



**KNIGHT OF  
KINGDOM  
LANGUAGE  
BOARDGAME**

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**KOKLAB  
CHRONICLES**

**A GUIDE TO ADVENTURE  
AND MASTERY**

**AYUNI MADARINA ABDUL RAHMAN**



**KNIGHT OF  
KINGDOM**  
**LANGUAGE**  
**BOARDGAME**

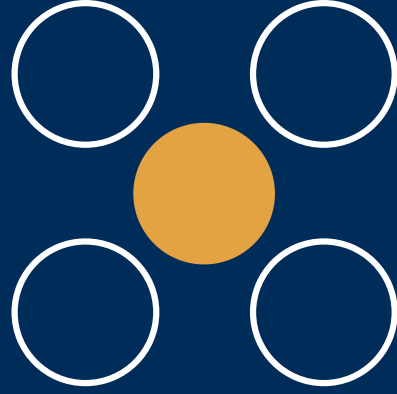
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A stylized graphic of a board game board, possibly a Go board, with the word "PREFACE" written in large, bold, orange letters in the center. The board is outlined in white and features two circular pieces on each side. The background is dark blue with decorative orange and white geometric shapes in the top left corner.

# PREFACE

"Welcome to KOKLAB! This book is your essential guide to mastering this captivating board game—an adventure filled with strategy and camaraderie. Whether you're a beginner or a seasoned player, discover the rules, strategies, and nuances to navigate its vibrant landscapes. From basic setup to advanced gameplay, each section aims to illuminate your path through this thrilling game, encouraging imagination and innovation.

As the author, my goal is to guide rather than dictate, allowing your experiences to shape your KOKLAB adventures. Gather your friends, set up the game board, and embark on this thrilling journey. May this book accompany you as you create unforgettable memories around the table.

**Cheers to epic quests and triumphs in the world of KOKLAB!"**



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# THE

# INTRODUCTION



To teach a language effectively, educators need creativity and innovation. Different learners bring unique experiences and preferences to the table, enriching the collective learning environment. Immersing learners in the language through practice and experimentation, rather than just exam-focused learning, is key.

Games designed for language acquisition not only entertain but also educate, fostering collaboration and positive attitudes toward learning. They provide an engaging way to reinforce grammar and repetition while maintaining interest. However, educators must clearly define the goals and objectives when integrating games into language instruction.

# THE PURPOSE

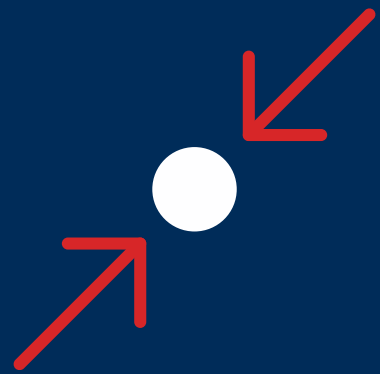


Mastering a foreign language is challenging. It requires a varied skill set, and difficulties arise when these skills aren't quickly grasped and applied, slowing down progress. Learners encountered challenges in expressing graph trends using the right vocabulary and descriptors, focusing heavily on grammar. This highlights the need for alternative, more enjoyable learning methods.

Language games are recognized as effective tools in ESL classrooms. These innovative tools enhance traditional teaching, creating an engaging environment, particularly in learning foreign languages like English. KOKLAB, the KNIGHT OF KINGDOM LANGUAGE BOARD GAME, cleverly doubles as a disguised formative assessment tool



# THE OBJECTIVES



1. The KOKLAB board game aims to teach learners graph and chart comprehension using specific vocabulary and descriptions, offering an enjoyable learning experience with friends. Educators have better, more creative options than traditional teaching methods. Continuous language practice can be achieved through thoughtful planning.
2. Innovative approaches can aid language mastery but must ensure educational value and achievable goals. KOKLAB's primary goal is assessing learners to tailor interventions and follow-up activities. This strategy enhances understanding in weaker areas, allowing educators to assign extra work to boost lagging learners' academic performance.

