POSSESSIVE CASE

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| --- | --- | --- | --- |
| SITUACIÓN | FORMA | EJEMPLO | TENER EN CUENTA |
| Sustantivos en singular | SUST + ‘S | The teache**r’s** book | Siempre agregar ‘s |
| Sustantivos en singular que terminan en ***s*** o ***ss*** | Forma estándar:SUST + ‘SForma aceptada en algunos estilos como el periodístico:SUST + ‘  | The bo**ss’s** officeThe cla**ss’s** endThe bo**ss’** officeThe cla**ss’** end | Ambas formas son correctas, pero en la gramática moderna es más común usar ‘s. En estilos más informales y en periodismo se suele usar ‘ |
| Nombres propios que terminan en ***s*** | SUST + ‘S o bien SUST + ‘ | Jame**s’s** carJame**s’** car | Ambas son correctas |
| Sustantivos en plural que terminan en ***s*** | SUST + ‘ | The girl**s’** room | Sólo se agrega el apóstrofo. |
| En caso de duda, agregá **‘s** a los sustantivos en singular. Siempre va a ser gramaticalmente correcto – aún si algunos escritores prefieren no agregar la s) |

EXERCISES

**1. Choose the best option.**

1. a. The programmer’s code is very clean.
b. The programmers code is very clean.
c. The programmers’ code is very clean.
2. a. That’s the game’s main menu.
b. That’s the games main menu.
c. That’s the games’ main menu.
3. a. We’re testing the boss’s new script.
b. We’re testing the boss’ new script.
c. We’re testing the bosses script.
4. These are the designers’ computers. How many designers are we talking about?
a. one b. two or more c. none
5. a. My team’s project is about virtual reality.
b. My teams project is about virtual reality.
c. My teams’ project is about virtual reality.
6. a. We fixed the students’ game today.
b. We fixed the student’s game today.
c. We fixed the students game today.

**2. Find and correct the mistakes in the following sentences.**

1. The games graphic is amazing.
2. The new programmers project is not interesting.
3. My teachers’ name is Lucas.
4. The characters’s animation looks strange.
5. This is my friends computer.
6. Alexis’s office is in building 6.

**3. Rewrite these phrases using the possessive ‘s**

1. the keyboard of the programmer → **the programmer’s keyboard**
2. the code of the students
3. the interface of the game
4. the project of my team
5. the office of the boss
6. the room of the teachers

**4. Choose the best option to complete the text:**

Yesterday, we worked on …………………..…….. (the game’s / the games’) new level. ………………………….. (Lucas’s / Lucas’) idea was to add enemies near the exit. The ………………………….. (players’ / player’s) feedback helped a lot.