

# LLAMA\_B v3.0 Learning New Words The Manual

## Short Instructions

### LLAMA\_B v3.0 Learning New Words

LLAMA\_B is a test of your ability to learn the names of unfamiliar objects. Learning vocabulary is probably the most important single skill that affects how quickly and effectively you can learn a foreign language. People who find it hard to learn new vocabulary are more likely to give up learning a language than people who find it easy.

The program presents you with a set of twenty unfamiliar objects and asks you to learn their names. You have **two minutes** to complete this task. The program then tests you by presenting the objects one at a time, asking you to identify the correct name from a list of all twenty names.

The opening page of the LLAMA\_B program looks like this:

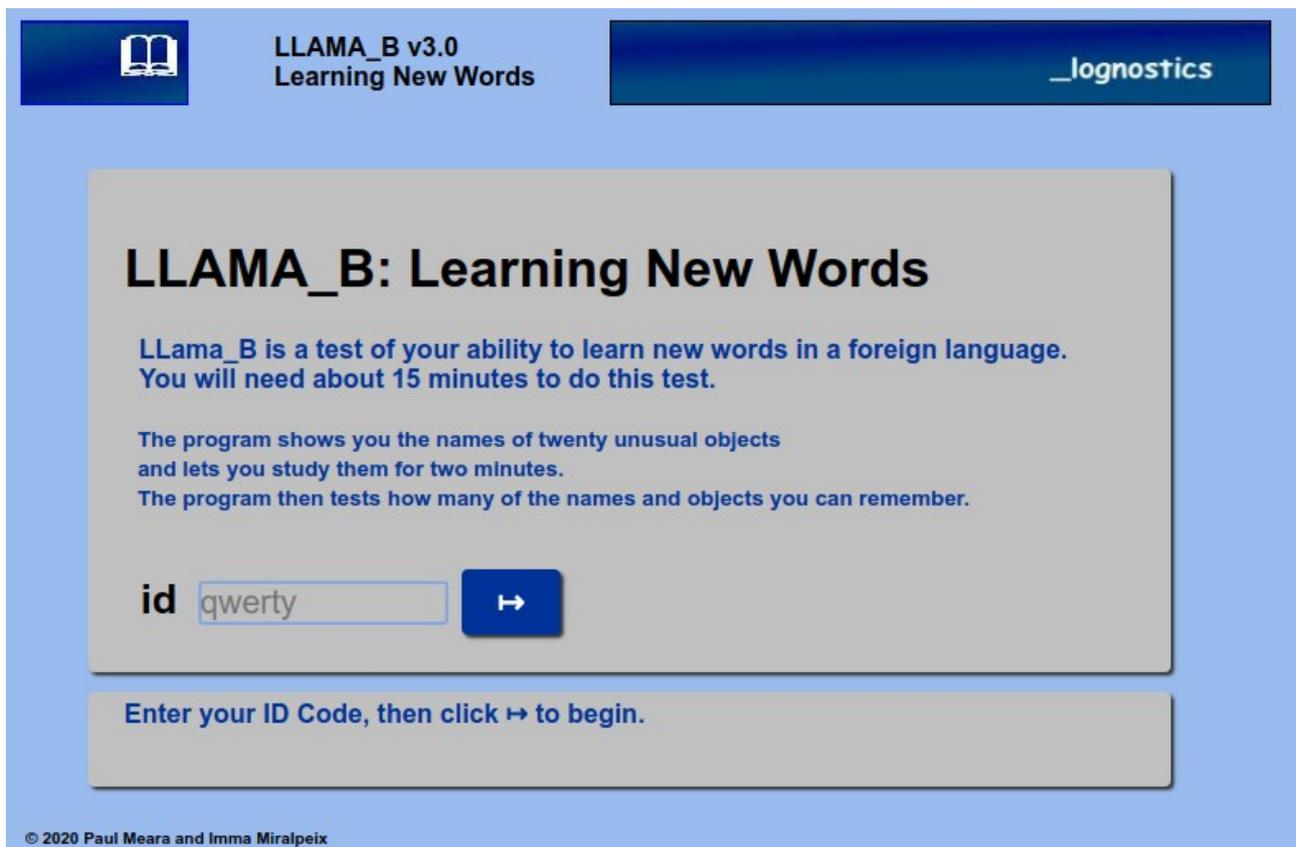
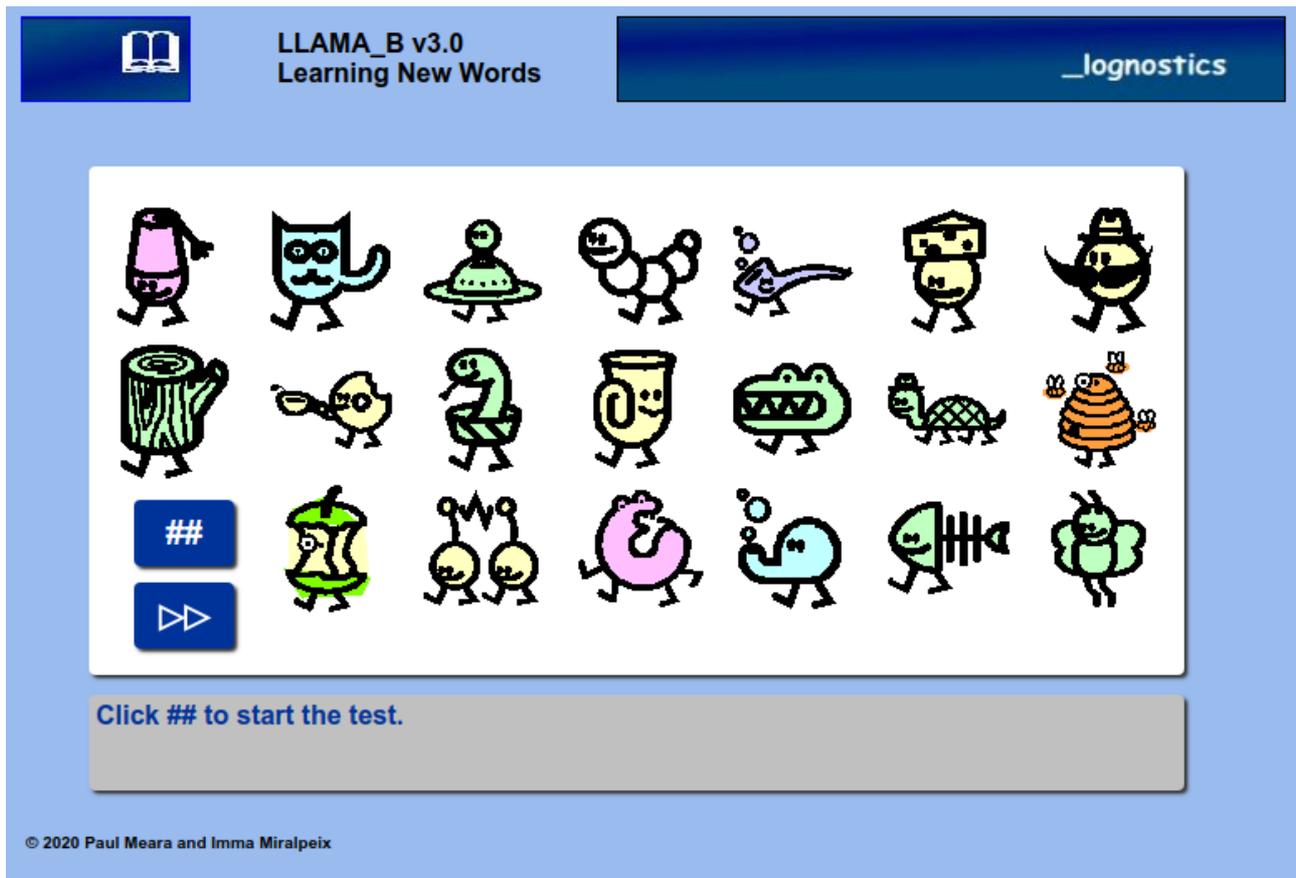


Figure 1: The LLAMA\_B opening page





**Figure 3: The LLAMA\_B test page**

Then follow the instructions in the bar at the foot of the page. For instance, if the instruction tell you to **Click on the taa**, then you shoould click on the object that has that name. If you cannot find the object that you are looking for, then just guess by clicking an object at random.

