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International Teaching Aid  
**Competition 2023**

Reconnoitering Innovative Ideas in Postnormal Times

**iTAC**

**2023**

**iTAC 2023**  
**INTERNATIONAL TEACHING AID COMPETITION**  
**E-PROCEEDINGS**

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- |     |   |     |
|-----|---|-----|
| 63. | <p><b><i>ELECTROCHEMISTRY TOOLKIT</i></b></p> <p><i>Dani Asmadi Ibrahim , Amal Hayati Jamali, , Noor Fatihah Zulkepely, Mohd Muazzin Mohd Yasin</i></p>   | 425 |
| 64. | <p><b><i>ENHANCING STUDENT MASTERY OF SUBJECT-VERB AGREEMENT (SVA) THROUGH SVnoes</i></b></p> <p><i>Nursyuhada Zakaria, Sharifah Amani Syed Abd Rahman, Nadzrah Sa'adan, Maisarah Noorezam, PM Dr Aminabibi Satanihpy @ Saidalvi</i></p>  | 431 |
| 65. | <p><b><i>FLIPPED LEARNING IN SCIENCE EDUCATION: USING HORMONE IN ACTION (POULTRY EDITION) AS A LEARNING TOOL</i></b></p> <p><i>Khairunnisa binti Othman, Norlizayati Ramlan, Aishah Zarzali Shah, Ruslan Achok, Puteri Noor Safura Megat Mahmud, Dr. Eric Lim Teik Chung</i></p>                | 436 |
| 66. | <p><b><i>E-COMIC: SAVING MONEY MADE FUN</i></b></p> <p><i>Aqilah Husna binti Shah Rullnizam, Muhammad Harrith Daniel bin Asrul Efandi, Muhammad Mirza Haziq bin Aidil, Nur Syamimi binti Mohd Musa, Noorain Mohd Nordin</i></p>   | 444 |
| 67. | <p><b><i>UiTM STREET LAW: A DIGITAL TEACHING AND LEARNING PLATFORM</i></b></p> <p><i>Haswira Nor Mohamad Hashim, Noraiza Abdul Rahman, Fazlin Mohamed Zain, Anida Mahmood, Nor Akhmal Hasmin, Mazlina Mohamad Mangsor, Mohd Nazim Ganti Shaari</i></p>  | 450 |
| 68. | <p><b><i>UNI-ABODES: HOUSE RENTAL APPS FOR UNIVERSITY STUDENTS</i></b></p> <p><i>Muhammad Ibrahim bin Faridon, Nur Faeizah binti Mohd Shafee, Nur Fareeha binti Zuharizam, Nor Azrin Shamira binti Noor Jamal, Munirah binti Mohamed</i></p>  | 457 |
| 69. | <p><b><i>“GROCERY EMPIRE” Board Game</i></b></p> <p><i>Nur Syahirah Binti Saharudin, Nur Fifie Afiera Binti Mohammad Faizal, Fariha Binti Nasharudin, Masyitah Ellysa Binti Mazlan, Ahmad Syafiq Bin Abdul Wahid , Wan Nurhafizah Fatin Binti Wan Mohd Yasin, Dr. Juan Rizal Bin Sa'ari</i></p> | 464 |
| 70. | <p><b><i>PENGGUNAAN MOMENT KIT BOARD SEBAGAI ALAT BANTU MENGAJAR BAGI KURSUS SAINS KEJURUTERAAN DI POLITEKNIK</i></b></p>   | 470 |

## **PREFACE**

iTAC or International Teaching Aid Competition 2023 was a venue for academicians, researchers, industries, junior and young inventors to showcase their innovative ideas not only in the teaching and learning sphere but also in other numerous disciplines of study. This competition was organised by the Special Interest Group, Public Interest Centre of Excellence (SIG PICE) UiTM Kedah Branch, Malaysia. Its main aim was to promote the production of innovative ideas among academicians, students and also the public at large.

In accordance with the theme "Reconnoitering Innovative Ideas in Post-normal Times", the development of novel ideas from the perspectives of interdisciplinary innovations is more compelling today, especially in the post-covid 19 times. Post-pandemic initiatives are the most relevant in the current world to adapt to new ways of doing things and all these surely require networking and collaboration. Rising to the occasion, iTAC 2023 has managed to attract more than 267 participations for all categories. The staggering number of submissions has proven the relevance of this competition to the academic world and beyond in urging the culture of innovating ideas.

iTAC 2023 committee would like to thank all creative participants for showcasing their innovative ideas with us. As expected in any competition, there will be those who win and those who lose. Congratulations to all the award recipients (Diamond, Gold, Silver and Bronze) for their winning entries. Those who did not make the cut this year can always improve and join us again later.

It is hoped that iTAC 2023 has been a worthy platform for all participating innovators who have shown ingenious efforts in their products and ideas. This compilation of extended abstracts published as iTAC 2023 E-Proceedings contains insights into what current researchers, both experienced and novice, find important and relevant in the post-normal times.

Best regards,

**iTAC 2023 Committee**  
**Special Interest Group, Public Interest Centre of Excellence (SIG PICE)**  
**UiTM Kedah Branch**  
**Malaysia**



## ENHANCING STUDENT MASTERY OF SUBJECT-VERB AGREEMENT (SVA) THROUGH SVnoes

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### ABSTRACT

ESL learners should possess a strong grasp of grammar to help them to be able to use the target language effectively. One of the main problems that hinder students' ability to be proficient in English is the mastery of subject-verb agreement. Hence, SVnoes is developed as a language game targeted for primary school students. It is inspired by the concept of Dominoes, where the language focus is on Subject-Verb agreement. There are 28 blocks which consist of various subjects and verbs. In groups of 4-6 people, each player takes turns to match the right subject with its suitable verb and write the phrase on a piece of paper. The game ends when all blocks are used up and the winner is determined by the highest total points collected in the game. Therefore, SVnoes promotes the use of correct SVA, enhances student communication skills, and encourages cooperation while playing the game. It incorporates a fun and indirect approach for students to learn and use SVA in a non-threatening environment. SVnoes is suitable to be commercialized as a teaching tool in language learning, such as a filler or reinforcement activity, in classroom and even home settings.

**Keywords:** language game, subject, verb, grammar, ESL

### INTRODUCTION

In the field of education, the integration of technology and interactive methods has

revolutionized the way educators approach teaching and learning. One notable advancement is the integration of games as educational tools, such as in healthcare (Bowers et al., 2011) and management (Sugahara et al., 2019). Games provide an engaging and immersive environment that promotes active participation and enhances knowledge retention. In particular, the incorporation of games into language learning has shown great promise, allowing students to develop essential skills while enjoying the process (Godwin et al., 2014).

Mastering grammar is a pervasive challenge encountered by language learners, as the intricate rules and structures can be overwhelming. Traditional teaching methods often struggle to effectively engage students, resulting in limited understanding and retention of grammatical concepts, ultimately impacting their overall language proficiency. Therefore, this study aims to explore the potential of game-based learning approaches in overcoming these challenges and enhancing students' grammar proficiency. By examining the effectiveness of games as educational tools, this study seeks to provide insights into how game-based learning can address the difficulties faced in grammar mastery, leading to improved language acquisition and application of grammatical rules.

## LITERATURE REVIEW

Learning English grammar can be mundane without interesting approaches to teaching. Numerous previous studies have been conducted to examine the importance of using educational games in teaching grammar. Al-Jarrah et al. (2019) and Musa, Ariffin and Hasan (2016) supported the use of educational games in grammar instruction as they found the students' achievement showed substantial improvement in the post-test. Learning while playing enables learners to grasp the content in a more natural environment and they can learn from their classroom experiences.

Another pertinent aspect of incorporating games in grammar instruction is the value of collaborative learning. In educational games, students learn, help and compete with each other while playing (Ong, Duraippah & Ong, 2020). The nature of a competitive environment will help learners learn from each other and eventually work together as a team to win the game. Social interaction is also promoted while playing the games and this leads to collaborative learning (Zakaria et al., 2022). Therefore, with various benefits educational games can offer, it is essential for educators to integrate these educational games into their teaching and learning approaches.

## METHODOLOGY



## The product

The product consists of 28 blocks (figure 1). On every block, there is a verb (pink) and a subject (blue). Every block is different in terms of the plurality and singularity for its verb and subject.

## Game Instruction

This game is best played in a group of six. To set up the game, four blocks will be distributed to each player and three remaining blocks will serve as backup blocks. One block will be selected as a starter block and placed at the center.

Any player can start the game and each player should have an answer sheet and a pen or pencil. To play the game, the first player continues the starter block by adding a block with a suitable subject or verb that agrees with the existing subject/verb written on the starter block. For example, if the starter block has "She" on it, the player can add a block with "loves" or "runs" to complete the subject-verb agreement. The player should write the complete subject-verb agreement on their answer sheet.

To score points, every correct subject-verb agreement written on the answer sheet earns one mark. Players should keep track of their own marks on their answer sheet. The game proceeds clockwise, with each player taking turns adding a block to the growing sentence. If a player cannot add a block to the sentence, they can use one of the backup blocks. They must choose a block that fits the sentence and write the subject-verb agreement on their answer sheet. If all backup blocks are used, the player skips the turn. The game ends when all blocks have been played or when no player can make a valid move. Each player adds up their marks on the answer sheet to determine their score. The player with the highest number of marks is declared the winner. In the case of a tie, the player with the most complete subject-verb agreements wins. If there is still a tie, the player who plays the last block wins.

## CONCLUSION

SVnoes is an innovative teaching tool designed to address the common difficulties students face in forming grammatically correct sentences, particularly in terms of subject-verb agreement (SVA). It serves as a game that aids students in comprehending and applying the SVA rule effectively. Traditional grammar lessons can often be perceived as dull and uninspiring, but SVnoes transforms the learning experience into an engaging and interactive activity.

By integrating SVnoes into their curriculum, educators can utilize it as a filler or reinforcement activity during grammar lessons. Students benefit from playing the game as it enhances their understanding of SVA and also fosters cooperation among peers, thereby improving their communication skills and boosting their confidence levels. They are also provided with an enjoyable and effective means to develop the necessary skills to construct sentences without

grammatical errors. The enjoyment of playing SVnoes can also be extended at home with family and friends, making it an ideal tool for reinforcing language skills outside the classroom.

The gamification approach makes SVnoes a refreshing and effective method that sparks students' interest and motivates them to actively improve their language skills. Its innovative approach transforms a traditionally dry and monotonous subject into a captivating and interactive learning adventure, paving the way for more engaging and effective grammar instruction. Thus, SVnoes holds a significant commercial potential as a unique and effective teaching tool in the field of language education. With the growing demand for innovative learning solutions, the gamified approach of SVnoes has the potential to capture a significant market share by offering an engaging and effective solution that enhances students' language proficiency. Moreover, with the ability to extend the enjoyment of playing SVnoes beyond the classroom, there is also a potential for expansion into the consumer market, allowing families and individuals to access the game for home use. Overall, SVnoes presents a promising commercial opportunity due to its innovative nature, relevance in language education, and potential for scalability and widespread adoption.

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