

SPeDIP2020: THE SPAV GAME

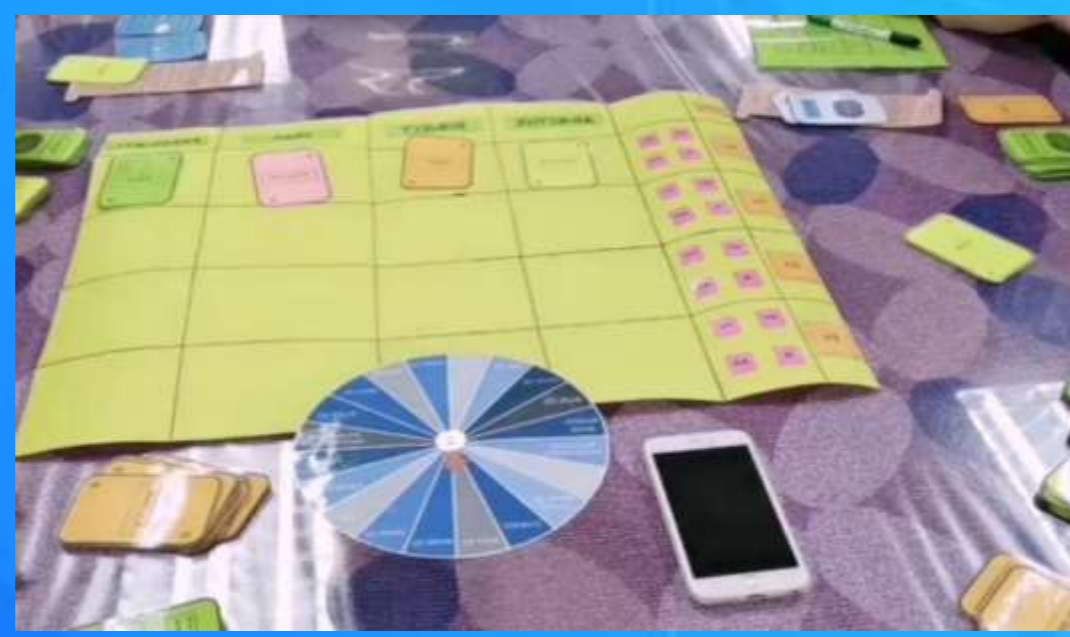


Group Members
 Amira Athirah Binti Abdullah Aziz (017-858 3349)
 Afiqah Binti Hassan (010-5911401)
 Joymilianty Bina (0112-2510 4872)
 Avril Agatha Handrew Pengiran (013-887 0570)
 SMK Merapok, Lawas
smkmerapok@gmail.com



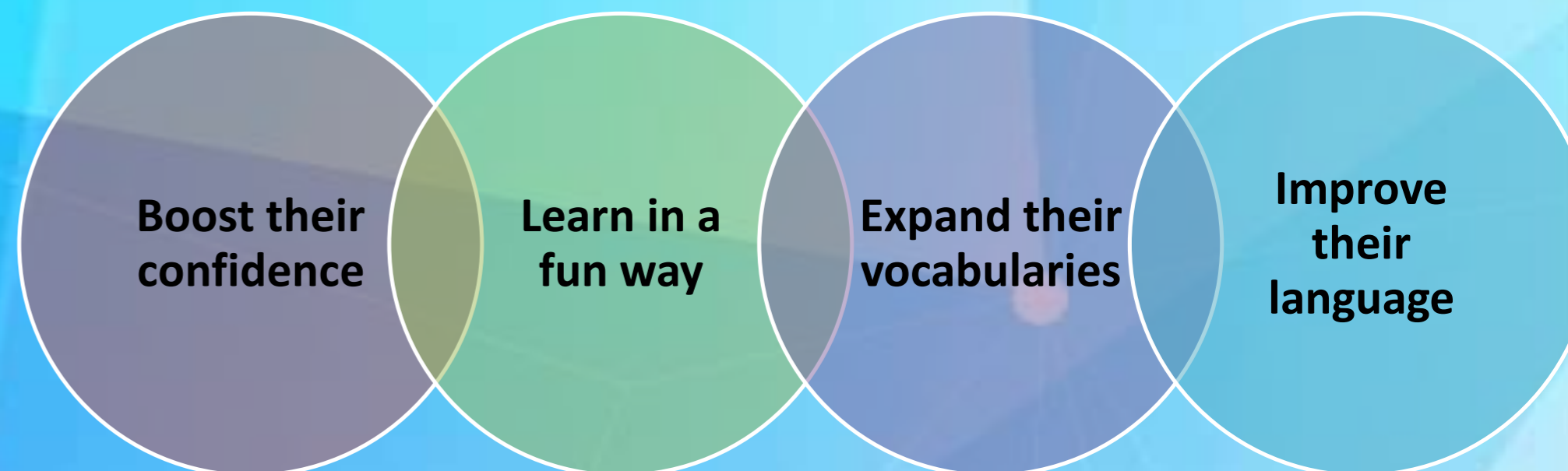
INTRODUCTION

It has been observed that one common problem encountered by the learners in learning English is difficulty in understanding sentence structure concepts. Many learners become discouraged by the course because of the complex vocabulary they need (or they believe they need). According to Marquesl, designing card game is an appropriate method for obtaining positive outcomes in education and it leads learners to adapt new behaviors through motivating them, making them to study more or learn new things. Therefore, The SPAV Card game would both make instruction more enjoyable and allow pupils to improve sentence structure by using the V-table (subject, verb, adjective, predicate).