# THE COMPONENTS



- The 'Knight of Kingdom' language board itself
- A set of play cards
- One dice
- Description cards
- Rules cards
- Two to four counters in different colors



# THE

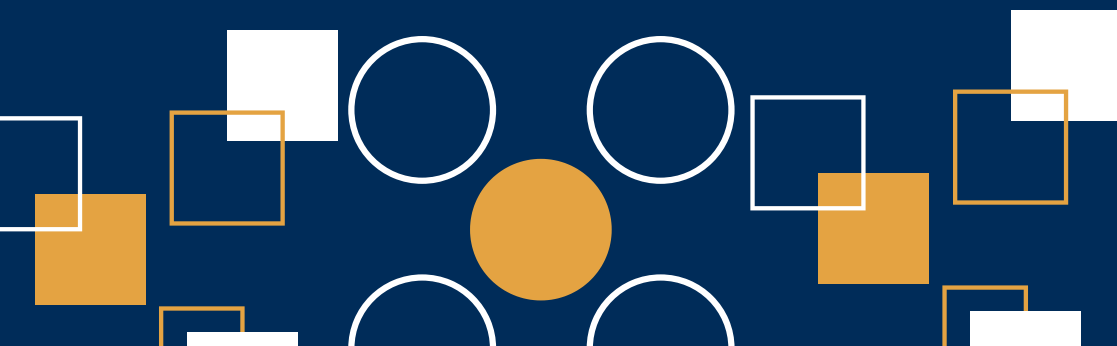
# DESCRIPTION



The game tasks players with responding to questions on play cards covering different graph types, lexical synonyms/antonyms, graph analysis, and elements of chance. Its aim is to unveil learners' existing knowledge about these topics.

Set in a kingdom landscape, the board represents players' progress toward the kingdom's peak, reflecting their accomplishments. Progression involves answering questions within a time limit. Each turn, players must tackle a question from their designated play cards; failure to respond forfeits their turn.

Learners take turns engaging with the game, balancing gameplay with answering questions. The informal setup aims to prevent overwhelming feelings. The game board features a castle peak at the "FINISH" square, signifying ultimate achievement. The first player to reach this point claims victory as "THE KNIGHT OF KINGDOM!"

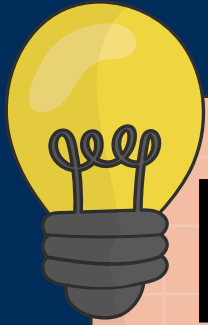


# HOW TO PLAY



- All players roll the dice. The highest number goes first
- Begin on the **'START'** square.
- Roll the dice and move the number of places represented on the dice
- If player lands on any square, they have to pick up the playcard and answer question in 1 minute or miss a turn
- If player lands on the bottom of sword, they move up to the sword square
- If player lands on rope square, they move down to the bottom
- If player lands on barrel, they lose their turn
- If player lands on the castle, they move two (2) steps ahead



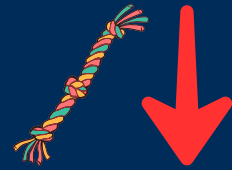


# REMEMBER!

- **Bottom** of sword = **move up** to the tip of sword



- **Tip of rope** = **move down** to the bottom rope



- **Castle** = **move 2 steps ahead**



- **Barrel** = **lose turn**





# MODE OF OPERATION



- Before engaging in the game, participants need a grasp of the "Description of Graphs and Charts" topic. The game requires a minimum of two players and can host up to four.
- To start, each player rolls the dice, and the one with the highest number goes first, commencing at the 'START' square in KOKLAB.
- Players subsequently roll the dice to determine their moves. Upon landing on a square, they must draw a play card and answer the question within a minute, or skip a turn.
- If a player lands on a sword's hilt, they advance to its matching square. Landing on a rope square moves them downward. A barrel square results in skipping the next turn. A castle square prompts a two-step advance.
- The first to reach the 'FINISH' square claims victory.



