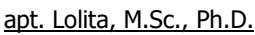
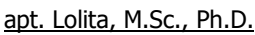



	<b>SOAL UJIAN TENGAH SEMESTER GENAP TA 2020/2021 FAKULTAS FARMASI</b>					
	MATA KULIAH (sks)	:	BAHASA INGGRIS (2 SKS)	PRODI	:	FARMASI
	DOSEN	:	PATRIA HANDUNG JAYA, S. Pd., M. A.	KELAS/SEM	:	A, B, C/4
	HARI/TANGGAL	:	SENIN/15 MEI 2023	RUANG	:	RUANG UJIAN FARMASI
	JAM MULAI / WAKTU	:	10.00-11.30/90 MENIT	SIFAT UJIAN	:	TAKE HOME

**INSTRUCTION:**

- ❖ **Pray before you begin.**
- ❖ **You MUST NOT bring the question sheet home.**
- ❖ **The total score of this exam is 100. (Rubric is provided)**

CPL 3, 8  CPMK 1, 2	<ol style="list-style-type: none"> <li>1. In a group of 4-5, make a 5-10-minute role-play related to the interaction between:               <ol style="list-style-type: none"> <li>a. Pharmacist and Patient</li> <li>b. Pharmacist and Doctor</li> <li>c. Pharmacist and Other Health Practitioner</li> </ol> </li> <li>2. The dialogue <b>MUST</b> also contain vocabularies related to health discussed in meeting 6 and 7.</li> <li>3. Record your role-play and upload it to the class' YouTube channel.</li> <li>4. The deadline of the submission is on the D day of the exam. Videos uploaded more than the deadline will not be assessed.</li> </ol>
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Diverifikasi oleh :		Disusun oleh :
Ketua Program Studi	Penanggungjawab Keilmuan	Dosen Pengampu
 apt. Lolita, M.Sc., Ph.D.	 apt. Lolita, M.Sc., Ph.D.	 <u>Patria Handung Jaya, S.Pd., M.A.</u>

**SCORING RUBRIC**

Criteria	4 Excellent	3 Proficient	2 Adequate	1 Limited
Participation in Preparation and Presentation	Always willing and focused during group work and presentation. <input type="checkbox"/>	Usually willing and focused during group work and presentation. <input type="checkbox"/>	Sometimes willing and focused during group work and presentation. <input type="checkbox"/>	Rarely willing and focused during group work and presentation. <input type="checkbox"/>
Presentation of Character	Convincing communication of character's feelings, situation and motives. <input type="checkbox"/>	Competent communication of character's feelings, situations and motives. <input type="checkbox"/>	Adequate communication of character's feelings, situation and motives. <input type="checkbox"/>	Limited communication of character's feelings, situation and motives. <input type="checkbox"/>
Achievement of Purpose	Purpose is clearly established and effectively sustained. <input type="checkbox"/>	Purpose is clearly established and generally sustained. <input type="checkbox"/>	Purpose is established but may not be sustained. <input type="checkbox"/>	Purpose is vaguely established and may not be sustained. <input type="checkbox"/>
Use of Non-Verbal Cues (voice, gestures, eye contact, props, costumes)	Impressive variety of non-verbal cues are used in an exemplary way. <input type="checkbox"/>	Good variety of non-verbal cues are used in a competent way. <input type="checkbox"/>	Satisfactory variety of non-verbal cues used in an acceptable way. <input type="checkbox"/>	Limited variety of non-verbal cues are used in a developing way. <input type="checkbox"/>
Imagination and Creativity	Choices demonstrate insight and powerfully enhance role play. <input type="checkbox"/>	Choices demonstrate thoughtfulness and completely enhance role play. <input type="checkbox"/>	Choices demonstrate awareness and developing acceptably enhance role play. <input type="checkbox"/>	Choices demonstrate little awareness and do little to enhance role play. <input type="checkbox"/>

**Total Score = (4 x 5) x 5 = 100**