

SURAT PENCATATAN CIPTAAN

Dalam rangka perlindungan ciptaan di bidang ilmu pengetahuan, seni dan sastra berdasarkan Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta, dengan ini menerangkan:

Nomor dan tanggal permohonan : EC00201805797, 5 Maret 2018

Pencipta

Nama : **Drs Singgih Widodo Limantoro, M.Pd**

Alamat : Jalan Krukah Utara 56 Surabaya RT 002 RW 005
Kelurahan Ngagelrejo Kecamatan Wonokromo,
Surabaya, Jawa Timur, 60245

Kewarganegaraan : Indonesia

Pemegang Hak Cipta

Nama : **Universitas Surabaya**

Alamat : Jl. Ngagel Jaya Selatan No. 169 , Surabaya, Jawa Timur,
60246

Kewarganegaraan : Indonesia

Jenis Ciptaan : **Alat Peraga**

Judul Ciptaan : **WCG (Word-Card Games For Learning English) =
Permainan Kartu Kata Untuk Belajar Bahasa Inggris**

Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia : 2 Oktober 2017, di Surabaya

Jangka waktu perlindungan : Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman.

Nomor pencatatan : 000102780

adalah benar berdasarkan keterangan yang diberikan oleh Pemohon.
Surat Pencatatan Hak Cipta atau produk Hak terkait ini sesuai dengan Pasal 72 Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta.



a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR JENDERAL KEKAYAAN INTELEKTUAL

Dr. Freddy Harris, S.H., LL.M., ACCS.
NIP. 196611181994031001

The Word-Card Games facilitate learning English and help reinforce and memorize some particular words and grammatical features in fun ways. There are 20 cards in one box of the game. There are four players and one scorer in the games. They have four kinds of games, namely Synonyms, Antonyms, Degrees of Comparison, and Making Sentences in English. The aims of the games are to enrich the vocabulary and grammar in English. Vocabulary and grammar are the main language components to learn English skills - listening, speaking, reading, and writing. All the players have to understand the game rules and regulations.

Tanggal pertama kali diumumkan: 2 Oktober 2017

Tempat pertama kali diumumkan: Indonesia

Kota pertama kali diumumkan: Surabaya

Nama pencipta: Drs Singgih Widodo Limantoro, M.Pd

Kewarganegaraan : WNI

Alamat: Jalan Krukah Utara 56 Surabaya

Kode pos: 60245

Kota: Surabaya

Provinsi : Jawa Timur

WCG (Word-Card Games for learning English) = Permainan kartu kata untuk belajar Bahasa Inggris



Gambar : Word-card games for learning English

A Board-Card Game for Learning Business Cross Culture

Purpose: to enrich cross-cultural knowledge for tourists and businessmen

Game Rules

- There are four players and one facilitator who participate in the game.
- All players must not use smart-phones when playing this game except the facilitators that use the smart-phones for counting in ten seconds by using the clock apps.
- The able student could be chosen as the facilitator
- The facilitator duties are moderating the game and checking the players' answers whether they are correct or not. (If the facilitator is not sure the players' answers, he/ she can ask the teacher- in- charge)
- The facilitator has to make sure that all players in the group understand how to play and are ready to play the game.
- All players play the game by taking turns (in clockwise direction) to take only one card each time
- if the player can answer it correctly, he/ she can move one step forward. But if the player can't answer it or can answer it wrongly, he/ she remains in his/ her position
- If the player can't answer the question correctly, he/ she can give the card to the next players (in clockwise direction).
- If all the players can't answer the question correctly, the facilitator would explain the correct answer
- There are five kinds of cards - normal, bonus & super bonus, and trap & super trap. If the card is normal, the player can move one step forward for the correct answer. If the card is bonus, the player can move three steps forwards or the player can ask another player to move three steps forwards. If the card is super bonus, the player can move five steps forwards. If the card is trap, the player should move three steps backwards or can ask another player to move three steps backwards. If the card is super trap, the player can move five steps backwards.
- If the cards are up but nobody reaches the finish line, the facilitators can use the whole cards again by shuffling all cards again.
- Each group starts and ends the game by clapping their hands to enhance the joy/ fun
- The first player that enters or could be over the finish line would be the winner.

