

## MONEY MANIA GAME

FOR LEARNING POSSESSIVE PRONOUNS

AMONG YEAR 5 PUPILS



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### OBJECTIVES:

- Using interactive game for teaching possessive pronouns
- Increase pupils understanding of possessive pronouns after using the innovation

### WHY DO WE NEED IT?

- Year 5 pupils need a different approach to learn new things and to understand what they have learned.
- New ways of making assessment (alternative assessment).

- Pupils need to learn possessive pronouns in class first as an input before they proceed to this game.
- This game can be played during post-stage in teaching and learning.
  - Assessment for learning
  - Assessment as learning

## Game in Action

During pupils' interaction with the game, they will be asked to help a boy who recently move in to the new town to be a millionaire. Pupils will be briefly given notes on the use of possessive pronouns. Then, they proceed to the competition day and help the boy to win.

# How Money Mania Game Works

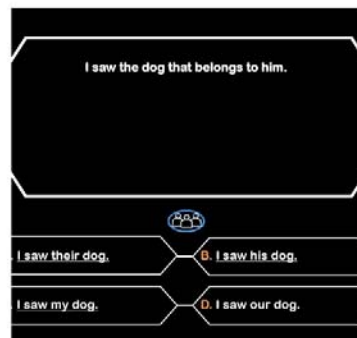
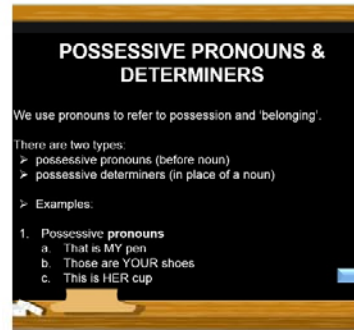


## Beginning

Pupils will be introduced to a character and will be asked to help the character to be a millionaire by helping him joining the competition.

## Middle

Before they can go for the competition, first, they have to go to school to revise... their possessive pronouns with a teacher at the school.



## End

After that, they join the competition and pupils are going to help the character answering the questions in the journey to become a millionaire.