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Explicit Technology Integration for Developmental Language Learning

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***Abstract*— This study precisely discusses about how far the technology has solemnly integrated into the education propagation. "At the heart of effective technology integration, technology offers opportunities to be more actively involved in the learning experience" – Vanessa Vega, Research Analyst. There is no doubt to integrate technology tools among the students, because it creates an impact for creative learning and an active participation of the learners in the classroom also it facilitates the teachers to equipped with the well improved technology. So this paper fully focuses on the teaching and learning process of the language via technology. In sum, the application in the mobile phone has been introduced so- called knudge.me shows a way for the learners to be enrich their knowledge with an amply numbers of vocabulary from this application. Taking that vocabulary held a quiz, games, and puzzles contest in the classroom. Thus it has increased the student's engagement and motivation towards learning compared to the traditional way of learning and memorizing the vocabulary. Also, it gives students the opportunity to enhance the interaction with their classmates and teachers by encouraging participation.**

(KEYWORDS: language learning, technology integration, use of application, vocabulary)

Introduction

In today's dynamic environment, English plays such a pivotal role in an individual's personal and professional growth .Indeed whoever is rich in the knowledge of English can compete for the world towards fortunes. With the mere involvement of technology integration in the education system improves the experience for students and teachers for the language acquisition. The strategies outlined in this paper enable to proceed and assist the teachers in creating a more enjoyable experience for the learners with technology using the techniques where the learners can possibly take part dynamically in the process of learning. Unlike the former way of grammar based or structural view of the core element of the language, the usage of technology or some innovative practical tasks supports the learner to learn the language not only as the subject but also relates with the real world situation. Asher explains "A method that is undemanding in terms of linguistic production and that involves game like movement reduces learners stress, and creates a positive mood in the learner, which facilitates learning" (Richards C. Jack and Theodore S. Rodgers,pp.87). Again "a powerful facilitator of learning…should be used in combination with many other techniques" (Asher 1977:28). The extent of vocabulary learning was analyzed with the support of mobile applications for language learning purposes and also deals with intensive reading skills. The feature of vocabulary is significant enough for the process of selecting appropriate instructional strategies that enable students to master the vocabulary that they need to learn to read and to read to learn. And hence mobile applications were introduced as it endeavors to help the learner to master the English language. It is a mobile learning platform to help people to improvise their English influence in Artificial Intelligence and games oriented methods. Therefore the new-age learners use these kind of platforms and attempt to simplify the learning process using various teaching methodologies, including the English language in meaningful, realistic, and relevant situations as in the form of physical task-based activities such as Games, role-play activities, knowledge transfer zone, brainstorming activities, riddles, puzzles and so on. The purpose behind is to train students to be imaginative and skilled in all the fields for his continuous growth.

In fact Learning is a continuous process to update our knowledge to understand the advanced technologies which has spread its hands in world-wide enhancement to satisfy the age related demands especially for language acquisition. To be considering learning skills are essential for both teachers and students. People who do not updated their skills and knowledge would be deliberated out of date and mislay their opportunities. So, it is required to learn new skills and knowledge to keep us updated. Perhaps Language can be learned in different styles and strategies with these following categories:

- Visual (spatial): It prefers using pictures, images, and spatial understanding.
- Aural (auditory-musical): It prefers using sound and music.
- Verbal (linguistic): It prefers using words, both in speech and writing.
- Physical (kinesthetic): It prefers using your body, hands and sense of touch.
- Social (interpersonal): It prefers to learn in groups or with other people.
- Solitary (intrapersonal): It prefers to work alone and use self-study.

Thus learning increases our knowledge and skills with a productive life-long learning method. Similarly technology and learning goes hand in hand to create the working environment, solve problems, interact/ communicate and take part in team work. Therefore, Technology in language learning acts as a blending force and helps in fronting the challenges and escalates the probability to be transformed in reality.

Important Role of Vocabulary for the language Learning

Vocabulary serves as the fundamental building blocks for the language learning. Vocabulary is nothing but the words. Words are the powerful tool for the purpose of communication, and without words, human beings are left with only grunts, and gestures. In fact words are not instantaneously acquired, "In the beginning was the Word, and the Word was with God, and the Word was God. (John1:1).Bible also says "For by your words you will be acquitted, and by your words you will be condemned." (Matthew 12:37) Wilkins states that: ''There is not much value in being able to produce grammatical sentences if one has not got the vocabulary that is needed to convey what one wishes to say … While without grammar very little can be conveyed, without vocabulary nothing can be conveyed''(Wilkins 1972, pp110-111).