Game Instructions

- The facilitator shuffles the cards
- The facilitator asks all the players of his/ her group to clap their hands to start the game
- A player takes one card to read by heart first, then to show it to the other players of the group
- When the player takes the card, the facilitator counts in ten seconds by the clock apps of the smart-phone while the player should give the correct answer. If the player can't find the correct answer in ten seconds, the card should be given to the next player, then the next player has to do the same way as the previous player does. But if all players can't find the correct answer, the facilitator explains the correct answer.
- When the game is over, the facilitator asks the players of the group to clap hands.
- The first player that enters or could be over the finish line would be the winner.

Word-card Games for Learning English

Game A : Synonyms/ similar words

Purpose: to enrich/ strengthen the grammatical patterns and the vocabularies by knowing similar words

Game Rules

- The English teacher would be the facilitator who decides the groups and the scorer
- There are four players and one scorer who participate in the game.
- The able student could be chosen as the scorer
- The scorer duties are leading and moderating the game, and checking the players' answers whether they are correct or not. (The scorer is given the answer key of the games, if the scorer is doubtful about the correct answer, he/ she can ask the English teacher- in- charge)
- The scorer has to make sure that all players in the group understand the game rules and instructions and get the same numbers of chances to get the cards.
- All players play the game by taking turns (in clockwise direction) to take only one card each time
- The scorer asks his/ her group to start and to end the game by clapping their hands to enhance the joy/ fun of the game.
- The players that get the most cards would be the winner(s). (the winners could be more than one player if they have the same numbers of the most cards)

Game Instructions

- The scorer shuffles the cards
- The scorer asks all the players of his/ her group to clap their hands to start the game
- A player takes one card to read by heart first, then to show it to the other players of the group
- When the player takes the card, the scorer counts in ten seconds by using the clock app of the smart-phone , the player should give the correct similar word/ synonym. If the player can't find the correct synonym/ similar word after the second player counts to ten, the card should be given to the next player, then the next player has to do the same way as the previous player does. But if all players can't find the correct synonym/ similar word, the card(s) should be put aside. The scorer can tell the synonym but if the scorer doesn't know the correct word/ synonym, he/ she can ask the English teacher-in-charge there.
- When the game is over, the scorer asks the players of the group to clap hands. Then each player has to count how many cards they have got, and the most cards would be the winner(s).
- Before they play the real game, the teacher asks them to try out in their group(s) first.

Word-card Games for Learning English

Game B : Antonyms/ opposite words

Purpose: to enrich/ strengthen the vocabularies by knowing opposite words

Game Rules

- The English teacher would be the facilitator who decides the groups and the scorer
- There are four players and one scorer who participate in the game.
- The able student could be chosen as the scorer
- The scorer duties are leading and moderating the game, and checking the players' answers whether they are correct or not. (The scorer is given the answer key of the games, if the scorer is doubtful about the correct answer, he/ she can ask the English teacher- in- charge)
- The scorer has to make sure that all players in the group understand the game rules and instructions and get the same numbers of chances to get the cards
- All players play the game by taking turns (in clockwise direction) to take only one card each time
- The scorer asks his/ her group to start and to end the game by clapping their hands to enhance the joy/ fun of the game.
- The players that get the most cards would be the winner(s). (the winners could be more than one player if they have the same numbers of the most cards)

Game Instructions

- The scorer shuffles the cards
- The scorer asks all the players of his/ her group to clap their hands to start the game
- A player takes one card to read by heart first, then to show it to the other players of the group
- When the player takes the card, the scorer counts in ten seconds by using the clock app of the smart-phone, the player should give the correct opposite word/ antonym. If the player can't find the correct antonym/ opposite word after the second player counts to ten, the card should be given to the next player, then the next player has to do the same way as the previous player does. But if all players can't find the correct antonym/ opposite word, the card should be put aside. The scorer can tell the antonym but if the scorer doesn't know the correct opposite word/ antonym, he/ she can ask the English teacher-in-charge there.
- When the game is over, the scorer asks the players of the group to clap hands. Then each player has to count how many cards they have got, and the most cards would be the winner(s).
- Before they play the real game, the teacher asks them to try out in their group(s) first.