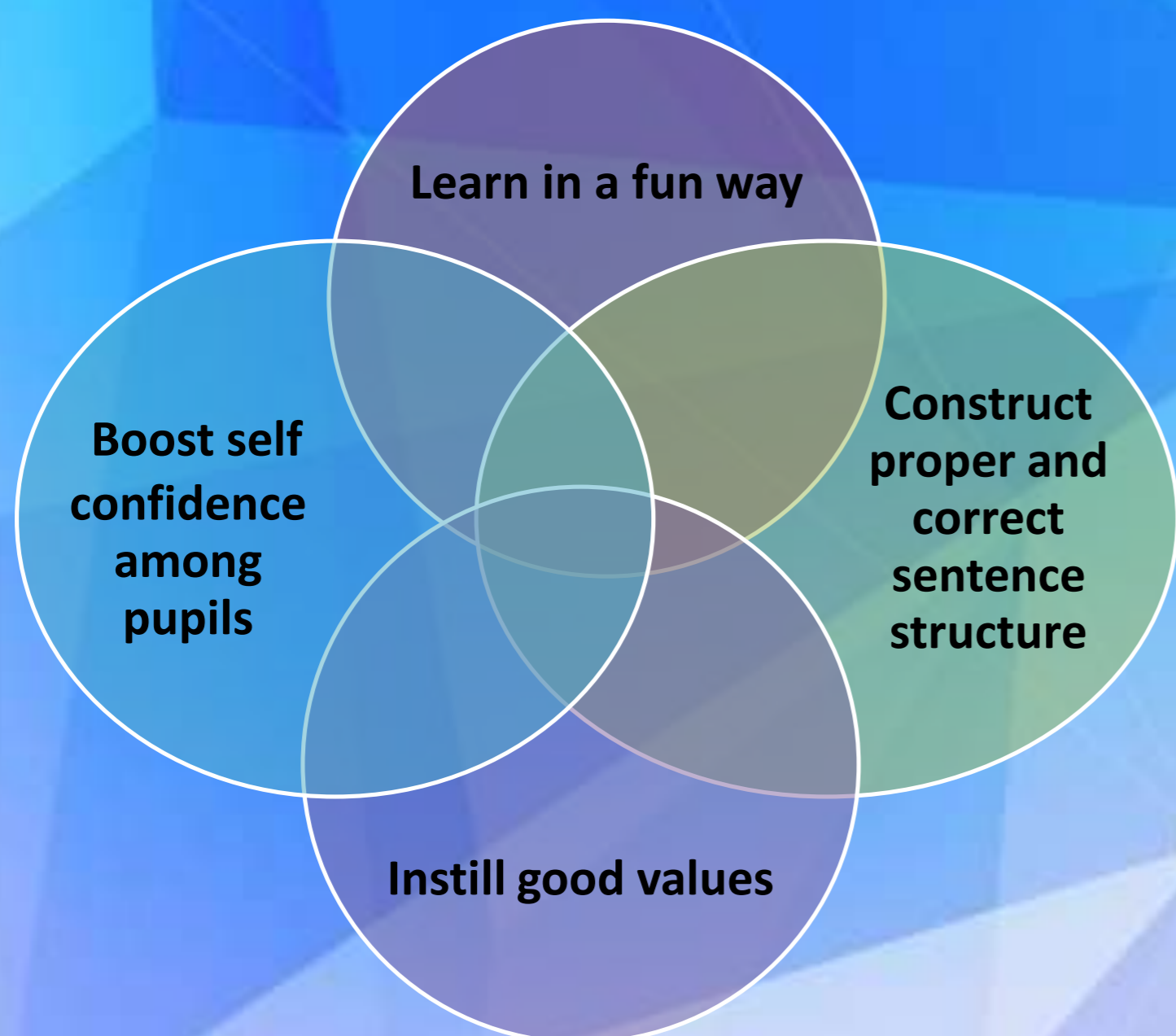
SIGNIFICANCE

The significance of this game is it is specially made for the weak learners as it consists of 4 types of cards (Subject, Predicate, Adjective, Verb) with four (4) different colours and points. These colours will help the learners to identify and use the four (4) main parts in constructing sentences with the correct structure. The harder the word used in a sentence, the higher the points that the learner will get.



OBJECTIVES

The objective of creating this innovation is to help learners in constructing sentences with proper and correct sentence structure. Besides, it is also an effective way to instil good values and to boost self confidence among learners while learning in a fun way.