# MODE OF OPERATION



THE RULES OF KOKLAB

# MODE OF OPERATION

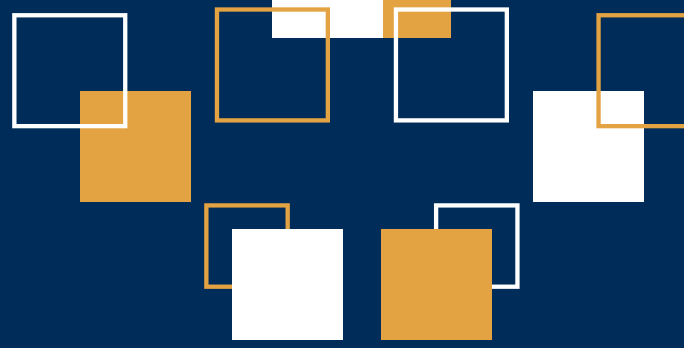
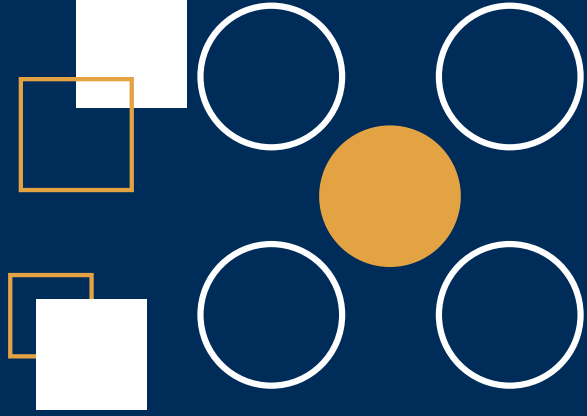


