

Gamified Vocabulary Learning for ELL Students

TECH 5223-Module 2
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Module Overview & Learning Goals

Course: Building Literacy Confidence for ELL Learners

Module: Vocabulary Development

Learning Outcome: Students will identify and apply 10 key academic vocabulary words in context using multimodal tools.

Overview of Gamified Activity

- **Tool Used:** Wordwall (match-up, quiz, and spinning wheel game)
- **Duration:** 10 minutes
- **Format:** Asynchronous + in class station rotation
- **Gamification Features:** Points, timers, leaderboard, audio clues



Alignment with Learning Objectives & Best Practices

- Tied to UDL: Multiple ways to engage (visual, auditory, interactive)
- Based on Papert's "painless" learning and active construction
- Reinforces vocabulary through spaced repetition and immediate feedback



Activity Walkthrough



- Learners log in with a code
- Complete 3 mini-games using the vocabulary
- Get real-time feedback and scores
- Can retry games at their own pace
- Track improvement visually

Addressing Diverse Needs



- ELL friendly: Audio and image support



- Inclusive access: Mobile and tablet compatible



- Customizable difficulty levels

Why Gamification Boosts Literacy



- Motivates learners with autonomy and mastery
- Encourages self-paced learning
- Builds vocabulary fluency in a fun, low-pressure way
- Easily integrated into blended learning models

Thank You for Watching

- Thank you for exploring my gamified learning activity
- I'm excited to implement this with my ELL Learners
- For questions or collaboration, visit www.designwithstacey.com