COMMERCIAL POTENTIAL OF INNOVATION

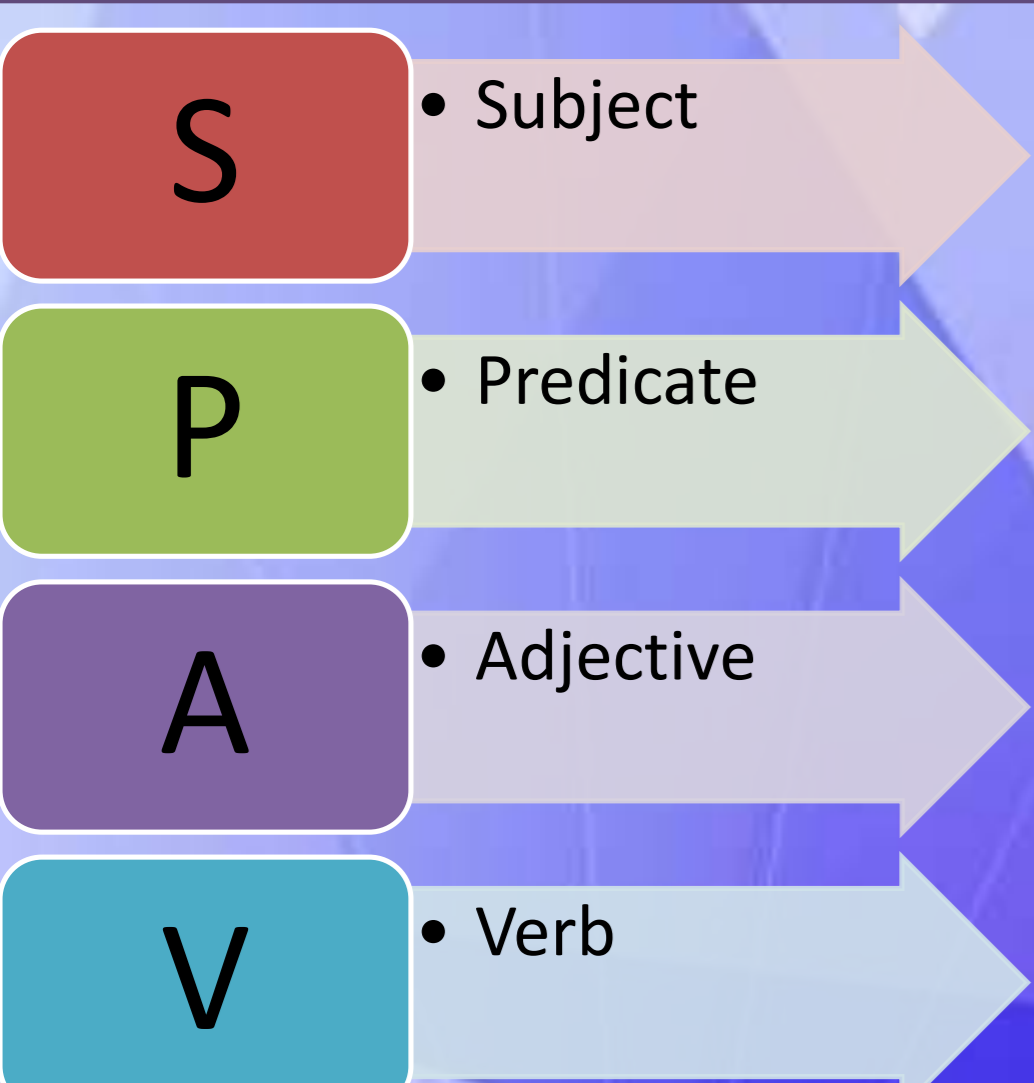
This innovation has the potential to be commercialised as it is useful, mobile and low cost. It is also can be played inside and outside of the classroom.

This innovation will build an alternative way to help pupils in learning English language and to contribute to the quality of knowledge and skills of the pupil.



CONCEPT

This game focuses on improving the learner's sentence structure as well as motivating them to learn new things and keep their motivation high when learning English Language. As this innovation is focusing mainly on the learner's sentence structure, this innovation is called "THE SPAV GAME" which stands for SUBJECT, PREDICATE, ADJECTIVE, and VERB. Four different colours of cards are used in this game to help the students to identify and use them when constructing their sentence.



Dealer
 - Distributes cards to the players
 - Collect points
 - Decide the winner

Players
 - 4 players only
 - Construct sentences
 - Achieve high points to win the game

The SPAV

REQUIREMENTS

This game will be played by 4 players and a dealer. The Dealer will distribute the cards to each player, collect their points to decide the winner of the game. The SPAV consists of 196 Playing Cards. Each card has their own role in constructing sentences according to their colours. Each player will be given 46 playing card which they will receive each 12 Subject cards (ORANGE), 2 Verb cards (PINK), 20 Adjective cards (YELLOW), 12 Predicate cards (GREEN).

Toolkit:

