

LLAMA_F v3.0 Grammar Rules The Manual

Short Instructions

LLAMA_F v3.0 Grammar Rules

LLAMA_F tests how well you can pick up the grammar rules of an unfamiliar language. The reason for this test is that lots of learners find it difficult to realise that languages use words in ways that are unusual in their first language. For instance, in English we say **the man saw the black cat**, but in other languages, you often find the Verb at the beginning of the sentence, and the adjective after the noun: so **Saw the man the cat black** would be the proper word order. Some languages don't have a word that corresponds to **the** in English. Some languages use special markers to show you which words in a sentence go together, and so on. An important part of learning a language is that you should be able to notice these patterns and use them effectively.

The opening page of the LLAMA_F program looks like this:

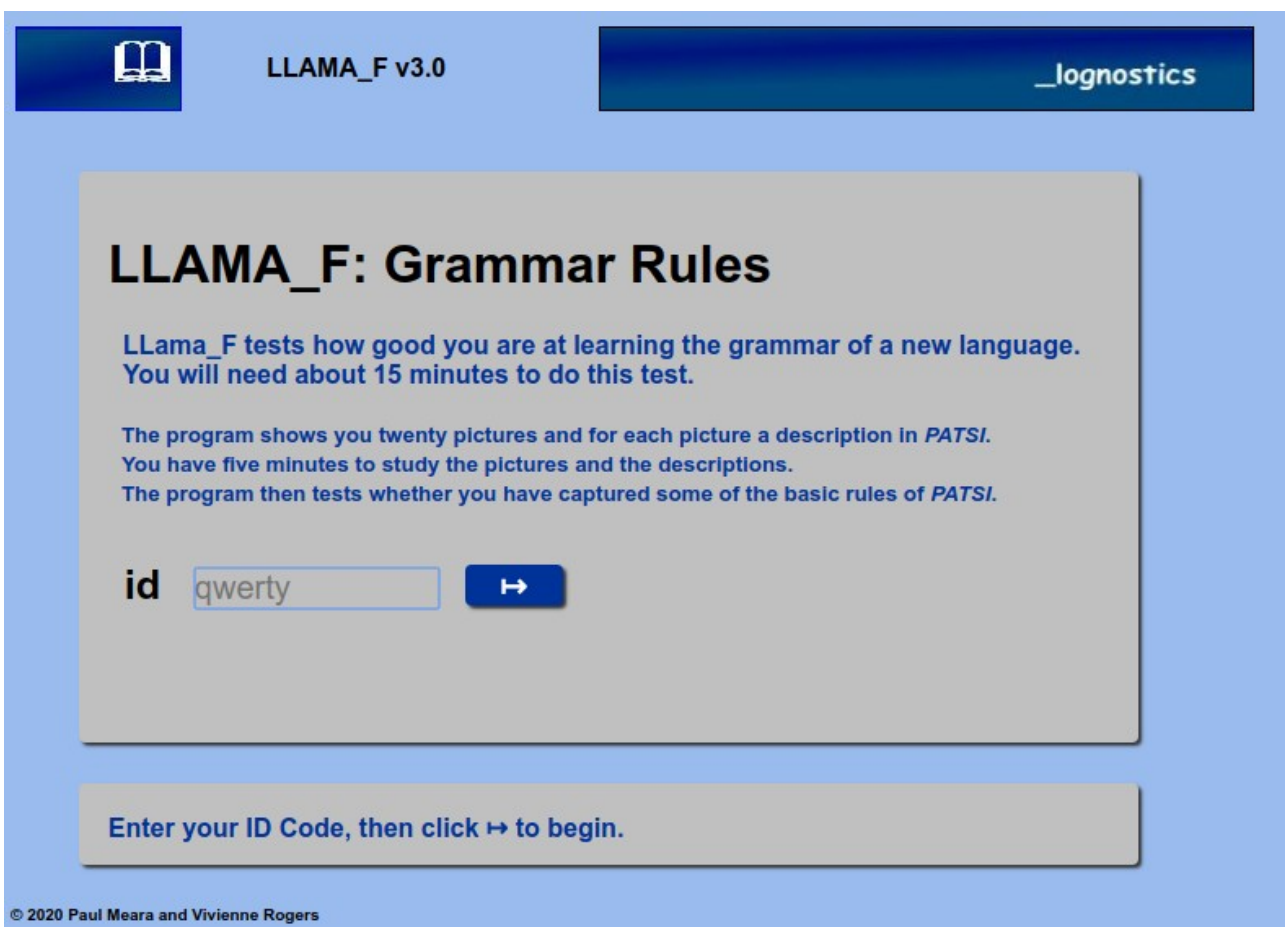


Figure 1: The LLAMA_F initial page

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

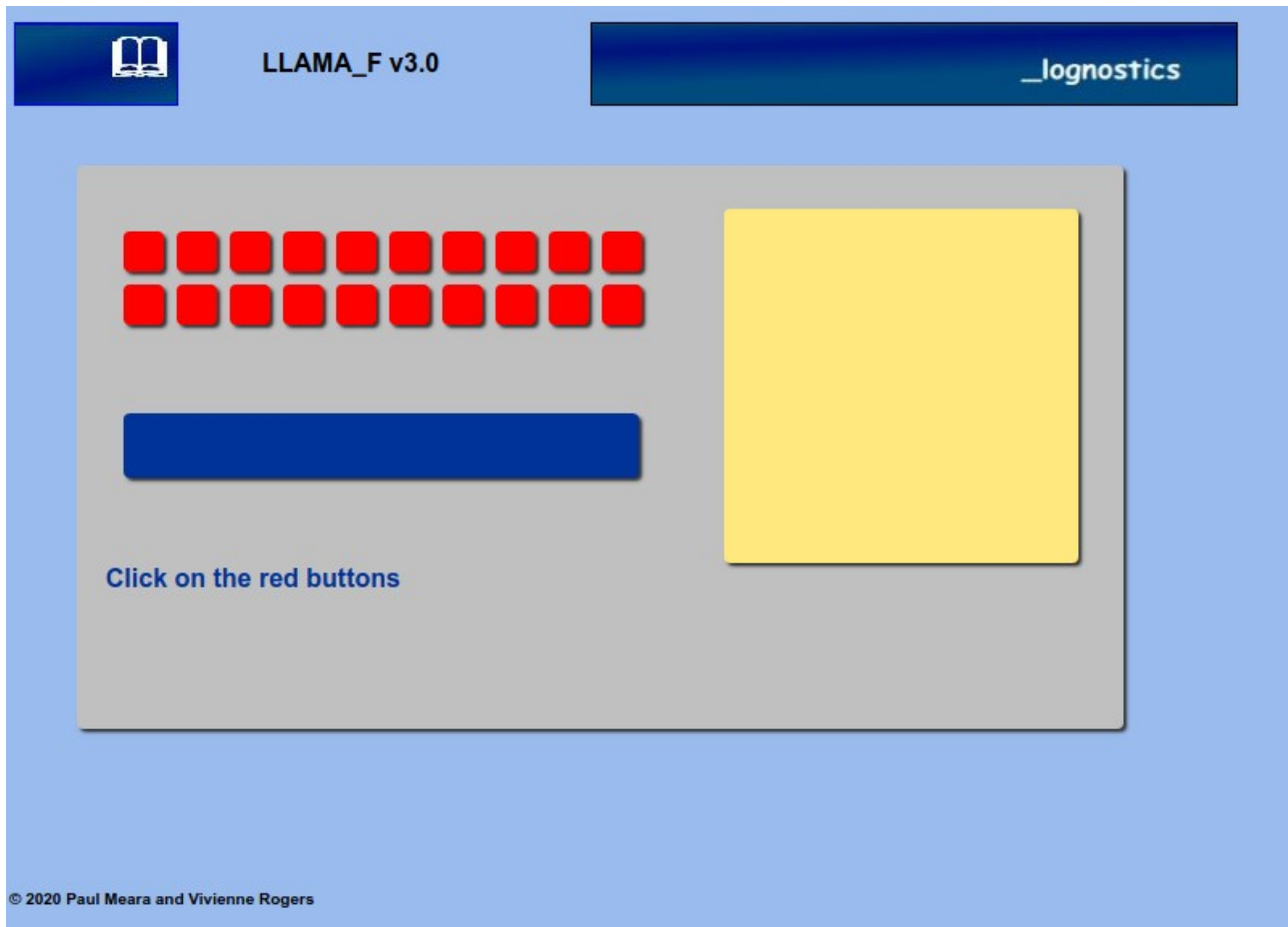


Figure 2: The LLAMA_E learning page

This screen contains a set of 20 red buttons. When you click on one of these buttons, the program will display a picture in the yellow square, and a short sentence in *Patsi* that describes the picture will appear in the yellow square. Each button gives you a different picture.

