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## **РЕАЛІЗАЦІЯ СТРАТЕГІЇ ЦІКАВОГО НАВЧАННЯ ЗА ДОПОМОГОЮ WORDWALL НА ЗАНЯТТІ З АНГЛІЙСЬКОЇ МОВИ ЯК ІНОЗЕМНОЇ**

The article is devoted to one of the innovative, alternative tools of teaching vocabulary in EFL classroom and offers teachers the general outline of an online platform Wordwall. Teaching online has become more popular, yet challenging, for many students and teachers. The author considers games to be a source of fresh ideas with the ability to relieve the monotony of education. Alongside traditional vocabulary presentations, games play a very important role in language teaching and learning. Moreover, games are a good way to raise students' motivation for learning English as a foreign language and to improve and extend learning skills, which is essential for language learning. The evidence shows that online games significantly diversify the entire educational process. Based on our teaching experience, we can state that introducing vocabulary through online games greatly facilitates students' understanding, raises their engagement into the lesson, makes them interested to advance in their learning, provides new ideas and brings variety into the classroom. Wordwall provides teachers with plenty of templates, ranging from the common multiple-choice quiz to matching pairs, anagram, sorting out, or cloze questions. Teachers can create resources and host activities by sharing an assignment link with students. Students can do the activities as an interactive in-class part or as homework. Students' activity results can be tracked by the teacher.

*Keywords:* alternative tools of teaching, vocabulary, online platform, gamification, templates, interactive games.

Стаття присвячена одному з альтернативних засобів навчання англійській мові як іноземній і пропонує викладачам загальний огляд онлайн-платформи Wordwall. Викладання онлайн стало більш популярним, але водночас і складним завданням для багатьох студентів та викладачів. Автор статті висловлює думку, що ігри є джерелом нових ідей і привносять різноманітність в навчання. Поряд із традиційними способами презентації лексичного матеріалу, ігри відіграють важливу роль у викладанні та вивченні мови. Окрім того, он-лайн ігри – гарний спосіб підвищити мотивацію студентів до навчання, вдосконалити та розширити навчальні навички, що є необхідним при вивченні мови. Факти свідчать, що ігри значною мірою розмаїтять увесь освітній процес. Спираючись на наш професійний досвід, ми можемо стверджувати, що презентація лексики через ігри значно полегшує розуміння матеріалу, підвищує рівень активності студентів на занятті, заохочує їх до подальшого прогресу в навчанні. Wordwall надає викладачам різноманітні шаблони, починаючи від звичайної вікторини з декількома варіантами відповідей і закінчуючи завданнями на встановлення відповідностей, анаграмами, сортуванням або питаннями закритого типу. Вчителі можуть створювати ресурси та проводити вправи, надаючи студентам посилання на завдання. Студенти можуть виконувати завдання як інтерактивну частину заняття або як домашнє завдання. Викладач може відстежувати результати роботи студентів.

*Ключові слова:* альтернативні інструменти навчання, словниковий запас, онлайн-платформа, гейміфікація, шаблони, інтерактивні ігри.

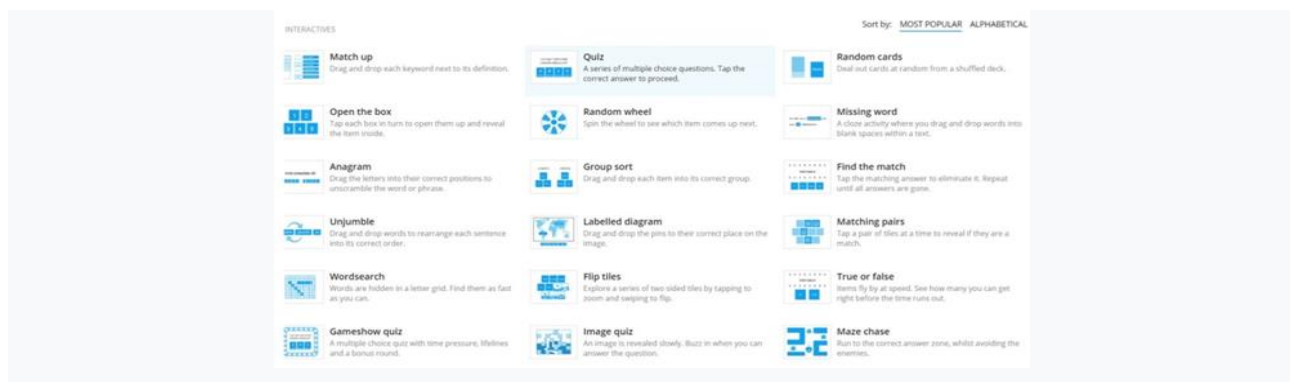
While the years 2020 and 2021 will undoubtedly be remembered for the sudden and unexpected throughout the world spread of COVID-19, which threatened people around the world, and the fight, vaccination and immunization against the coronavirus respectively, the year 2022 was marked by the shocking news related to Russia's

second invasion of Ukraine, thus, bringing the whole educational system on an online track. There have been almost three years of unprecedented challenge for Ukrainian teachers working online. They were put on a razor's edge by new and ever-increasing demands for tech solutions.

