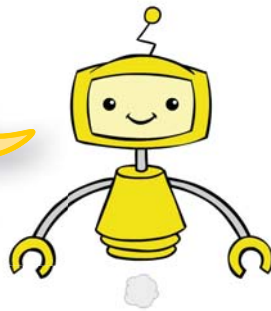


School obligations

In Module 7, Learning Object 4, *Help your community*, we listened as Peter and Anna compiled a list of 'must dos' to help their school and wider community. I wonder whether you would have a similar list of duties and obligations as a student at your school.



LINKS TO:

Module 13

Learning Object 4: Help your community

PRIOR LEARNING:

Stage 2

Module 2 Work Sheet 7: *Zak and the mystery of the message*

Module 7 Work Sheet 5: *Helping around the house*

Module 13 Work Sheet 6: *Many robotic hands make light work*



Clean up

1

Schools in Indonesia do not employ cleaners to clean the classrooms. This job is the responsibility of all primary and secondary students.

Cleaning the classroom is seen by the government, parents and teachers as an important part of a student's education. By cleaning the classroom, students are taught to value their education, to respect their learning environment, and to develop a sense of pride in their school.

Students have a roster for cleaning and tidying their classroom. Early in the morning, before classes, the students who are rostered for that day commence their cleaning duties, which generally consist of washing the blackboard, sweeping the floor, emptying the rubbish bins, and tidying their classroom and its immediate surroundings. These duties are called *piket*. There is also a *guru piket* (supervising teacher) who is rostered to patrol the school and ensure that the rooms have been properly cleaned. Even the youngest students are aware that sharing these duties is part of their culture's strong loyalty to the principle of mutual cooperation, (*gotong royong*).

2

Everyone has a role to play ...

Indonesian secondary students take on a range of jobs and responsibilities to help their teachers and the school. For example:

- A *ketua kelas* (class leader) and *wakil ketua kelas* (deputy-class leader) are chosen each term. These leaders give the instruction for the students to stand when the teacher enters the room; they make sure that students stand in straight lines during assembly; and they run errands for the teacher.
- A *bendahara kelas* (class treasurer) looks after the finances of the class such as collecting money and passing this onto the teacher or school registrar.
- A *sekretaris kelas* (class secretary) helps the *ketua kelas* by looking after any class administration.
- A *ketua OSIS* (Student Council Chairman) and *wakil OSIS* (Student Council Deputies) are involved in organising the affairs of the Student Representative Council.
- *Pasukan pengibar bendera* (flag-raising brigade) organise and conduct the flag-raising ceremony, which marks the commencement of the school week.

3

Salute the flag

As you learnt in Module 1, Work Sheet 1, *Come to school with me*, the flag-raising ceremony, which is held at 7.30 every Monday morning, heralds the beginning of the school week in all Indonesian schools. It starts with the singing of the national anthem (*Indonesia Raya*) followed by reciting the *Pancasila* (the Indonesian Pledge). The ceremony is important to both schools and individuals. It promotes a sense of national pride and patriotism, strengthening the love of country as the participants watch and salute the Indonesian flag as it is raised. While the ceremony is overseen by the principal, the entire process is conducted by students who train for the honour of taking on this important role. They start the ceremony, conduct the music and recite the *Pancasila* for the rest to follow. They also carry, unfurl and raise the flag with military precision.

Exercise 1

The procedure for the flag-raising ceremony is the same throughout all schools in Indonesia. Read the *Tata Cara* (flag-raising ceremony program) below and complete the accompanying activities.

TATA CARA UPACARA PENGIBARAN BENDERA

1. Siswa-siswa, para guru dan pegawai sekolah masuk ke lapangan upacara.
2. Pemimpin upacara masuk ke lapangan upacara.
3. Hormat umum kepada pemimpin upacara.
4. Pembina upacara masuk ke lapangan upacara.
5. Hormat umum kepada pembina upacara.
6. Lagu 'Indonesia Raya' dan pengibaran Sang Merah Putih.
7. Pembina upacara membaca naskah Pancasila. Siswa ikut.
8. Pembina upacara berpidato.
9. Lagu wajib.
10. Membaca doa.
11. Laporan bahwa upacara sudah selesai.
12. Pembina upacara keluar dari lapangan upacara.
13. Pemimpin upacara menyuruh semua barisan bubar.

CATATAN:

Kecuali dalam liburan, pada setiap hari Senin pagi pada pukul 7.30 ada upacara bendera di sekolah-sekolah di seluruh Indonesia. Upacara bendera juga dilakukan pada hari-hari raya nasional, misalnya, Hari Pendidikan Nasional Indonesia (2 Mei), Hari Kebangkitan Nasional (20 Mei), Hari Kesaktian Pancasila (1 Oktober) dan Hari Pahlawan (10 Nopember).

(continued on following page)

(continued from previous page)

1.3 Discuss the role played by students in the flag-raising ceremony and the purpose of their involvement.

1.4 Do some online research about the four important national days when the flag-raising ceremony is also held in all schools throughout Indonesia.

