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:

LLA	MA_B: Lea	rning New Words	
LLama_ You will	B is a test of your abi need about 15 minute	lity to learn new words in a foreign languag es to do this test.	je.
The progr and lets y The progr	am shows you the names ou study them for two mir am then tests how many o	of twenty unusual objects nutes. of the names and objects you can remember.	
id qw	verty	•	
		to bogin	

Figure 1: The LLAMA_B opening page

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First enter your personal ID code. This should be a string of six characters that uniquely identifies you, and is not likely to be used by anybody else. This will normally be a six letter code like JOSMA or CF56EJ.

Next click the arrow button. This will take to to the display page, which is shown in Figure 2 below.



Figure 2: The LLAMA_B learning page

The program now shows you a screen that contains twenty unusual objects. If you move the mouse over an object, then the program displays the object's name. Moving the mouse to another object will display a new name for the new object.

You have **two minutes** to study this material from the learning screen in any way that you like. The pictures will disappear after two minutes.

After two minutes, a new screen will appear that looks like figure 3. on the next page This screen contains the same 20 objects tht you have studied so far, but they are arranged differently. The screen also contains two extra blue buttons.

Click the *##* button to start the test.



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 shooulld 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.

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Figure 4: The LLAMA_B report page

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