Word-card Games for Learning English

Game C : Degrees of Comparison

Purpose: to enrich/ strengthen the grammatical patterns and the vocabularies by knowing comparative and superlative of the adjectives

Game Rules

- The English teacher would be the facilitator who decides the groups and the scorer
- There are four players and one scorer who participate in the game.
- The able student could be chosen as the scorer
- The scorer duties are leading and moderating the game, and checking the players' answers whether they are correct or not. (The scorer is given the answer key of the games, if the scorer is doubtful about the correct answer, he/ she can ask the English teacher- in- charge)
- The scorer has to make sure that all players in the group understand the game rules and instructions and get the same numbers of chances to get the cards
- All players play the game by taking turns (in clockwise direction) to take only one card each time
- The scorer asks his/ her group to start and to end the game by clapping their hands to enhance the joy/ fun of the game.
- The players that get the most cards would be the winner(s). (the winners could be more than one player if they have the same numbers of the most cards)

Game Instructions

- The scorer shuffles the cards
- The scorer asks all the players of his/ her group to clap their hands to start the game
- A player takes one card to read by heart first, then to show it to the other players of the group
- When the player takes the card, the scorer counts in ten seconds by using the clock app of the smart-phone, the player should give the correct comparative and superlative of the adjective. If the player can't find the correct answer after the second player counts to ten, the card should be given to the next player, then the next player has to do the same way as the previous player does. But if all players can't find the correct comparative and superlative of the adjective, the card(s) should be put aside. The scorer can tell the answer but if the scorer doesn't know the correct answer, he/ she can ask the English teacher-in-charge there.
- When the game is over, the scorer asks the players of the group to clap hands. Then each player has to count how many cards they have got, and the most cards would be the winner(s).
- Before they play the real game, the teacher asks them to try out in their group(s) first.

Word-card Games for Learning English

Game D : making sentences in English

Purpose: to enrich/ strengthen the vocabularies and grammatical patterns by making sentences (at least 10 words in each sentence)

Game Rules

- The English teacher would be the facilitator who decides the groups and the scorer
- There are four players and one scorer who participate in the game.
- The able student could be chosen as the scorer
- The scorer duties are leading and moderating the game, and checking the players' answers whether they are correct or not. (The scorer is given the sample of the alternative answer key of the games, if the scorer is doubtful about the correct answer, he/ she can ask the English teacher- in- charge)
- The scorer has to make sure that all players in the group understand the game rules and instructions and get the same numbers of chances to get the cards
- All players play the game by taking turns (in clockwise direction) to take only one card each time
- The scorer asks his/ her group to start and to end the game by clapping their hands to enhance the joy/ fun of the game.
- The players that get the most cards would be the winner(s). (the winners could be more than one player if they have the same numbers of the most cards)

Game Instructions

- The scorer shuffles the cards
- The scorer asks all the players of his/ her group to clap their hands to start the game
- A player takes one card to read by heart first, then to show it to the other players of the group
- When the player takes the card, the scorer counts in ten seconds by using the clock app of the smart-phone, the player should give the correct sentence by using the word from the card. If the player can't make the correct sentence after the second player counts to ten, the card should be given to the next player, then the next player has to do the same way as the previous player does. But if all players can't make the correct sentence, the card(s) should be put aside. The scorer can make the correct sentence but if the scorer can't make the correct sentence, he/ she can ask the English teacher-in-charge there.
- When the game is over, the scorer asks the players of the group to clap hands. Then each player has to count how many cards they have got, and the most cards would be the winner(s).
- Before they play the real game, the teacher asks them to try out in their group(s) first.