THE RULES OF KOKLAB

# MODE OF OPERATION



THE MOVEMENT OF KOKLAB



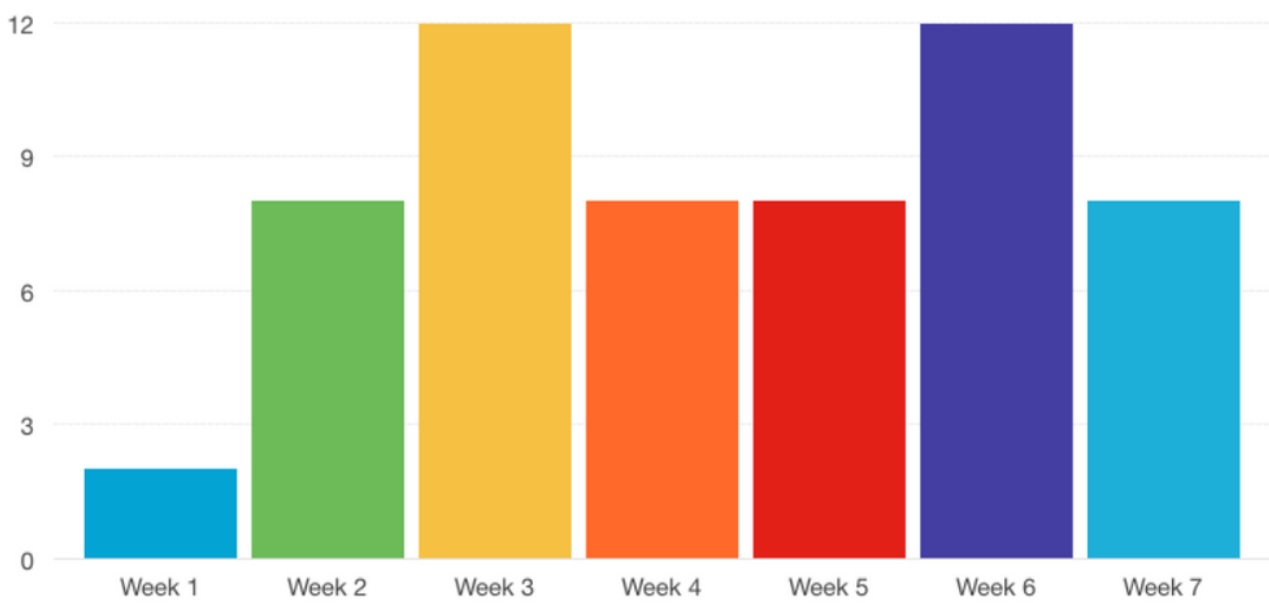
# THE PLAYCARDS

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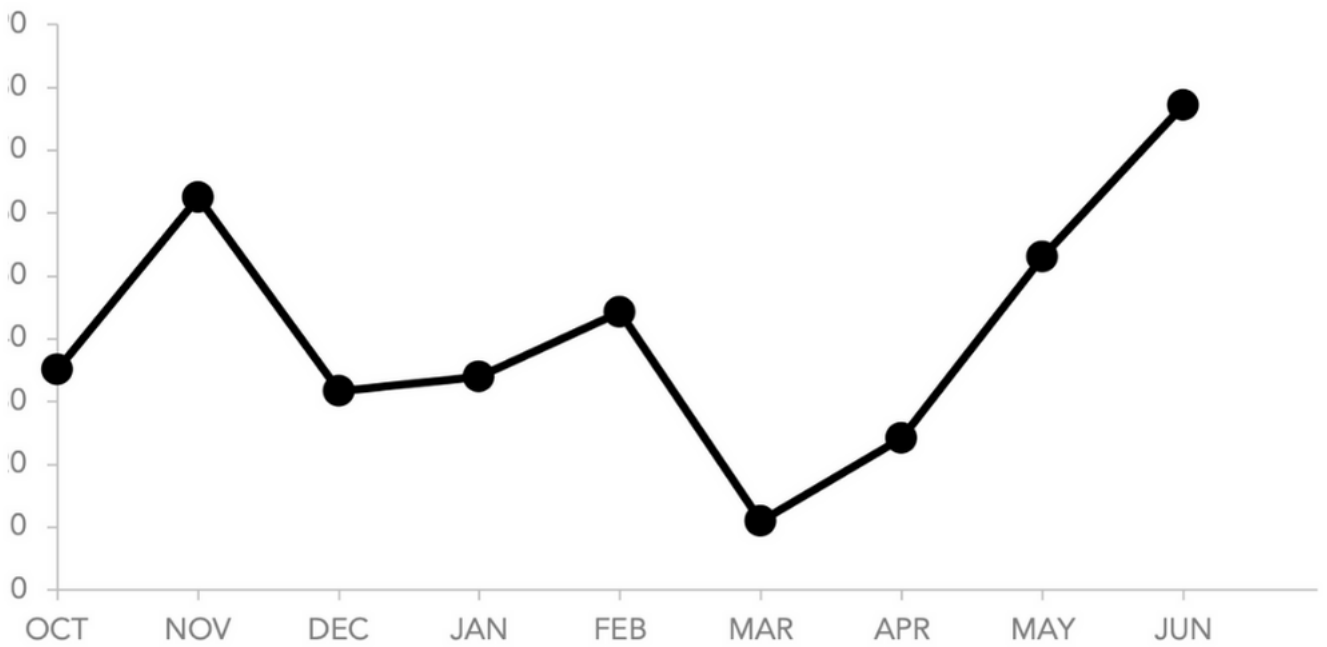
UPON LANDING ON A SQUARE, THEY MUST  
DRAW A PLAY CARD AND ANSWER THE  
QUESTION WITHIN A MINUTE, OR SKIP A  
TURN.