As a matter of fact, the vocabulary field has been initiated especially productive in the last two decades. The purpose of vocabulary knowledge is highly stood in need of second language learner for communicating and writing phenomenon. For Learning vocabulary, the learners are firmly made with an appropriate learning environment to be taught efficiently and as a matter of fact that engages the learner to acquire many words for further language developmental operation and promotes a constant retention**.** Accordingly vocabulary has been carried out to the students into three perspectives:

1. First is learning vocabulary through innovative task- based activities.
2. Second is learning vocabulary through extensive Reading skills.
3. A Third is utilizing technology tools such as mobile application knudge.me to assist learning.

Why there is a need to focus on learning a second language? At Dr. Samuel Johnson's view 'Language is the dress of thought'. (Yamini, pp1)Especially English is the language which is considered to be the international language and plays a dynamic role in many sections like education, business, medicine, and engineering. Though there are many practical ways of learning which has been introduced here are some of the interesting task-based language learning activities for the second language learners.

Learning Vocabulary through Innovative Task Based Activities.

Before going into the research, there are few questions arisen in the teachers' mind.

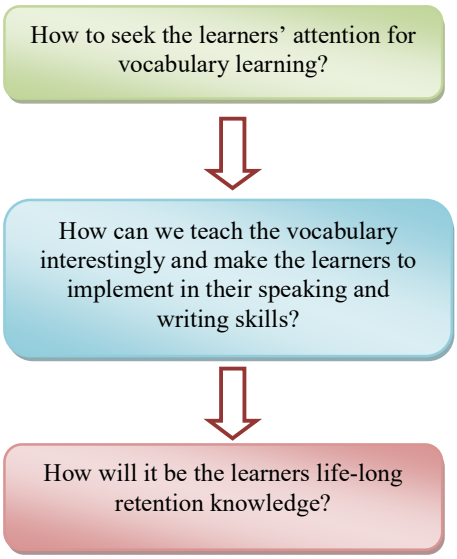

Figure 1: General questions regarding task based learning vocabularies.

Based on the above mentioned questions, it is stated that in the task-based techniques, the instructor prompts to initiate the class with a 'friendly environment', and a bit kind of any 'jokes or riddles'. By this possible environment both the teacher as well as the students can maintain a good friendly bonding for learning, that leads to space for them to learn much better and share information with freedom. Nobody likes to spend time in a classroom where lecturing and a persistence one way communications are the norms. Since the Brains of today's learners are stimulated by video games, mobile devices, and internet communication. The traditional way of teaching leads to boredom quickly and makes it difficult to retain all the information delivered in the class. Learning should be pleasurable and stimulating. Students love creative and engaging lessons that grab their attention and allow them to move forward in their learning process. Students basically enjoy doing hands-on, activities where they can learn by doing. Likewise, they are enthusiastic about technology-based lessons that are both active and visually impactful. Student loves the learning which incorporates creativity, fun, into their daily classroom. One of the best definitions of a game that we have come across is that by G.I.Gibbs who calls it "an activity carried out by cooperating or competing decision-makers, seeking to achieve, within the rules, their objectives".

According to Allen (1983, pp123), "games are important in teaching vocabulary because they highlight the necessary and important words to achieve the objectives of the game". Thus games become an effective tool to teach vocabulary to second language learners where the young

language learners could learn fast and retain words better. Instead of practicing the Repetition methodology for learning of new words, involving physical-movements as in games, the learners will be alert and stimulated. As it is said, learners often get impatient and bored very quickly if they attend lessons for a long period, so involving physical movements gradually guarantee their active participation. Vernon (2009 pp123) stated that games that involve learners to take part in a healthy competition could help them in learning more without forcing their participation. Thus, Games pertaining to task-based activities assist the learner to learn new vocabularies with their personal interest and stimulates their creativity which relates them to the real- life situations.

