

Unlock Grammar Mastery: Conditional Sentence Learning through Linked Cards

by:

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Introduction

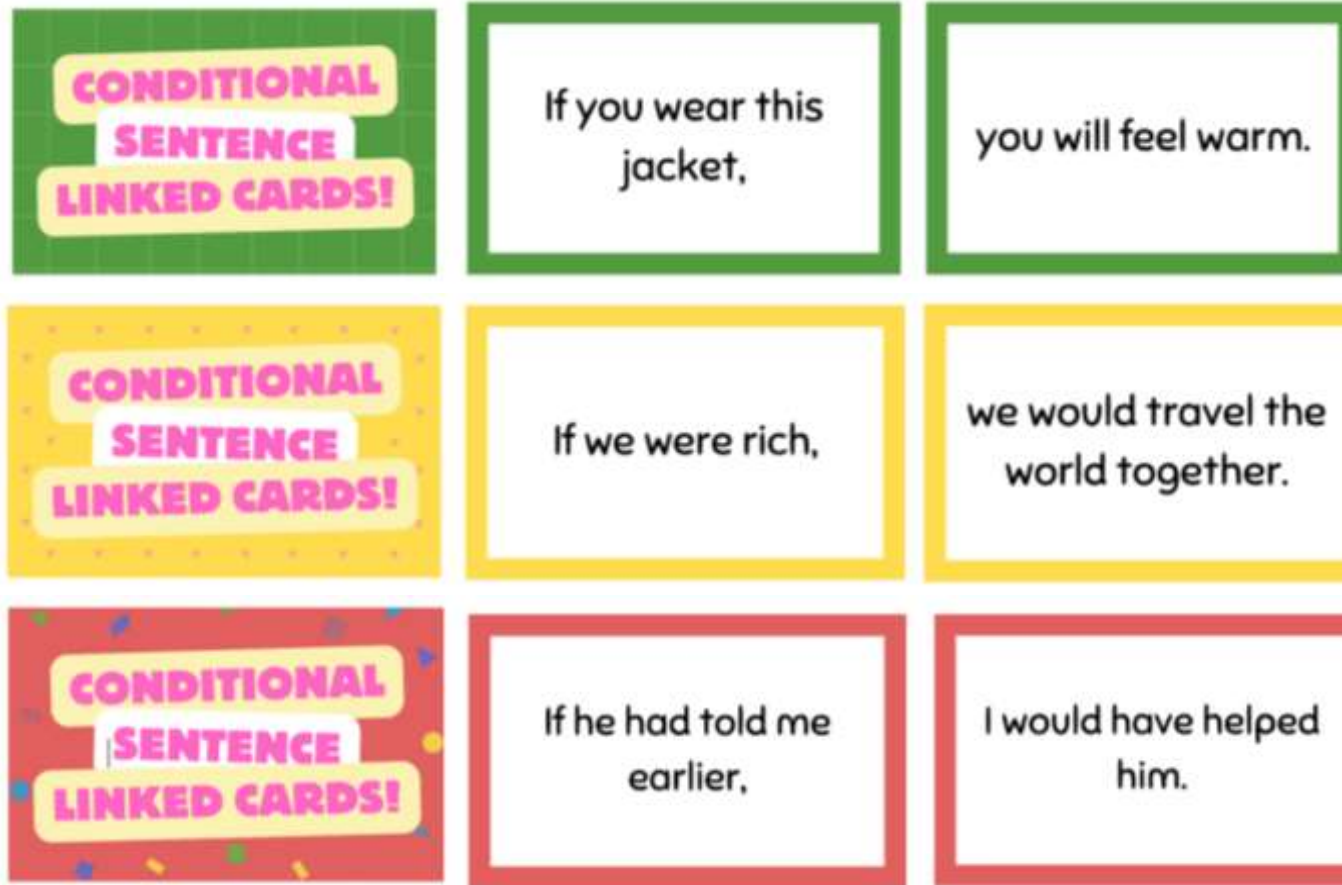
- Nowadays, English has become one of the languages that used for global communication and education.
- English has four language competencies that must be integrated with language structures (**grammar**), which are key components in assessing students' English proficiency. So, they can understand the functions, meanings, and structures.
- Grammar considered difficult to learn
- Unengaging grammar instruction can affect students' overall motivation to learn.
- Grammar should be taught in an interactive and enjoyable way, while still remaining contextual.
- Conditional sentences are one of the grammar topics taught to middle and high school students under the K13 curriculum [8], but type 3 conditional sentences are considered difficult due to their complexity [8].
- Game based-learning dengan media kartu dapat diimplementasikan untuk mempelajari conditional sentence agar lebih menarik dan interaktif.