## Name this graph



## Name this graph

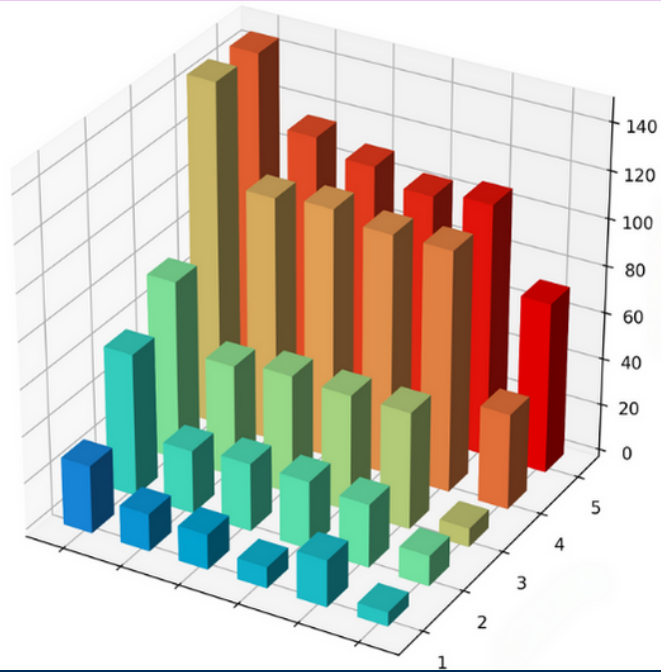


Name this graph





## Name this graph



## Name this graph

**Apple**



**Orange**



**Pineapple**



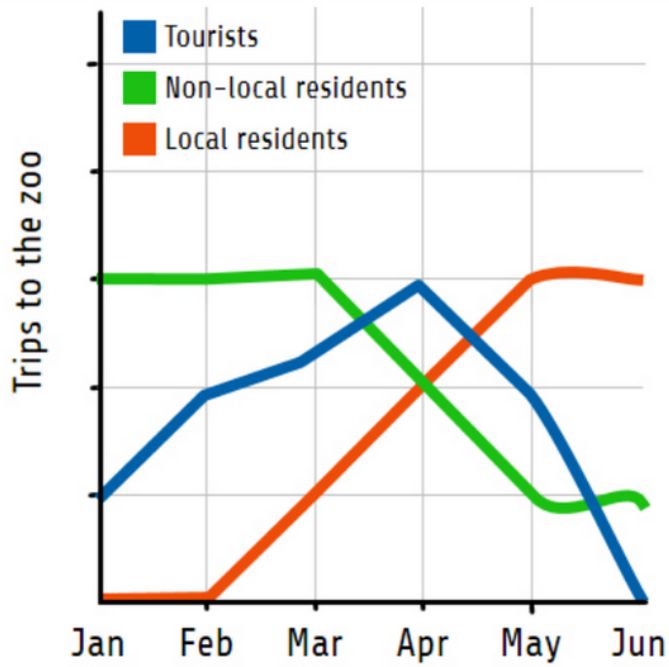
**Mixed fruits**



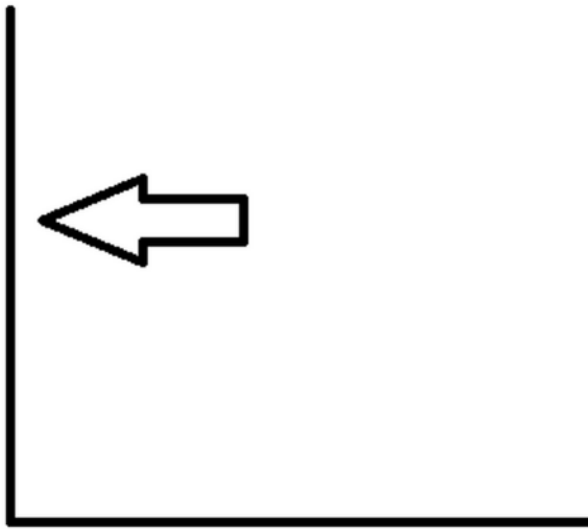
**Mango**



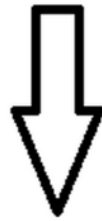
## Name this graph



Name this axis



Name this axis





Give the  
synonym  
for :  
***Deteriorate***



Give the  
antonym  
for:  
***Decline***



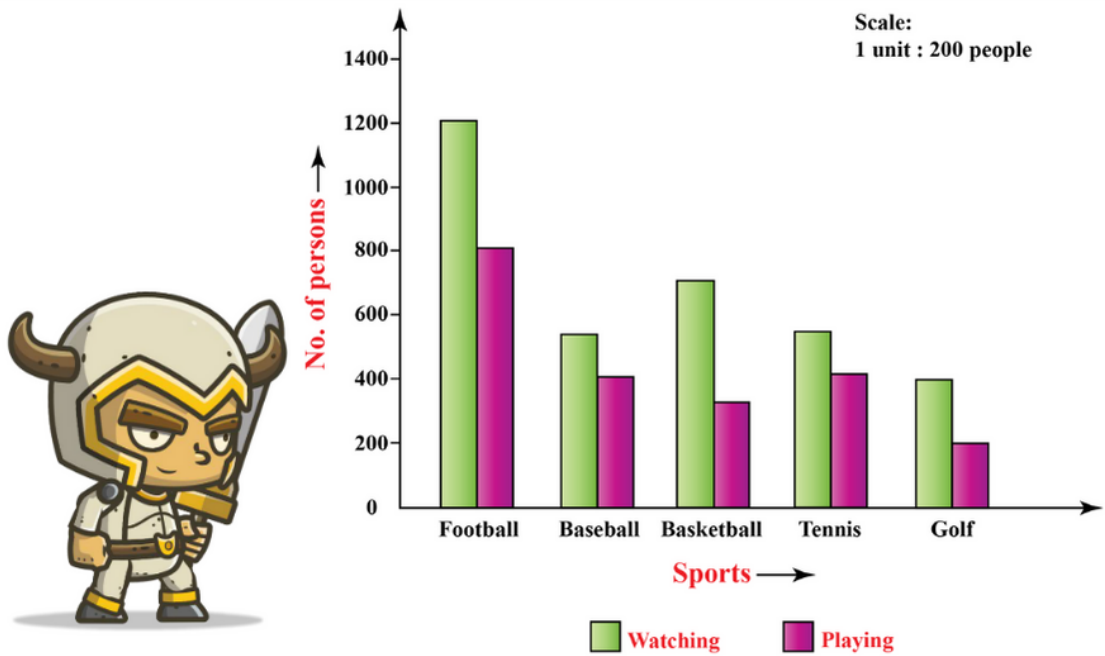
Give the  
antonym  
for:  
***Increase***



