran again. This time, he reached a small cottage where an old woman lived. She saw him and said, "Oh! A goose! I'll keep it. If it lays eggs, I'll be rich!" But the duckling could not lay eggs. The hen in the cottage mocked him. "Lay eggs, or the old woman will cook you!" The cat laughed too. "I can't wait to gnaw on your bones!" Terrified, the duckling escaped when the old woman left the door open.

Winter came, and the duckling was all alone. He hid in a bed of reeds near a frozen pond. One day, he looked up and saw a group of beautiful white birds flying in the sky. "Oh, how I wish I looked like them," he sighed. As the cold became harsher, he struggled to find food. One day, he collapsed in the snow. But a kind farmer found him. "Poor little thing," the farmer said, picking him up. "Come, I will take you home."

The farmer's children took care of him through the winter. By the time spring arrived, the duckling had grown bigger and stronger. The farmer took him to a pond and set him free. As he looked at the water, he gasped. "Who is that?" For the first time, he saw his own reflection. But he was no longer an ugly duckling-he was now a beautiful white swan! Just then, a group of swans landed on the pond. One swan said, "Come with us!"

With excitement, the duckling spread his large wings and joined them. Now, he finally understood. He was never a duck-he had always been a swan! From that day on, he was never lonely again. And he lived happily ever after.

The Story of Lutung Kasarung

Once upon a time, there was an old king named Prabu Tapa Agung. He had two daughters, Purbararang and Purbasari. One day, the king said, "I am too old to rule. It is time for me to step down." He chose Purbasari, his youngest daughter, as his successor. Hearing this, Purbararang was furious. "Father! I am the eldest! I should be the queen, not her!" she protested. But the king had made his decision. Full of jealousy, Purbararang planned an evil scheme with her fiancé, Indrajaya. They went to a witch and asked for a curse. The next morning, Purbasari's skin was covered in black spots! "Look at her! She has been cursed! She is not fit to be a queen!" Purbararang shouted. She then convinced her father to banish Purbasari to the forest. With a heavy heart, the king agreed.

Deep in the forest, a kind governor who escorted Purbasari built her a small hut. "Stay strong, Princess. This hardship will not last forever," he said before leaving. Now, Purbasari was alone. However, she made new friends-the animals of the forest. Among them, there was a mysterious black monkey named Lutung Kasarung. He was not an ordinary monkey. He had magical powers and could talk to humans. He always cheered up Purbasari, bringing her flowers and fruits. One night, during a full moon, Lutung Kasarung went to a quiet place and meditated. He prayed to the gods, asking for help. Suddenly, the ground cracked open, and a small magical lake appeared, filled with crystal-clear and fragrant water. The next morning, he took Purbasari to the lake. "Princess, bathe in this lake," he said. Purbasari hesitated but stepped into the water. At that moment, a miracle happened! The black spots on her skin disappeared! She was beautiful again! Overjoyed, she thanked Lutung Kasarung. "I must return to the palace!" she said.

When Purbasari arrived at the palace, Purbararang was shocked. She refused to accept it and challenged Purbasari. "Fine! Let's compete! First, let's see who has the longest hair!" The king measured their hair. Purbasari's hair was longer! But Purbararang refused to give up. "Now, let's see who has the most handsome fiancé! This is my fiancé, Indrajaya!" she said proudly. Purbasari felt sad. She didn't have a fiancé. She looked at Lutung Kasarung, then took his hand. Purbararang burst into laughter. "Hahaha! So, your fiancé is a monkey?!" Suddenly, Lutung Kasarung closed his eyes and meditated. A bright light surrounded him. When the light disappeared, Lutung Kasarung had transformed into a handsome prince! He was even more handsome than Indrajaya! Everyone was amazed. Purbararang finally admitted defeat and begged for forgiveness. With a kind heart, Purbasari forgave her sister and let her stay in the palace.

In the end, Purbasari became the queen, ruling wisely and justly. By her side was the prince of her dreams-Lutung Kasarung, who had always been with her. From that day on, Purbasari

knew that kindness and patience would always triumph over evil. And so, they lived happily ever after.