Result and Discussion

The focus and objective of this educational resource are to enhance students' understanding of the different types of conditional sentences and their functions, as well as to help them practice and apply conditional sentences (first, second, and third conditionals) in accordance with grammatical rules in a fun, interactive, and meaningful way through game-based learning.

Result and Discussion

CARD DESIGN



TYPE 1

TYPE 2

TYPE 3

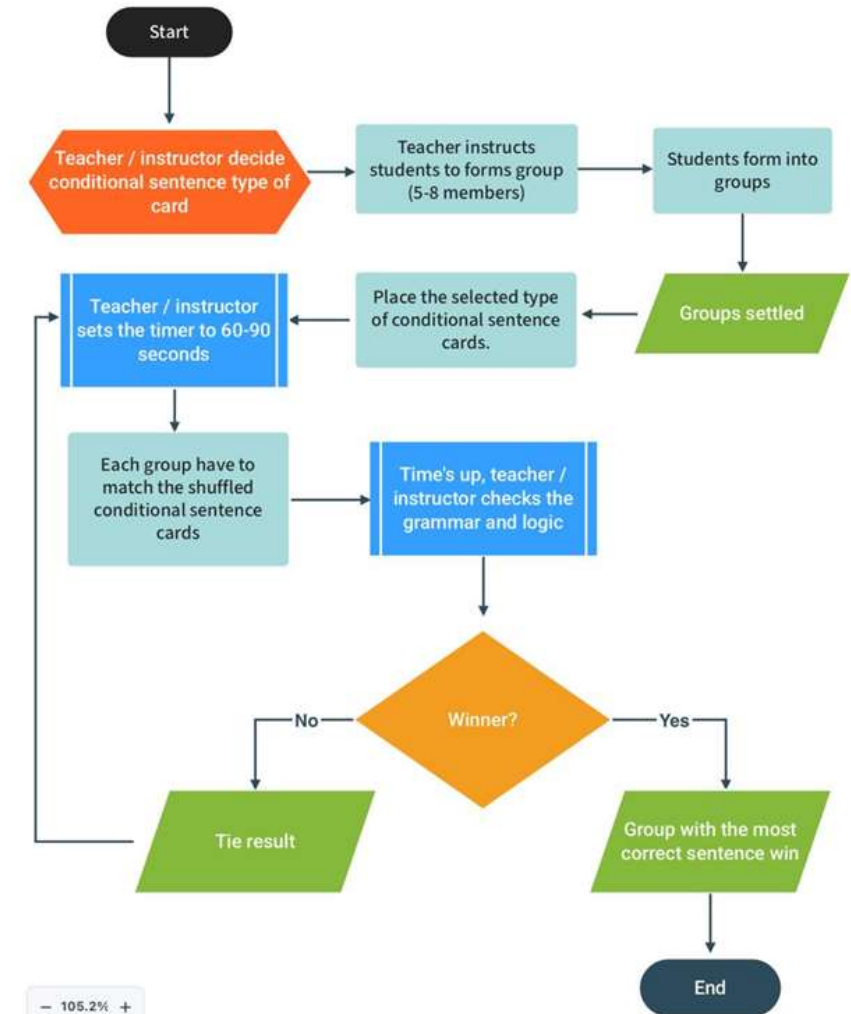
Result and Discussion

GAME MODE WITH FLOWCHART

Mode 1: Groups race

The teacher plays role as the judge and decides which type of conditional sentence cards to use (Type 1–Type 3)

- Make a group consists of 3-5 members.
- Placed the selected type of conditional sentence cards.
- Sets the timer to 60-90 seconds
- When the timer starts, all groups form as many conditional sentences as possible using the shuffled cards.
- When the time is up, the teacher or grader checks which sentences are grammatically and logically correct.
- Group with the most correct sentence win the game.



