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Fostering Grammar through Board Game: A Global Innovation

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ABSTRACT

The English language has been widely used. However, grammar poses the main problem for English as a Second Language (ESL) students due to its complexity and traditional teaching and learning method. Thus, this innovation aims to innovate the Grammar Board Game to equip students with fun learning for grammar. With the Grammar Board Game, students are no longer bored with learning. This board game is a 21st-century learning technique where students can learn while having fun. This innovation uses a combination of technology tools already existing in the local and global markets. Among the features of this Grammar Board Game is that it is equipped with a colourful game board map, sets of questions, and a set of "special power" cards, which are used to defeat other players. In the end, students can gain knowledge in a fun learning environment. This innovation certainly has a high commercial value, especially in the education industry, because it is built to help students achieve more effective and excellent academic sessions.

Keywords: 21st century learning; education; English as Second Language (ESL); game; grammar

INTRODUCTION

In this globalization era, everyone, especially parents, highly emphasize knowledge. This is because knowledge is the foundation of a Muslim's personality. Islam also places great importance on education as the main foundation of human life. This can be proven by the first revelation of Allah SWT to Prophet Muhammad SAW, which is Surah Al-Alaq, verses 1 to 5, where Allah SWT signifies reading as the primary way to gain knowledge. Therefore, at age 4, children are sent to kindergarten to be enlightened with education [1]. Parents are also aware of their role as teachers for their children's primary education, such as reading and counting. However, at a higher learning stage, students struggle to overcome various obstacles to acquiring knowledge. Students find learning difficult while maintaining a happy and emotional atmosphere [2].

In English language learning, learning at a higher learning stage requires complex language and accurate grammar. However, grammar poses the main problem for English as a Second Language (ESL) students due to its complexity and traditional teaching and learning method [3]. Therefore, many students seek solutions to overcome their learning problems and improve their understanding of grammar. In order to assist ESL students in learning grammar in a fun way, the Grammar Board Game was created.

INNOVATION DEVELOPMENT

The Grammar Board Game can solve students' problems by creating healthy learning competitions and a fun atmosphere that aligns with the 21st-century learning model. According to [4], games have the potential to be very effective learning tools because they can inspire a large group of problem solvers in dynamic systems and, at the same time, use creative data processing and problem-solving skills. What can be concluded is that games can make students' minds function more effectively. This is because some tasks and results make students want to complete the game as soon as possible. Students find it challenging to apply the knowledge they have learned in class during exams. They also want something that can make them happy even when studying [5]. In addition, they also want something that can encourage healthy competition while pursuing knowledge, whether in or outside of class.

Design and Development

Initially, this product was just an ordinary snake and ladder game produced to fill someone's leisure time. For example, Arepz and Co. reprinted the board game for sale in the market. The inspiration to modify and produce the Grammar Board Game arose after many students complained and said that learning grammar was challenging and unenjoyable [6]. Through this, it is clear that the spirit of their pursuit of knowledge has been affected. With smartphones, it is undeniable that students are increasingly immersed in the virtual world. Not only that, as we are aware, students also want to improve their exam results if they want to continue their learning to a higher level. These problems have led to difficulties for students in maintaining their concentration in learning [7]. Therefore, there is a need for innovation in learning grammar, whereby this snake and ladder game can help students regain their spirit, enjoyment, and concentration to continue learning with determination [8].

The Grammar Board Game has been modified from a regular board game to an effective one to improve students' academic performance. The game is designed to make learning a cheerful experience for students without difficulties in classroom learning. Students roll the dice and move their game pieces to the corresponding boxes. If the game piece stops at a box labelled "SP" (Special Power), the student must draw one card from the deck of cards in the centre of the board. This card can be used immediately or saved for later use. In addition, if the game piece stops at a box labelled "Q" (Question), the student must draw one Q card from the deck and answer the question on the card. If the student answers correctly, they may draw a "C" (Correct) card to move their game piece to another box as indicated. However, if the student fails to answer the question, they must draw a "W" (Wrong) card, which will result in a penalty of either moving backwards or skipping the next turn, as indicated on the card. The game can be played by 2 to 4 players.

Methods and Materials

Containers to store the Grammar Board Game are produced from durable "plywood" boards and can be used for a long time. This map-like game is made from cardboard wrapped in a plastic envelope so that it is not easily damaged. The cards are also produced from cardboard, but thinner and suitable for the length and width of the card. Figure 1 shows the elements of the Grammar Board Game.



Figure 1: Innovation prototype

COMMERCIAL POTENTIAL

With the existence of this Grammar Board Game, the issues highlighted can be overcome well and efficiently. This is because this board game can overcome problems such as students losing enthusiasm for learning. Creating a Grammar Board Game can also maximize students' enjoyment during and outside their learning sessions. In addition, with the creation of this innovation, issues such as students' lack of understanding can be reduced as best as possible because this board game helps students sharpen the knowledge they have learned in class. Furthermore, this invention can reduce educators' challenges in imparting knowledge to students in class.

This innovative creation can contribute to the fun learning session. In addition, this creation can also contribute to the student's skills and knowledge that will be used in the examination hall later. Furthermore, the materials used to produce this Grammar Board Game are environmentally friendly and will not contribute to environmental pollution. This game is also necessary for students and educators because it is one of the most effective learning techniques. It will get a lively response and high demand from many educational institutions if marketed and worthwhile as it aligns with the 21st-century learning model.

CONCLUSION

In conclusion, this innovation aims to innovate the Grammar Board Game to equip students with fun learning for grammar. This Grammar Board Game innovation plays an essential role in today's time to facilitate students' learning sessions and bring a fun atmosphere during or after the learning session. With this board game, students no longer worry about improving their English grammar. Hence, any problem students face when they want to review, or study can be solved successfully with this board game. Therefore, creating this Grammar Board Game is hoped to motivate students to continue learning English grammar.

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