

**ChatGPT query:**

*Story led gamification example for grammar in ELT*

## "Grammar Quest: The Lost Kingdom of Syntax"

In this story, students are adventurers who must journey through a mysterious land to recover lost pieces of the Syntax Stone, a powerful artifact that holds the key to mastering English grammar.

Each piece of the Syntax Stone represents a different grammar concept, such as verb tenses, sentence structure, or parts of speech. As the students progress through the story, they encounter challenges and puzzles related to these grammar concepts.

For example, to retrieve the first piece of the Syntax Stone, **students might need to complete a series of quests that involve correcting sentences with improper verb tenses.** They could also engage in battles with grammar villains who misuse punctuation marks or struggle to distinguish between different types of clauses.

To reinforce grammar learning, you can incorporate various activities and exercises into the storyline. These could include interactive grammar games, group discussions about sentence construction, or creative writing tasks where students practice using specific grammar rules.

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*Examples of quests that involve correcting sentences with improper verb tenses:*

### **1/5 The Time Portal Challenge:**

Quest: The adventurers stumble upon a mysterious time portal that has caused sentences from different time periods to mix up. They must correct the verb tenses in these sentences to restore order.

Example Sentence: "Yesterday, I am going to the market to buy fruits."

Task: Rewrite the sentence using the correct verb tense.

## **2/5 The Chrono-Crisis Conundrum:**

Quest: A villainous time-traveling sorcerer has disrupted the timeline, causing chaos in the kingdom's grammar. The adventurers must travel through different eras and correct the verb tenses in sentences to fix the timeline.

Example Sentence: "In the future, we will went to the moon for vacation."

Task: Identify and correct the verb tense error in the sentence.

## **3/5 The Tense Temple Trial:**

Quest: The adventurers encounter an ancient temple guarded by grammar guardians. Inside, they find inscriptions with sentences written in improper verb tenses. To unlock the temple's secrets, they must correct the sentences.

Example Sentence: "The knights will defeated the dragon last week."

Task: Edit the sentence to ensure the correct verb tense is used.

## **4/5 The Verb Tense Volcano:**

Quest: A volcano in the kingdom is erupting with sentences filled with verb tense errors. The adventurers must brave the volcanic terrain and fix the sentences before the lava engulfs the kingdom.

Example Sentence: "Every morning, she drink coffee while she is reading the newspaper."

Task: Revise the sentence to use the appropriate verb tenses.

## **5/5 The Time-Traveling Tutor Task:**

Quest: The adventurers encounter a friendly time-traveling tutor who needs their help to correct verb tense errors in sentences scattered across different time periods. They must assist the tutor in fixing the sentences to ensure a smooth journey through time.

Example Sentence: "Last year, I am learning how to play the guitar."

Task: Work with the tutor to correct the verb tense in the sentence.

**In-Game Rewards:** As students successfully complete grammar tasks and challenges, they earn rewards such as **experience points, badges, or pieces of the Syntax Stone**. Ultimately, their goal is to collect all the pieces and restore the Syntax Stone to its former glory, mastering English grammar along the way.

**Real-Life Rewards:** As the students progress through the story, they earn points or rewards for completing language tasks successfully. These rewards could be tangible, such as **stickers or badges**, or intangible, such as **praise and recognition**.

By integrating grammar instruction into an engaging narrative, you provide students with a meaningful context for learning and motivate them to actively participate in their language development journey.