Exploiting some activities on Task Based Vocabulary learning Techniques

In these activities, the instructor can make use the white board and chalk. And instruct the learners to fill the gaps in the board. The instructor will write a word in the beginning of the column and one at the end of the column. But both the words should be linked, it is the learner who should bring the linking for these words by the words and sentences. This games goes in this way.

1. Activity Name: Bridge the Gap
Groups: 2 to 4 groups

1. Tree ____ ___ ____ ___ ___Moon
2. Food___ ____ ____ ____ ___ Father

E.G: 1. Tree shelter, fruits, nature, cool , fresh, Moon
Tree gives shelter and fruits .Moon gives fresh and cool air. Both are a kind of nature's gift to us.

2. Food healthy, money , bread, hard ,work, Father
E.G: I like sandwich which is my favourite food. My father earns money and he is the breadwinner of my family.

2. Flash Cards

Here the instructor uses the Projector to show the grids on the screen in which the meanings of the words are given. Each group should discuss the answers within their team members and write them on the board. Each team will get a different set of questions.

1. Having great power or influence(adjective) ----------	4. Inefficient or inept; clumsy(adjective) ----------	7. A long, mournful complaint or lamentation; a list of woes.(noun) ----------
2. Beautiful; very attractive.(adjective) ----------	5. Lacking brightness or interest; drearily dull.(adjective) ----------	8. Obtain by dishonest or devious means.(verb) ----------
3. the power or right to give orders or make decisions(noun) ----------	6. a basic generalization that is accepted as true(noun) ----------	9. judge tentatively(noun/verb) ----------

1. Puissant, 2. Gorgeous, 3.Authority,
4. Maladroit, 5. Drab, 6. Principle,
7. Jeremiad, 8. Finagle, 9. Estimate

4. Riddles

a. Why is the letter 'T' like an island?
Because it is in the middle of 'water'!

b. I have a face but no eyes, hands but no arms?
A clock

c. What's a teacher's favorite nation?
Explanation

Games and riddles are beneficial and effective in learning vocabulary. This makes the learners realize great fun in learning and them to involve in a friendly competition and create a compliant learning environment, so that the students have an opportunity to work together. The nature of this task based vocabulary acquisition improves students' communicative skills and they have a chance to use the second language. Even the reluctant and introverted students also relish in expressing their thoughts and ideas. However, in order to achieve success in teaching vocabulary games, it is essential that suitable games to be chosen according to the proficiency level of the students. Therefore, explicit use of language learning vocabulary games brings real world context into the classroom learning and enhances the second language learners' use of language in an adaptable manner for communication. This offers the rationale for implementing games for vocabulary learning through a stress-free tool for learning words. It is believed that games can have the potentiality to contextualize learning words and have firm retention knowledge of vocabulary through experiences.

Learning Vocabulary through Extensive Reading

The second experiment is incidentally learning new vocabulary through Extensive Reading. As vocabulary develops through games and riddles, it also leisurely accumulates via extensive reading skills. Many Researches have efficiently proved that learners with larger vocabularies do better at reading in general. This is because the learners who know more words can understand new ideas and concepts faster than the non-interested learners who have more limited jargons. According to Krashen's (1982) suggestion extensive reading provides the learner with a comprehensible input. Moreover, Extensive reading and vocabulary learning have almost exclusively focused on a word's meaning for determining vocabulary acquisition. A discussion on utilizing extensive reading for vocabulary acquisition is explicitly introduced to contextualize and understand the meaning with the learners' comprehensive

level. In brief, the above study demonstrates that the role of vocabulary knowledge in Extensive reading is an intriguing and complex concept. It plays a critical role in promoting vocabulary knowledge by creating many opportunities for the learners to learn words, related concepts, and their meanings and hence it is considered to be an effective vocabulary instruction. When reading comprehension and vocabulary knowledge complement one another, vocabulary familiarity is of crucial importance to understand and comprehend any given selection. Reading is also an efficient way of vocabulary retention and acquisition and an explicit learning method more efficient than a read alone method when it comes to expansion of second language proficiency, as well as in reading speed. The following task for this extensive reading, here the learners encounter all the new vocabulary which they have come across in the context and use those to build another creative story from the same words for the retention of vocabulary acquisition.