The program allows you just five minutes to explore this material. You can click as many buttons as you like, in any order that you like, and you can take any notes that you need to help you work out how *Patsi* sentences work. You will need to work quickly on this task. Make sure that you click on all of the red buttons before your time runs out.

After five minutes exploration time, the program will automatically move on to test how much you have learned.

The LLAMA_F3 testing page is shown in Figure 3, on the next page. Make sure that you understand what the buttons do before you start the test. There is no time limit for this test, but it should take less than 10 minutes.

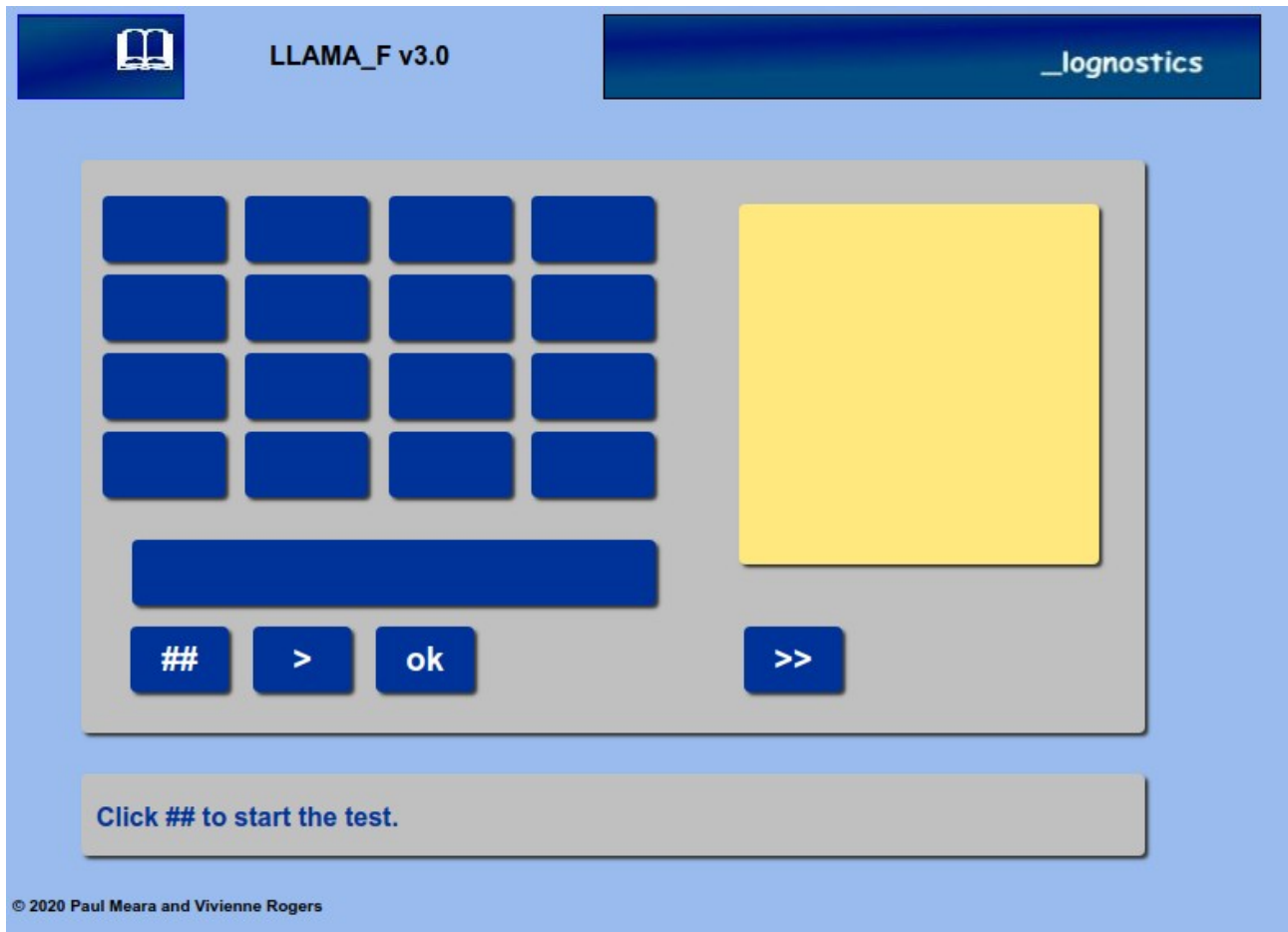


Figure 3: The LLAMA_F3 test page.