Computer Assisted Language Learning (CALL) has become central to advances in teaching methods. Thus, there has been much theoretical discussion about blended learning and more recently about gamification, which involves “utilizing the motivational and emotional power of games for other purposes not solely related to the entertaining purposes of the game itself” [1, 28]. Needless to say, gamification is consistent with CLT principles and techniques, such as those that use a task-based approach to indirectly teach aspects of language. The connection between gamification and new technologies in language teaching and learning is deeply rooted: game mechanisms can be powerful motivators [2], making gamification programs a useful, if not essential, tool for teachers. Games are one of the alternative essential tools in the modern English language classroom. They allow students to think in an original and creative way, put what they have learnt to immediate use, create experiences with their classmates, and get away from the daily classroom routine.

The main objective of the given paper is to give a general outline of online platform Wordwall (worldwall.net) [3], which is a multifunctional tool for creating both interactive and printed materials, and to supply teachers with practical tips how effectively use it.

The platform requires at-cost subscription and offers two levels of user license: regular and premium. Even with regular one (60 Ukrainian hryvnias per month) a teacher can have a lot of opportunities to incorporate game process into teaching. Among the regular templates are: Match up, Quiz, Random cards, Open the doors, Random wheel, Missing word, Anagram, Group sort, Find the match, Unjumble, Labelled diagram, Matching pairs, Wordsearch, Flip tiles, True or false, Gameshow quiz, Image quiz, Maze chase (pic. 1). Teachers can use the above mentioned templates to create well-known activity types such as multiple choice, grouping or matching, or more complicated games and quizzes.



*Picture 1.*

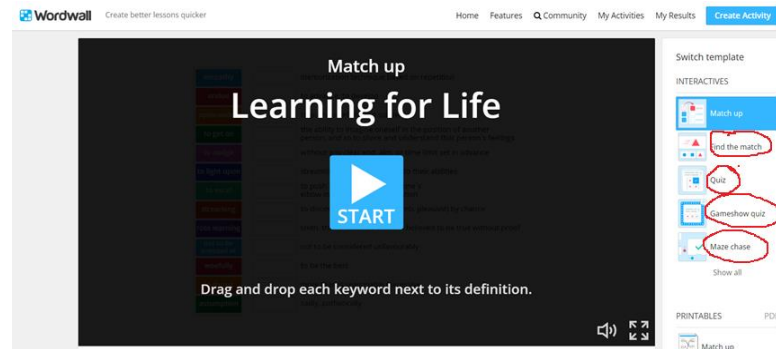
Interactive games can be played on any device with a web interface, such as a computer, tablet, phone, or interactive whiteboard. They can be played by the students themselves, or by students under the guidance of a teacher taking turns in front of the class. Printables can simply be printed or downloaded as a PDF file. They can be used as supporting material for interactive or as independent learning tasks.

To create a new activity, you should first select a template and then enter your content (pic. 2). It's simple and means you can create a fully interactive activity in a couple of minutes.

Learning for Life			
+ Instruction			
Keyword	Definition		
1.   streaming	streamlining pupils according to their abilitie		
2.   to excel	to be the best		
3.   undue	more than is reasonable (excessive		
4.   woefully	sadly, pathetically		
5.   to light upon	to discover or find (smth. or smb. pleasant) t		
6.   not to be sneezed at	not to be considered unfavourably		
7.   open-ended	without any clear end, aim, or time limit set i		
8.   to nudge	to push someone gently with one's elbow in		
9.   to thrust	to push forcefully and suddenly		
10.   assumption	smth. that is taken as a fact or believed to be		

*Picture 2*

In picture two you can see the process of entering our own content on the example of topic “Higher Education” for the fourth-year students of English Philology Department of Oles Honchar Dnipro University (tasks for the text “Learning for Life” from “Gold” textbook, progress to proficiency level).