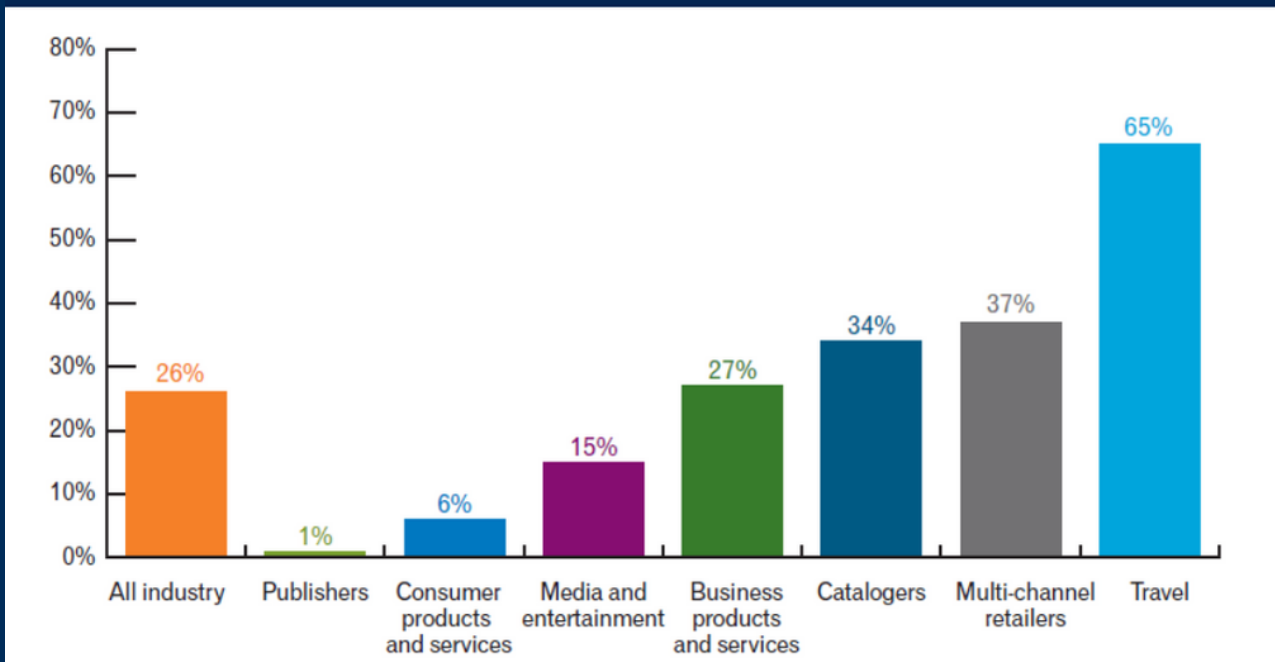


Give the  
synonym  
for :  
***Grow***

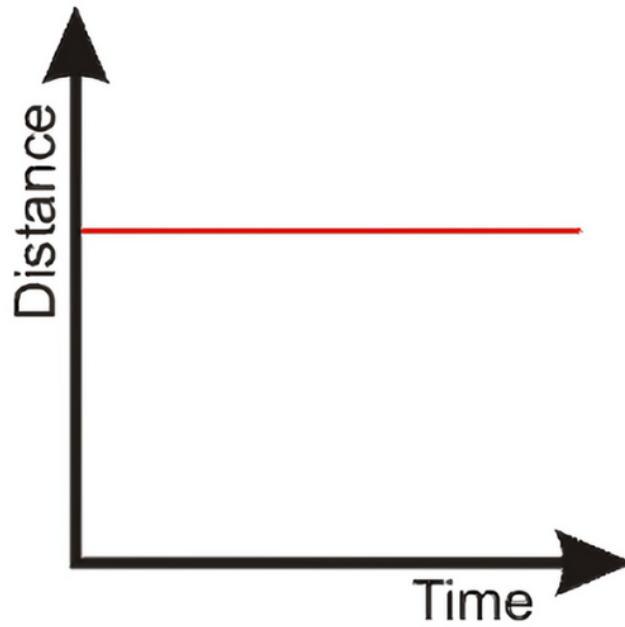
Describe the bar graph below using suitable lexical item and descriptor

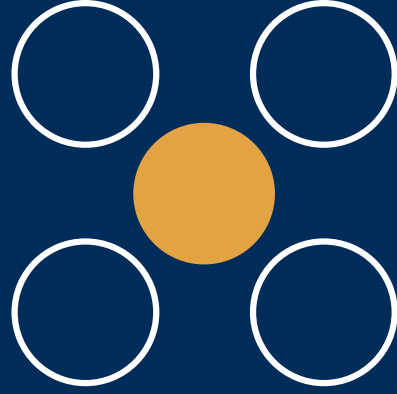