1.4.1 Hari Pendidikan Nasional Indonesia

1.4.2 Hari Kebangkitan Nasional

1.4.3 Hari Kesaktian Pancasila

1.4.4 Hari Pahlawan

Exercise 2

Every student attending an Australian secondary school has duties and obligations.

What are your responsibilities to your school? In completing the following exercises you should use the words for expressing obligation (*harus*, *seharusnya*, *mesti*, *semestinya* and *perlu*), which you revised in Module, 13, Work Sheet 6, *Many robotic hands make light work*.

2.1 Answer the following questions in Indonesian in the spaces provided.

2.1.1 Pada pagi hari, jam berapa kamu harus masuk kelas pembinaanmu?

2.1.2 Apa yang perlu kamu persiapkan sebelum masuk kelas?

2.1.3 Kapan kamu harus menghadiri upacara?

2.1.4 Selama upacara, apa yang seharusnya kamu lakukan waktu lagu kebangsaan dinyanyikan?

2.1.5 Di mana pelajar seharusnya makan siang?

2.1.6 Apa yang harus dikerjakan pelajar setelah kelas selesai?

2.1.7 Apakah kamu dan teman-temanmu harus membersihkan ruang kelas? Kalau ya, tugas apa yang mesti kamu lakukan?

2.1.8 Bagaimana seharusnya pelajar menjaga kebersihan sekolah?

2.2 You find yourself in the following situations. What should you do?
Answer in Indonesian in the spaces provided.

2.2.1 Kamu terlambat datang ke sekolah. Apa yang seharusnya kamu lakukan?

2.2.2 Kamu lupa membuat PR. Apa yang perlu kamu lakukan?

2.2.3 Kamu tidak mengerti sebuah soal Matematika. Apa yang seharusnya kamu lakukan?

2.2.4 Telepon genggamu berdering di dalam tas sekolahmu. Apa yang harus kamu lakukan?

2.2.5 Kamu melihat seseorang yang mencurigakan di dekat tempat menyimpan sepeda. Apa yang seharusnya kamu lakukan?

2.2.6 Kamu melihat bungkus permen di lantai. Apa yang seharusnya kamu lakukan?

2.2.7 Ada seorang Ibu atau Bapak yang mencari kantor sekolah. Apa yang semestinya kamu lakukan?

2.3 Use the information from Exercise 2.1 and 2.2 to answer the following questions in English.

2.3.1 Are student jobs in Australian schools seen as an honour or just a chore? Give reasons to support your answer.

2.3.2 Based on the information in Blocks 1 and 2, which Australian student jobs are similar to those Indonesian secondary students are required to do?

(continued on following page)

Exercise 3

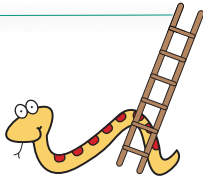
It is time to use all your creativity to make an original version of the game Snakes and Ladders incorporating chance cards.

3.1 Select a responsibility and a consequence for each card from the lists below to help create nine chance cards.

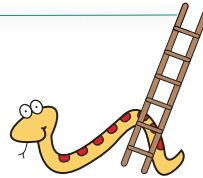
Make your cards using the blanks on the next page.

Responsibility	Consequence
Kamu lupa membawa pena, buku catatan dan buku pelajaranmu ke sekolah.	Kehilangan giliran
Telepon genggammu tidak dimatikan.	Maju satu langkah
Tugas Bahasa Inggrismu terlambat diserahkan.	Maju dua langkah
Kamu selalu mengangkat tangan untuk menjawab pertanyaan.	Maju tiga langkah
Kamu makan di dalam kelas.	Mundur satu langkah
Kamu sopan dan menghormati guru dan teman-teman sekelasmu.	Mundur dua langkah
Kamu sudah bekerja sama dengan baik dengan teman-teman sekelasmu.	Mundur tiga langkah
Kamu meninggalkan sampah di mana-mana.	Masuk penjara
Kamu terlambat masuk sekolah.	Kembali ke awal
Kamu selalu membuang sampah di tempat sampah.	

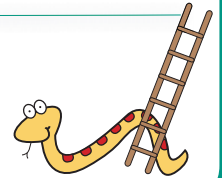
KARTU KESEMPATAN



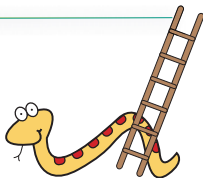
KARTU KESEMPATAN



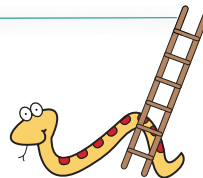
KARTU KESEMPATAN



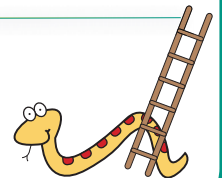
KARTU KESEMPATAN



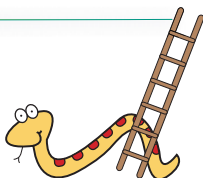
KARTU KESEMPATAN



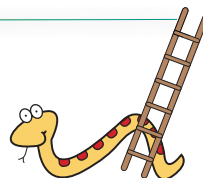
KARTU KESEMPATAN



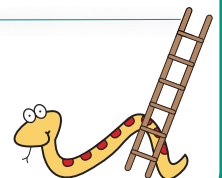
KARTU KESEMPATAN



KARTU KESEMPATAN



KARTU KESEMPATAN



3.2 Now that the Chance Cards for the game have been created, your next task is to complete the Snakes and Ladders game board itself, shown on page 13.