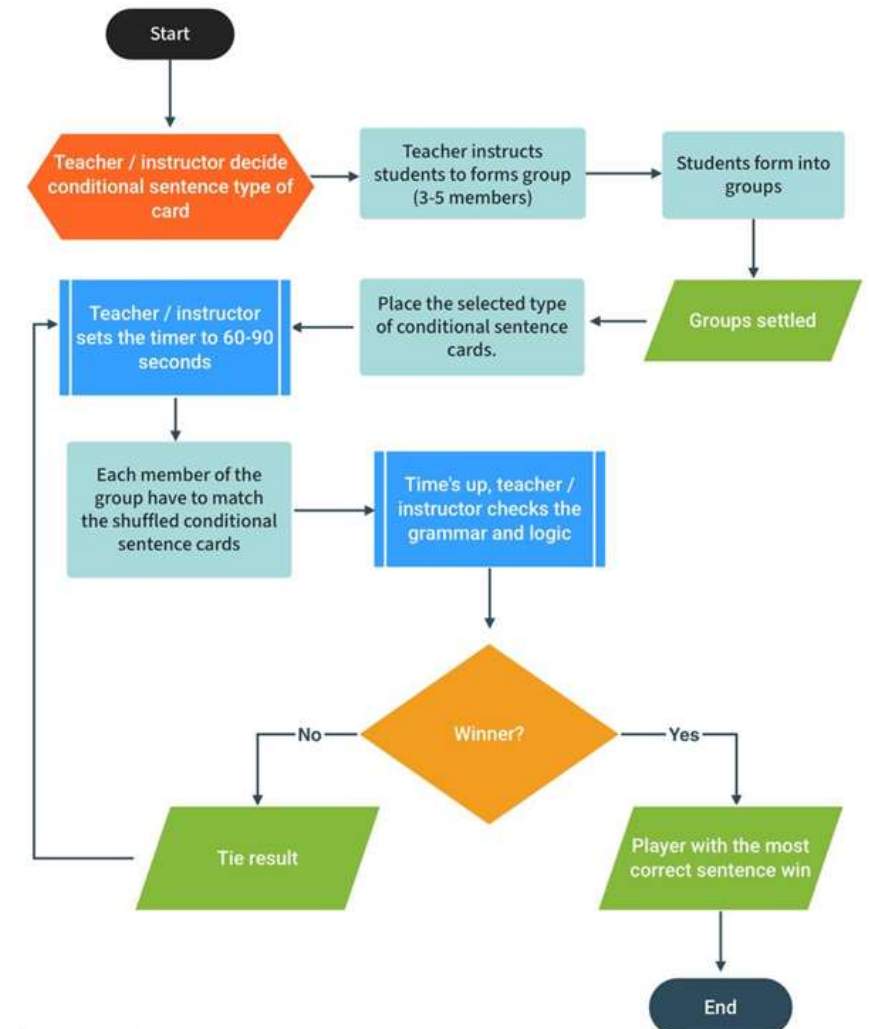
Result and Discussion

GAME MODE WITH FLOWCHART

Mode 2: Group members' race

The teacher plays role as the judge and decides which type of conditional sentence cards to use (Type 1–Type 3)

- Make a group consists of 3-5 members.
- Placed the selected type of conditional sentence cards.
- Sets the timer to 60-90 seconds
- When the timer starts, all players form as many conditional sentences as possible using the shuffled cards.
- When the time is up, the teacher or grader checks which sentences are grammatically and logically correct.
- Player in the group with the most correct sentence win the game.