Picture 3

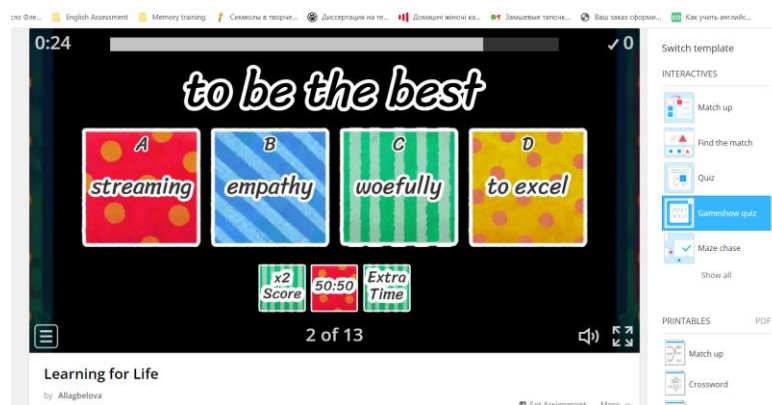


Picture 4

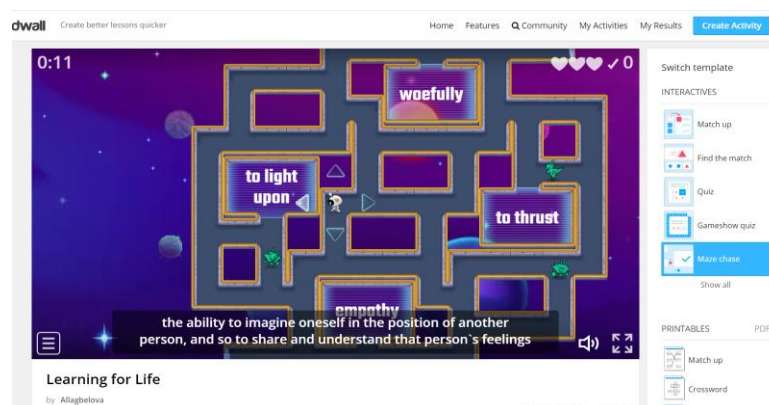
When you've created an activity, you can switch it to a different template with one click only. This will save a teacher's time and is useful for differentiation and boosting the vocabulary. For instance, if you created a Match up activity as in pictures three and four, you could turn it into any other activities mentioned above (picture three). Let's take Quiz, for instance (pic. 5), Gameshow quiz (pic. 6), or Maze chase (pic. 7).



Picture 5



Picture 6



Picture 7

The aim of Maze chase is to lead a yellow character to the correct answer box, whilst avoiding the “green enemies”. Besides the knowledge of lexical units, the game requires quick reaction, self-control and the feeling of competitiveness.

As for competitiveness, all the activities of Wordwall are competition-based activities, which can keep students in positive suspense throughout the game and encourage their quicker decision making. Picture eight shows a leaderboard which can be set in different modes. The teacher can easily see the score and the time of each student who submitted their answers and entered their names.

Leaderboard

ENABLED ☒ On ☐ Off

SIZE ☐ Top 3 ☐ Top 5 ☐ Top 10 ☒ Top 20 ☐ Top 40

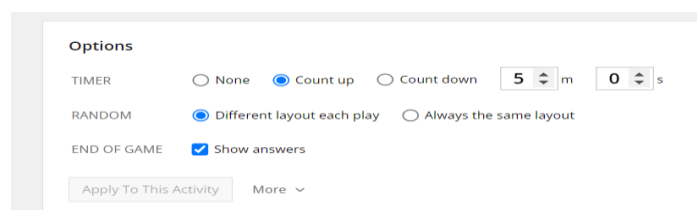
DUPLICATES ☐ Allow duplicate names ☒ Only show best score for each name

REMOVE AFTER ☐ Never ☐ 1 year ☐ 1 month ☐ 1 week ☒ 24 hours

Rank	Name	Score	Time
1st	-	-	-
2nd	-	-	-
3rd	-	-	-
4th	-	-	-
5th	-	-	-
6th	-	-	-
7th	-	-	-
8th	-	-	-
9th	-	-	-
10th	-	-	-

Picture 8

Almost every template has a timer setting in the options panel. You can change this in advance of starting the game.



*Picture 9*

Templates that are designed to be teacher-led (e.g. Seating plan and Brainstorm) also allow the teacher to change the timer whilst the game is running. You can do this by clicking on the timer readout. Setting the time adds extra pressure to the game by including a time limit to complete the level or challenge. Using a digital stopwatch, giving students a time limit will add an extra element of challenge to your activities and help you stay on track with your class too. It also fosters cooperation and competition between students and adds a touch of adrenaline just as in many games.

One of the essential advantages of Wordwall is that a teacher can improve his or her own content at any time. It is also possible with the other teachers` activities in case you are logged in. The other advantage is that a teacher can set up homework assignments and the students do not need to visit the main activity page. The results can be tracked in “My Results” section. The only inconvenience is that not all the templates support the option assignments. Nevertheless, among those supporting with regular subscription are: Anagram, Crossword, Find the match, Gameshow quiz, Labelled diagram, Match up, Maze chase, Missing words, Quiz, True or false, Unjumble, Wordsearch.

Thus, the benefits of using Wordwall are:

- It saves a teacher`s preparation time: once having inserted words and meanings, you have a pack of exciting activities.
- It makes an online class interactive.
- It results in real communication involving ideas, emotions, quick reactions and adaptability.
- It can reduce a teacher`s workload on paper stuff like handouts.
- It helps a teacher monitor students` performance.



- A teacher can easily share activities he or she creates with other teachers by making them publicly available on Wordwall website (it should be noted that the author of the article uses her own content only).

For the author of the article, as an active user of the platform, there is only one drawback, which is a limited number of templates for free. One teacher can only create 5 resources (but unlimited assignments) with a free account, and printables are also not allowed.

### **References**

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