To do this you need to create reasons (including an appropriate interjection, if possible) for climbing the ladders or sliding down the snakes to the specified destinations.

You may elect to use some of the suggestions in the table.

Interjections	Reason
Aduh, celaka!	Kamu membuang sampah sembarangan.
Astaga!	Kamu murid yang menyenangkan sekali.
Asyik!	Penghargaan Kemasyarakatan kamu sedang menunggumu
Awas!	Begitu sampai di sekolah, kamu harus mematikan telepon genggammu.
Bagus!	Kamu telah dipilih untuk menjadi ketua OSIS.
Hati-hati!	Kamu perlu tidur lebih awal jadi mudah bangun pagi.
Hebat!	Kerja kerasmu terbayar sekarang.
Horee!	Kamu bisa keluar lebih awal.
Kasih!	Kamu harus menghadap guru Bahasa Inggrismu dan minta maaf.
Luar biasa!	Kamu semestinya makan di luar.
Maaf!	Kami angkat topi kepadamu.
Sayang sekali	Kamu punya waktu bebas.
Selamat!	Kamu harus membersihkan halaman sekolah.
Untung!	Kamu harus mempersiapkan tas sekolahmu pada malam sebelumnya.
Wah!	Kamu telah naik tingkat dalam gerakan Pramuka. Kamu tidak mengerjakan PRmu.

Write your reason next to the corresponding box number below:

SNAKES

- 39. _____
- 33. _____
- 31. _____
- 29. _____
- 25. _____
- 18. _____
- 7. _____

(continued on following page)

(continued from previous page)

LADDERS

36. _____

26. _____

24. _____

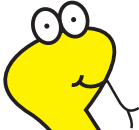
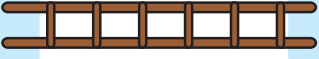



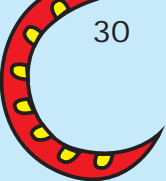

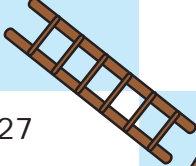
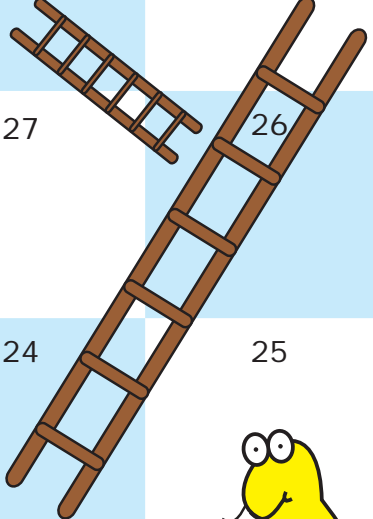


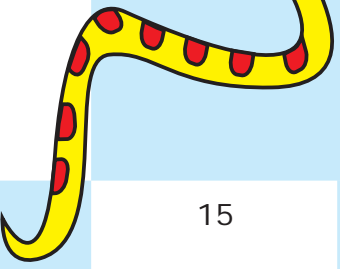





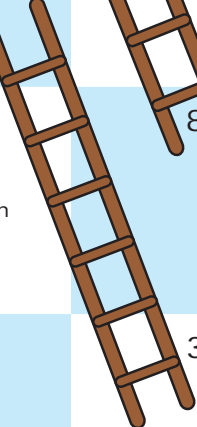
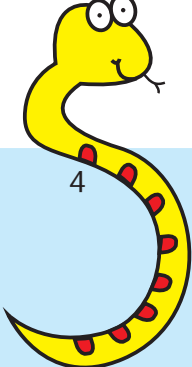
21. _____

10. _____

8. _____

3. _____

Ular dan Tangga

40 Sudah Sampai	39 	38	37 Kartu Kesempatan 	36
31 	32 	33 	34	35
30 	29 	28 Kartu Kesempatan	27 	26 
21 	22 MASUK PENJARA <i>Celaka! Lempar angka '6' baru bisa keluar.</i>	23	24	25 
20	19	18	17	16 
11 	12	13 	14	15 Kartu Kesempatan
10	9 Kartu Kesempatan	8 	7 	6 
1 Awal	2 Kartu Kesempatan	3 	4 	5 Kartu Kesempatan