Result and Discussion

GAME MODE WITH FLOWCHART

Mode 3: Create the missing clause

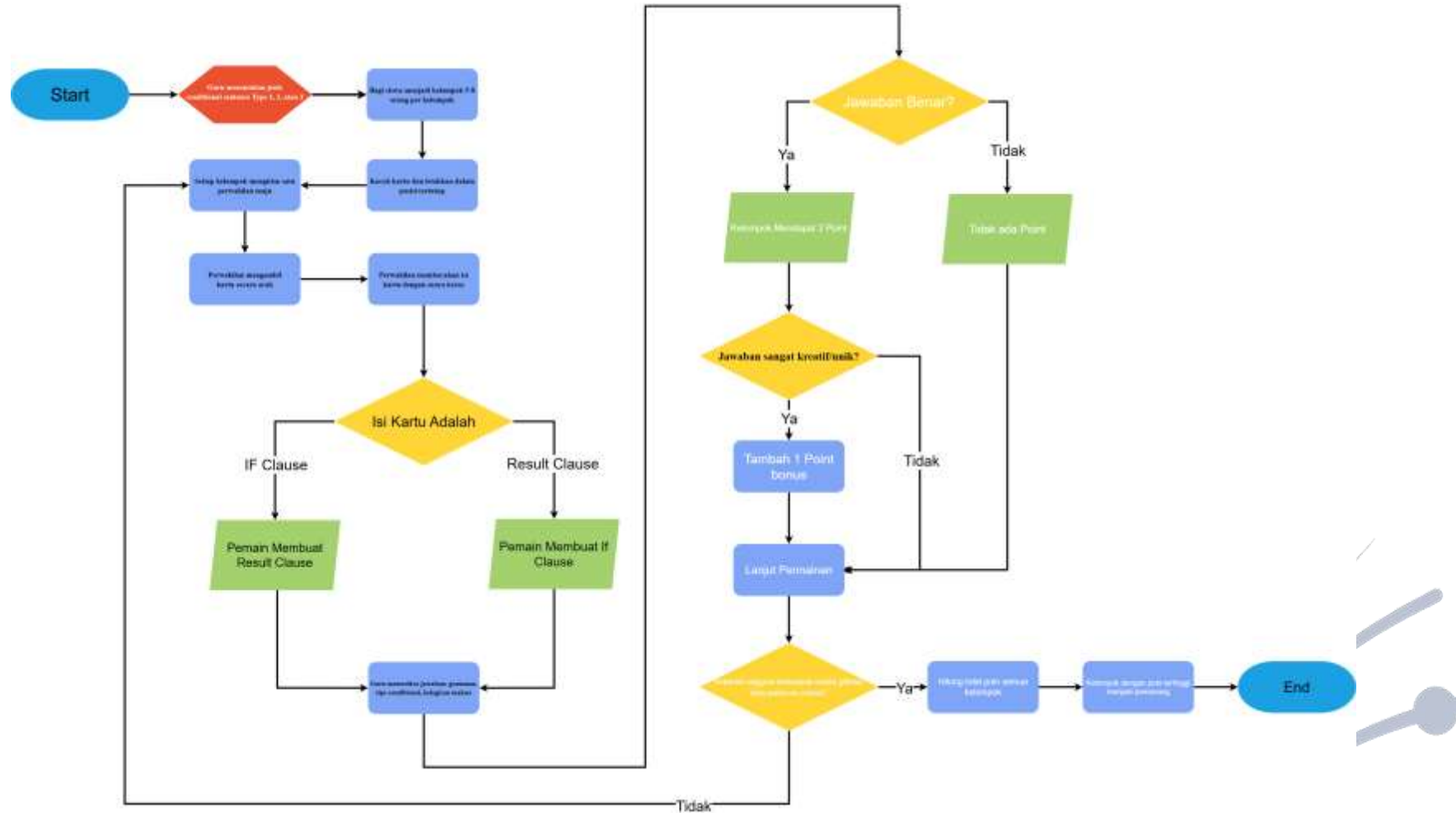
The teacher acts as the judge and decides which type of conditional sentence will be used (Type 1, Type 2, or Type 3).

- Divide the students into groups of 5–8 members.
- Shuffle the cards and place them face down.
- Each group takes turns sending one representative to the front of the class.
- The representative picks one card at random and reads the sentence aloud.
- The player must complete the missing clause according to the conditional sentence type being played.
 - If the card contains an **if clause**, the player creates the **result clause**.
 - If the card contains a **result clause**, the player creates the **if clause**.
- The other groups pay attention to the answer because, after one group finishes, the turn passes to the next group.
- The teacher checks the answer based on grammatical accuracy, correct use of the conditional sentence type, and logical meaning.
- Each correct answer earns **2 points** for the group.
- If an answer is especially creative or unique, the teacher may award **1 bonus point**.
- The game continues until every group member has had a turn or the predetermined number of rounds has been completed.
- The group with the highest total score is declared the winner.

Result and Discussion

GAME MODE WITH FLOWCHART

Mode 3: Create the missing clause



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