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MON: Effective Vocabulary Acquisition for Students Learning English as A Foreign Language through Game-Based Learning (Allison Fink)

Cloud created by:

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This presentation is intended for teachers of English as a foreign language (EFL) in pre-college and institutions of higher education, and can be adapted and applied in high schools. It demonstrates how both digital and classroom vocabulary games, combined with conventional learning, enhance vocabulary acquisition for the EFL learner as an individual and as part of a group by including and involving all the learners in the process and by providing greater opportunity.

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OU H818 'The Networked Practitioner' online conference 2014

Sian Lovegrove
2:30pm 6 February 2014 Permalink

Allison, I work in this EFL field too so am looking forward to your presentation (no pressure!)

Sian

Allison Fink
8:59pm 9 February 2014 [Permalink](#)

Hi Sian, if that's the case, I'd love to hear your feedback!

Jonathan Vernon
11:18pm 11 February 2014 [Permalink](#)

Over a decade ago the company I worked for had a huge investment to create a game-like language learning interactive cartoon game - thingey. I know now why it failed. I am well through Rosetta Stone which is game-like but disciplined, even brutal in its repetitiveness and persistence. I know it us working as for a change when I go to France I am understood. Not designed for language learning I have been playing Wordio obsessively. Might this Tetris-meets-Scaprabble be a vocabulary acquisition tool?

Allison Fink
6:53am 14 February 2014 [Permalink](#)

Hi Jonathan, Unfortunately I am not familiar with the games that you mentioned but would be happy to check them out if you have a chance to send me the links. There are so many games out there but not all of them are effective. I suppose it's just a question of trial and error. It is important to constantly update the game-pool so it would be helpful to try out your suggestions.

Helen Johnson
10:09pm 16 February 2014 [Permalink](#)

Hi Allison, do you use badges or stamps at all to recognise progress or successful completion of games? Is it possible to intergrate them with the games directly?

Jonathan Vernon
6:56pm 17 February 2014 (*Edited 6:57pm 17 February 2014*) [Permalink](#)

https://itunes.apple.com/us/app/learn-english-doki-further/id582686494?mt=8

Eazispeak - Dok

http://www.dokispeak.com/

[Dr Simon Ball](#)
8:53pm 18 February 2014 [Permalink](#)

Following the live presentations, we asked each speaker to respond to questions posed by audience members. In the short time available, it was not possible to put all of the questions submitted to the speaker for a response. We asked all speakers if they would respond to the unanswered questions here on Cloudworks. Here are all of the questions asked during the session:

- Difficult though to work out something that will engage every student in the class??
- Any problems with learners who do not have good IT skills?
- You say some students don't use it (low tech interest?) why? how do you overcome this? Can you overcome tihs
- All music to my ears - Rosetta Stone for game-like (but costs an arm and a leg), while Wordio, in English, is obessive ... for obsessive types.
- is there a difference between a quiz and a game or is a quiz a type of game?
- we use quizzes too and interestingly we sometimes find it difficult to encourage students to use them at the key moments - they tend to leave them to the end. How do you pace usage with your students?
- Question: So you are saying that games 'enhance', and not replace f2f teaching.
- are there different levels of quizes
- Can quizlet be used in as well as out of class and on a VLE?
- we all need research skills!

[Allison Fink](#)
9:09am 19 February 2014 [Permalink](#)

Thanks Jonathon! I'll check it out.

By the way I really enjoyed your presentation. I hope that it brings back patriotism and pride.

[Allison Fink](#)
9:14am 19 February 2014 [Permalink](#)

No, I do not use badges or stamps. The reward that the student earns is higher test results, a larger vocabulary and ultimately the ability to pass the course. In other words games are used as a means of improving learning.

[Allison Fink](#)
9:43am 19 February 2014 [Permalink](#)

Here are some answers to the questions asked by the participants:

Difficult though to work out something that will engage every student in the class?? **Actually classroom games do indeed engage the whole class -even the shyer students. Digital games engage most of the students. There are always a couple of students who do not want to try them out.**

- Any problems with learners who do not have good IT skills? **Only basic skills are required and the students nowadays are very comfortable with IT.**

- You say some students don't use it (low tech interest?) why? how do you overcome this? Can you overcome tihs. **The students who do not use it are happy with the conventional methods of learning that they are accustomed to. Nobody 'has to' use these games, they are just a tool for practising and absorbing new vocab words.**

- is there a difference between a quiz and a game or is a quiz a type of game? **The digital vocabulary game that I advocate and have successfully integrated into my courses is called QUIZLET. This digital game includes a number of different games which help reinforce new vocabulary. Only one of the games - 'A+ Test' is an actual quiz.**

- we use quizzes too and interestingly we sometimes find it difficult to encourage students to use them at the key moments - they tend to leave them to the end. How do you pace usage with your students?**Quizlet is a fun and effective tool that is used for practice purposes. I encourage the students by pointing out the increased test scores of those who have used it. The students generally pace themselves. They are enthusiastic about these games and often request that I create more sets so that they can familiarize themselves with the new vocab.**

- Question: So you are saying that games 'enhance', and not replace f2f teaching. **Exactly!**

- are there different levels of quizes? **There are no levels as such but the focus changes progressively. For example, on the basic level the students just need to memorize the translations, for the stronger students there are games to improve their spelling skills and finally for the strongest students there is a multiple-choice quiz with a variety of different questions on different levels.**

- Can quizlet be used in as well as out of class and on a VLE? **Yes, QUIZLET can be accessed on an app or on a variety of devices anywhere and at any time.**

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