The test page contains a new set of buttons. Click on the **##** button to start the test. This will make sixteen *Patsi* words appear on the blank buttons.

Now click on the **>** button. This will make the program display a picture in the yellow square. Your task is to describe the picture using the words on the buttons. If you click on a button, it will copy the relevant word onto the blue rectangle. If you make a mistake, and want to start again, then you can erase what you have written so far by clicking the blue rectangle. Once you are happy with your answer, click the OK button. This will record your answer. Click the **>** button for the next picture.

There are ten test questions in all. When you have described the last picture, the program will ask you to click the **>>** button and submit your answers.

LLAMA_F3 will score your answers, and make a report something like the report shown in Figure 4. The maximum score on the test is 20 points. Figure 4 shows a report for HADRVI. HADRVI scored 18 points. The figure also shows you that 41 people, including HADRVI have taken the test, and their scores are shown in the chart. HADRVI's score is well above the average for this test, but he is not one of the very highest scorers.

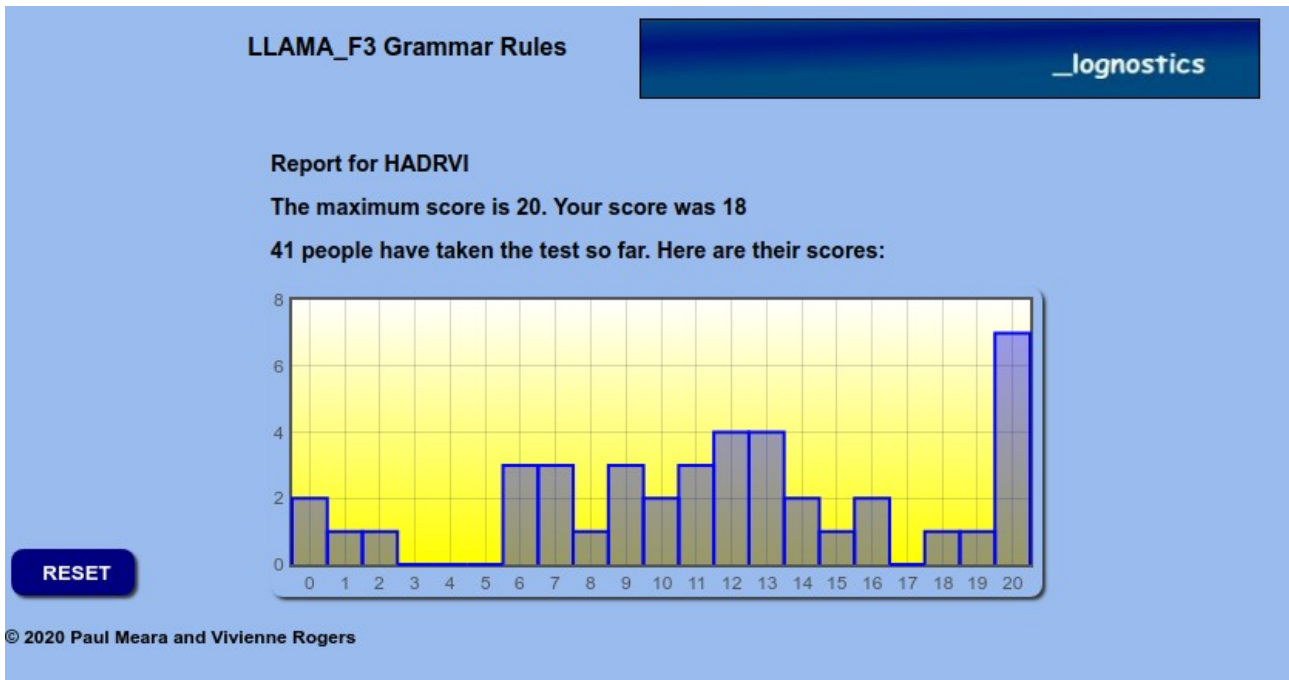


Figure 4: The LLAMA_F3 report page.

When you have finished the test click the **RESET** button to start a new test.