

SUPER MARIO (ARTICLES GAME)

A game-based learning for Year 5 average pupils

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WHY DO WE NEED IT?

OBJECTIVES:

- To improve Year 5 average pupils usage of articles 'a', 'an', and 'the' using Super Mario (Articles Game).

PROBLEM STATEMENT:

- Year 5 average pupils tend to get confused and cannot apply the right articles 'a', 'an' and 'the' in simple sentences.

🚩 Before the pupils can play Super Mario (Articles Game), they need to access through the Google Classroom as the notes, short videos and questionnaires are provided. Google Classroom is provided to let the pupils revise the grammar articles and answer simple questions related to it.

🚩 When they have done revising the notes and videos and answering all the questions given in the Google Classroom, the pupils can play Super Mario (Articles Game) as a reinforcement exercise.



THINGS NEEDED:



1. Laptop
2. Internet (WIFI)

HOW TO PLAY SUPER MARIO (ARTICLES GAME):



1. Press > to move forward and to jump & hit the block, press ^ to get a question.



2. Answer the question correctly & get 10 marks for each question. If the answer is wrong, deduct 5 marks.



3. Hit the moving objects to get 10 marks by jumping onto it and if you hit it, you must start over again.



4. Move forward and do not lose the game to save time! You will get to the next level with interesting obstacles.

**TARGETTED
GROUP**

*Year 5
average
pupils*

CHARACTERISTICS OF SUPER MARIO (ARTICLE GAMES):

- ✓ Easy to understand the questions
- ✓ Game-based learning – kids love to play
- ✓ Eco-friendly
- ✓ Adapted to 21st Century learning