

**INVENTOPIA 2025**

**FBM-SEREMBAN INTERNATIONAL**

**INNOVATION COMPETITION (FBM-SIIC)**

# **INNOVATION IN ACTION: TURNING IDEAS INTO REALITY**



## **Chapter 8**

# **The Grammar Explorer Kids**

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### **ABSTRACT**

Language acquisition is a cornerstone of early education, and fostering grammatical proficiency in children requires innovative approaches that blend education with engagement. *The Grammar Explorer Kids* is an educational card game designed to make learning grammar fun, interactive, and accessible for children aged 7 years old and above. However, traditional methods of teaching grammar often struggle to sustain children's interest and engagement. By transforming grammar lessons into an adventurous game experience, *The Grammar Explorer Kids* aims to reinforce language skills while fostering critical thinking and creativity. The benefits of toys like *Pop-Its* that are included in the game may also help to relieve stress and improve focus and fine motor control for young learners.

**Keywords:** Educational games, grammar learning, interactive learning.

### **1. INTRODUCTION**

Grammar forms the structural backbone of any language yet teaching it to children can be a challenging task. Traditional methods often rely on repetitive exercises and rote memorisation, which can fail to capture the interest of young learners (Ellis, 2013). According to Elina Jaaska and Kirsi Aaltonen (2022), implementing game elements into learning can significantly enhance engagement and retention in the educational context. Despite the increasing popularity of game-based learning (Plass, Homer, and Kinzer, 2015), there remains a gap in grammar-focused resources that are both effective and engaging for primary school children. This aligns with findings by Gee (2003), who argued that well-designed games create meaningful learning experiences by immersing players in problem-solving tasks.

The Grammar Explorer Kids addresses this gap by combining language education with interactive gameplay to create an immersive learning experience. Research has shown that integrating play into learning not only motivates students but also enhances cognitive

development (Vygotsky, 1978). This card game is designed to help children aged 7 years old and above understand and apply grammatical concepts in a fun and supportive environment.

### **1.1 Project Objective / Purpose**

There are several objectives of this project. Firstly, this project is to enhance children's understanding and application of grammatical concepts through interactive and engaging gameplay. The game aims to help children aged 6-12 develop basic grammar skills, such as identifying parts of speech, constructing sentences, and applying grammar rules. Secondly, this project aims to create an enjoyable learning experience for learning grammar, which is often perceived as a challenging subject. Traditional grammar teaching methods often lack excitement and fail to capture young learner's attention. By implying elements of play, The Grammar Explorer Kids makes grammar learning enjoyable and engaging. Thirdly, to promote cognitive skills such as critical thinking, problem-solving, and creativity through gamified learning activities. Lastly, it encourages collaboration and social interaction by providing opportunities for group play. The purpose of creating The Grammar Explorer Kids is to address specific challenges in a traditional way of learning grammar and leverage the benefits of gamification for educational purposes. The game seeks to support educators. This game provides teachers and parents with an effective teaching tool, offers an accessible resource for children who struggle with conventional grammar lessons, ensuring that learning is both effective and inclusive.

### **1.2 Entrepreneurial Opportunities**

This project is targeted specifically for parents and educators who are seeking engaging learning tools for children. It is also suitable for people of all ages or anyone who is looking to improve their basic grammar skills.

## **2. METHODOLOGY**

Table 1: Costing to produce 1 set of The Grammar Explorer Kids

<b>Items</b>	<b>Price</b>
Game cards, note cards and instructions card	Rm 32.00
4 fidget poppers	RM 8.00
1 dice	RM 3.00
Packaging box	RM 19.00
Sticker for packaging box	RM 4.50
Total:	RM 66.50

## **3. RESULTS AND DISCUSSION**

Below are the results from the survey to provide feedback on how to better improve the project.

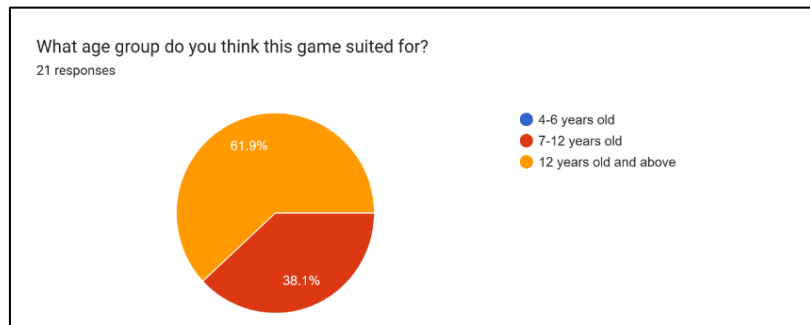


Figure 3.1

Figure 3.1 shows that most participants agreed that the game is appropriate for individuals aged 12 and above. In contrast, only a small portion of respondents expressed the opinion that the game is suitable for children aged 7 to 12 years.

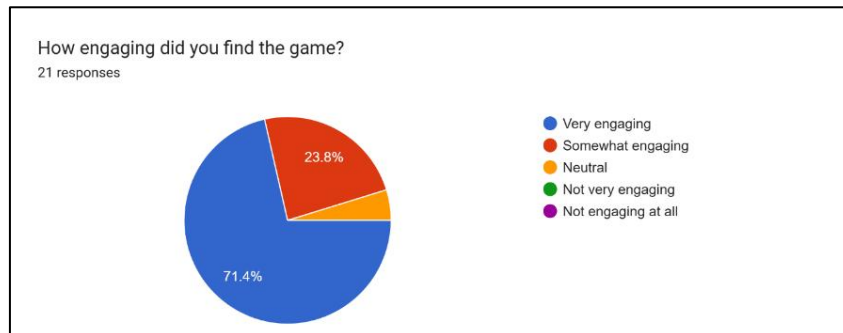


Figure 3.2

Based on the figure above, 15 (71.4%) of the participants found the game very engaging. They highlighted that the ability to play and engage in discussions with their friends during the gameplay significantly contributed to their enjoyment and overall positive experience.

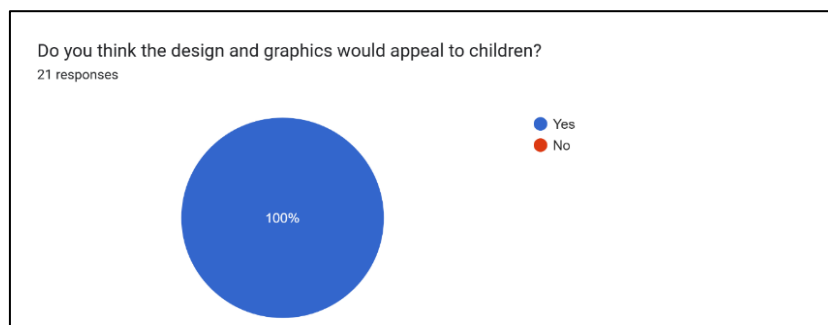


Figure 3.3

All the participants agreed that the design and graphics of the game card are appealing to children. They specifically noted that the use of vibrant colors and images made the game visually attractive and engaging for a younger audience.

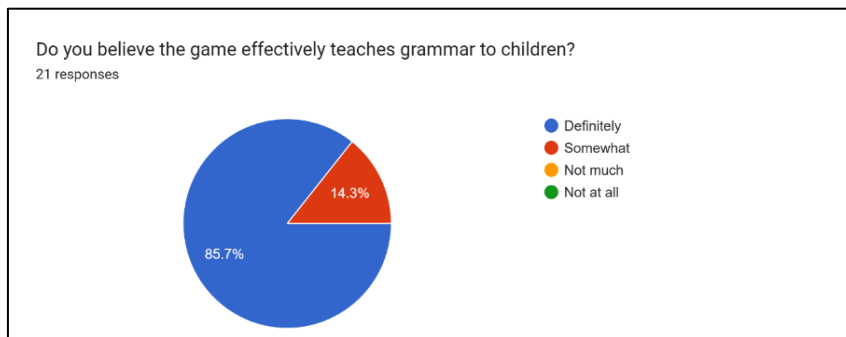


Figure 3.4

Many participants expressed the belief that the game is an effective tool for teaching grammar to children. They noted that playing the game motivated them to improve their grammar skills, as mastering grammar was essential to fully enjoying and winning the game.

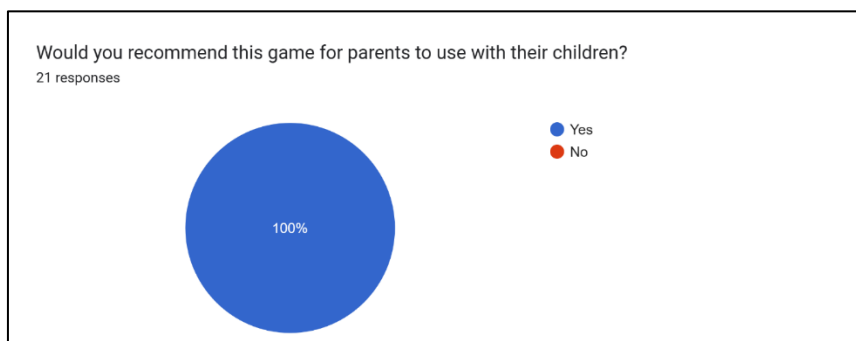


Figure 3.5

According to Figure 3.5, all participants (100%) stated that they would recommend this game for parents to use with their children. The majority highlighted that the game is not only fun and engaging but also provides an educational experience, making it a valuable tool for children's learning and development.

## 5. CONCLUSION

This project is a medium for many things, making grammar education both accessible and engaging for young learners. By combining fundamental language skills with gamification principles, the game tackles several challenges of learning grammar the traditional way, such as lack of engagement. Beyond its educational value, the game holds vast entrepreneurial potential, for expansion into digital platforms and partnership with schools and educators. Its ability to foster creativity, collaboration, and critical thinking in a playful context ensures its

relevance in modern education. The journey of The Grammar Explorer Kids is not just about learning grammar, but it is about inspiring a love for language through the joy of discovery.

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### APPENDIX