Describe the bar graph below using suitable lexical item and descriptor

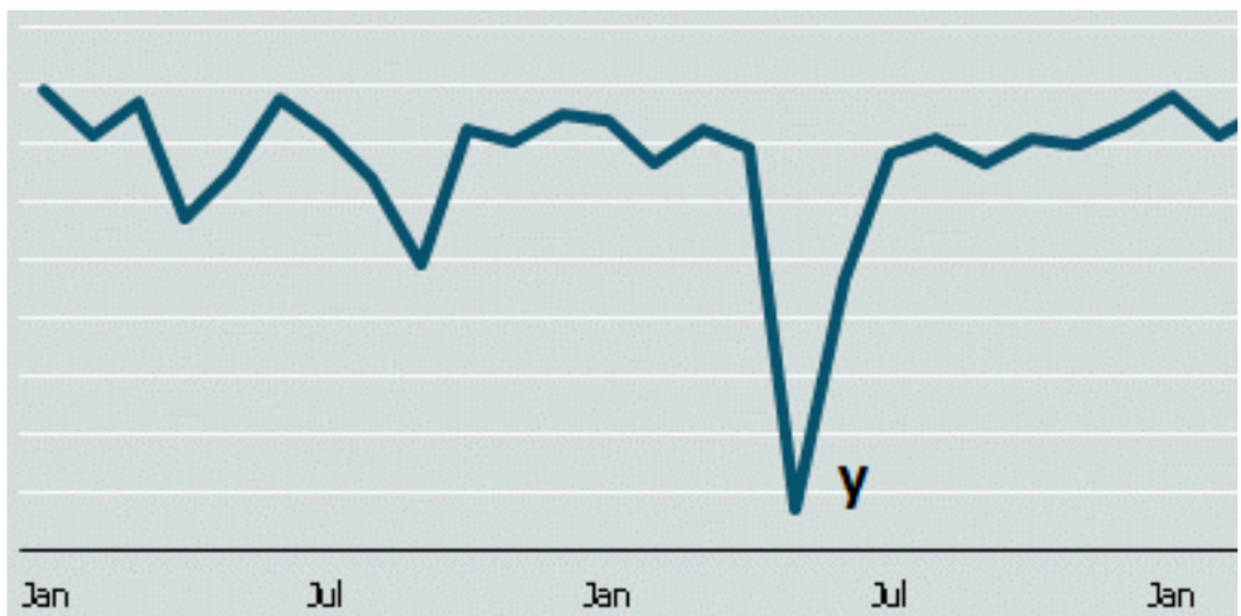


Describe the change of the trend below using suitable lexical item and descriptor