Learning Vocabulary through Mobile Application on Knudge.me

Language learning strategies are certain skills, techniques, and actions used by the learner to facilitate the learning and retention of one or several components of proficiency (Wenden and Rubin, 1987 pg 159). A subset of these strategies, called vocabulary learning strategies, is strongly linked to successful vocabulary learning(Ali Bastanfar, 2010 pg159).Using educational technology for language acquisition enables us to create more efficient ways and methods for achieving educational goals. This may lead to the use of different activities and means for successful teaching. The key to integrating technology in the education is to focus on what students need to achieve within the curriculum and then to identify the suitable technological tool which will help to achieve that goal. Integration of technology in the classroom implies the physical aspect in social trends.

New technologies combined with social and cultural adjustment literally change the learners understanding of knowledge, creativity, and real life challenges. Teachers' duty is to examine these trends and present them in the curriculum to engage the student in learning with fun and more pleasure. Today's students are 'digital natives' born in the digital world, users of modern technology, physically active and cannot concentrate for a long time. For the past two decades technology has vividly proven the enrichment of teaching and learning strategies in an extreme level. Therefore, this study also investigates how mobile apps would be integrated into English language vocabulary learning and how some tasks can be employed to enhance learners' second language proficiency. Mobile learning has become a key issue for e-learning which enhances the mobility and connectivity of mobile devices and helps to create a new mode for students' language acquisition. This activity combines both the instructors and the learners to work together informally to enhance their own understanding using their smart phones or tablets for their professional development programme. In fact, Mobile Assisted Language Learning has become a fast growing field of research with promising features for second language learning and teaching. This paper also reviews a language learning app named knudge.me and explores its potential effectiveness for second language learning vocabulary. It provides Interesting word games to learn and improve English in a fun loving way. In this software program, the wordlist with handy flashcards would help to improve vocabulary. It teaches English grammar and vocabulary by different word games strategy, spreads throughout the day to help to learn regularly and retain information longer. It had also been rated in the top ten most effective mobile applications by the Google in the year 2018.



Figure 1.1 knudge.me app icon

Focus on
- English vocabulary building
- English Grammar

Age Group
- Intermediate / Advanced Level

Available On
- Google Play Store

Price
- Free

Learning vocabulary knowledge as a multi-dimensional contract, application was introduced as a part of classroom activities i.e. learning new vocabulary via fun and word games, which creates the learner to be very intellectual in their thinking ability. The word games in this application are

1. Words Checker: Helps to identify the meaning from the collapsed flashcard game. Provide lots of new vocabulary, It can be used for the contextualization.

2. Space Pursuit: Fill the gaps with homophones words.

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3. Fly High: Helps to build vocabulary by learning synonyms.

4. Reader's Digest: Helps to build the learners accuracy and comprehension level in reading skills.

5. Echo: helps to learn the spelling of any new vocabulary via games.

6. Jelly Fizz: Helps to by learning phrasal verbs in an interesting way.

7. Panda's Trail: Refine the learners' English grammar skills

8. Sea Voyage: Engage the learners to practice speed in reading skills and language retention.

9. Word Maze: Challenge the vocabulary knowledge and quick-thinking ability in this vocabulary game.

10. Spell Safe: Learn to spell words and helps in pronunciation

11. Polarity: Helps to learn the positive and negative connotations to words.

12. Words Race: Improve learners reading speed and accuracy.

The aim of this study is to examine learners frequently usage of this application. Hence vocabulary competitions were conducted to the learners to work in groups and decide on any story to narrate or role plays in groups by using those vocabularies from the app. It clearly exhibited the interest of the learners in word games and helped them to gain the knowledge for their personal and professional growth for a long –time retention.

Conclusion

Therefore, Vocabulary acts as a basic part and a key element to learn any language. Teaching vocabulary using games and the mobile learning app has become crucially important for English language learners because they endure satisfaction and interest in learning and encourage the learner using the language in a creative manner of technological integration. The main reason for choosing technological mode is to make the instructors class be more lively and interesting. So the vocabulary instruction was chosen to cover many words that have been skillfully and carefully selected to reduce vocabulary gaps and improve students' abilities to apply word knowledge to the task of comprehension.

Thus Games proved to be an effective tool to explain vocabularies and that makes it easier to remember the meanings. However, the learners to learn the words of English language very fast and were able to comprehend the context of those words for any possible situation in this real challenging world.

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