When you have made your click, you can click on the ## button for the next question.

There are twenty questions in all.

This part of the program is not timed, so you can take as long as you like over it

When you have finished the test, the program will ask you to click the >> button. It then scores your answers and reports your score.

The report screen is shown in Figure 4 on the next page. The report tells you that AdriVI took the test and scored 13 points. The report also tells you that 40 people, including AdriVI have taken the test so far, and what their scores were. For example, 3 people have scored 6 points, and 7 people haver scored 16 points. The maximum score on this test is 20 points, and AdriVI's score of 13 is close to the average score on the test.

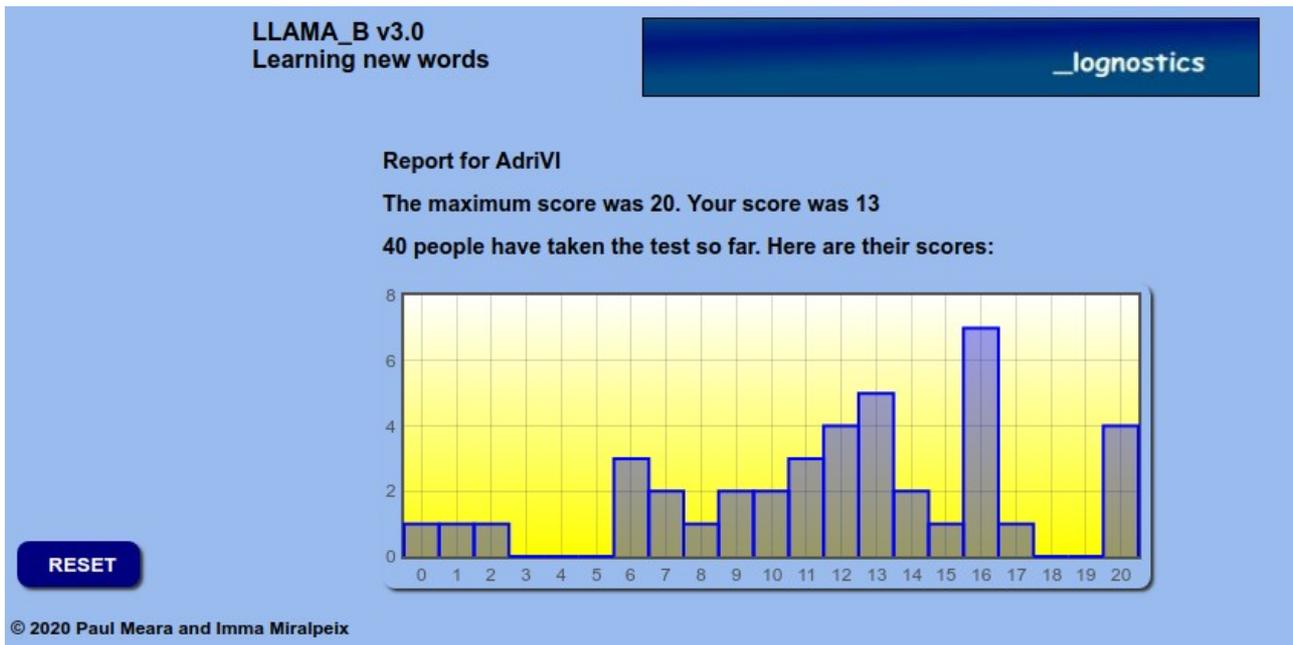


Figure 4: The LLAMA\_B report page

Click **RESET** to start the test again.