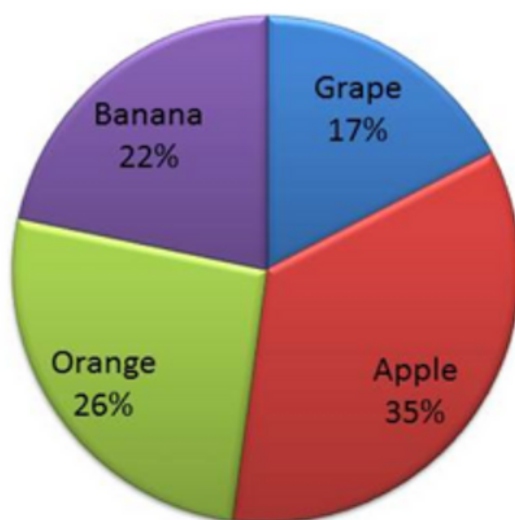


Describe the change of the trend below using suitable lexical item and descriptor



Describe the pie chart below using suitable lexical item and descriptor in one sentence

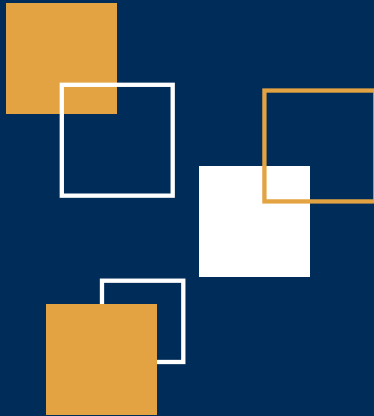
Imported fruit by Malaysia





***FAITH:***  
Decrease five steps





***FAITH:***

Congratulations!  
You get 3 extra  
moves!







***FAITH:***  
Move five steps  
upward





**CHANCE:**

create one sentence using lexical item (*VERB*) and descriptor (*ADVERB*)





**CHANCE:**

Create one sentence using lexical  
item (*NOUN*) and descriptor  
(*ADJECTIVE*)



**CHANCE:**

create one sentence using lexical item (*VERB*) and descriptor (*ADVERB*)



**CHANCE:**

Create one sentence using lexical  
item (*NOUN*) and descriptor  
(*ADJECTIVE*)



# THE

# SIGNIFICANCE

KOKLAB in education serves various roles. It hones graph and chart description skills through engaging activities, merging fun with learning. These interactive language games enhance retention and cultivate a positive learning attitude.

Additionally, educators use KOKLAB to pinpoint areas needing attention, gauging learners' understanding as they play and introducing new topics for assessment. It also bolsters communicative abilities, aiming to elevate engagement in English language learning.

Ultimately, KOKLAB helps educators identify learners' strengths and weaknesses, benefiting from activities that demonstrate comprehension.





# THE Idea FOR ENHANCEMENT

- As educators, we must understand which media can facilitate the learning process and make learners feel at ease and appreciate the lesson. Using games, particularly board games, the teacher must prepare the necessary tools and materials and consider the most fascinating possible destinations and game rules.
- It is recommended that other educators who conduct similar studies enhance and investigate alternative teaching strategies for learners' communicative competence. If they will use board games to improve learners' communicative competence, it is recommended to vary the topic and make more board games, and to make the route more interesting as feasible.



# THE

# CONCLUSION



- There are always better alternatives to the well-known chalk-and-talk method for supporting educators in teaching creatively. Opportunities for language practice are continually available when careful consideration is given.
- Educators have traditionally been encouraged to be inventive and creative. Educators who offer new yet effective teaching and learning strategies can help learners learn the target language.
- However, extra care must be made to ensure that the innovation has educational value and that the aims are feasible.



**THE**

# **APPRECIATION**

As we close this guidebook, let's carry forward the spirit of gratitude cultivated within the world of KOKLAB. Let each game be a reminder of the friendships made, lessons learned, and moments cherished. For in this world of adventure, gratitude is the treasure that enriches every player's journey.

A handwritten signature in a light grey color, appearing to read 'Amara'.

**AUTHOR,  
AYUNI MADARINA ABDUL RAHMAN**

# THE END

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