



# Improving Vocabulary with Moodle

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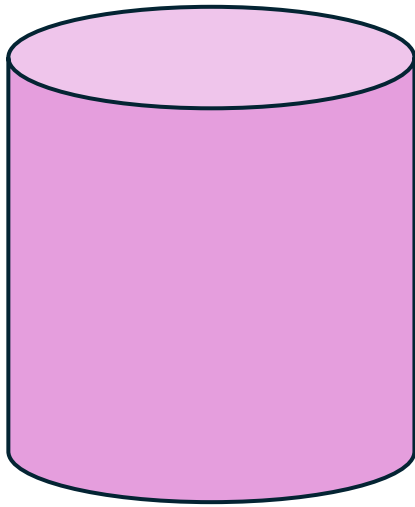


**Time:** 17th Feb 2024 (15:10 – 15:50)

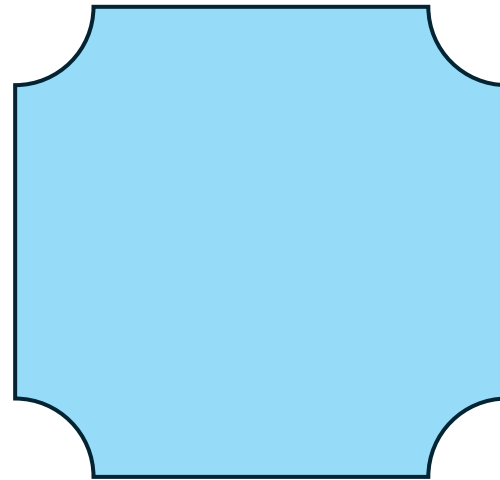
**Place:** Room 2104 (1F of Building 2)



# Dictionary ↔ Practice engine

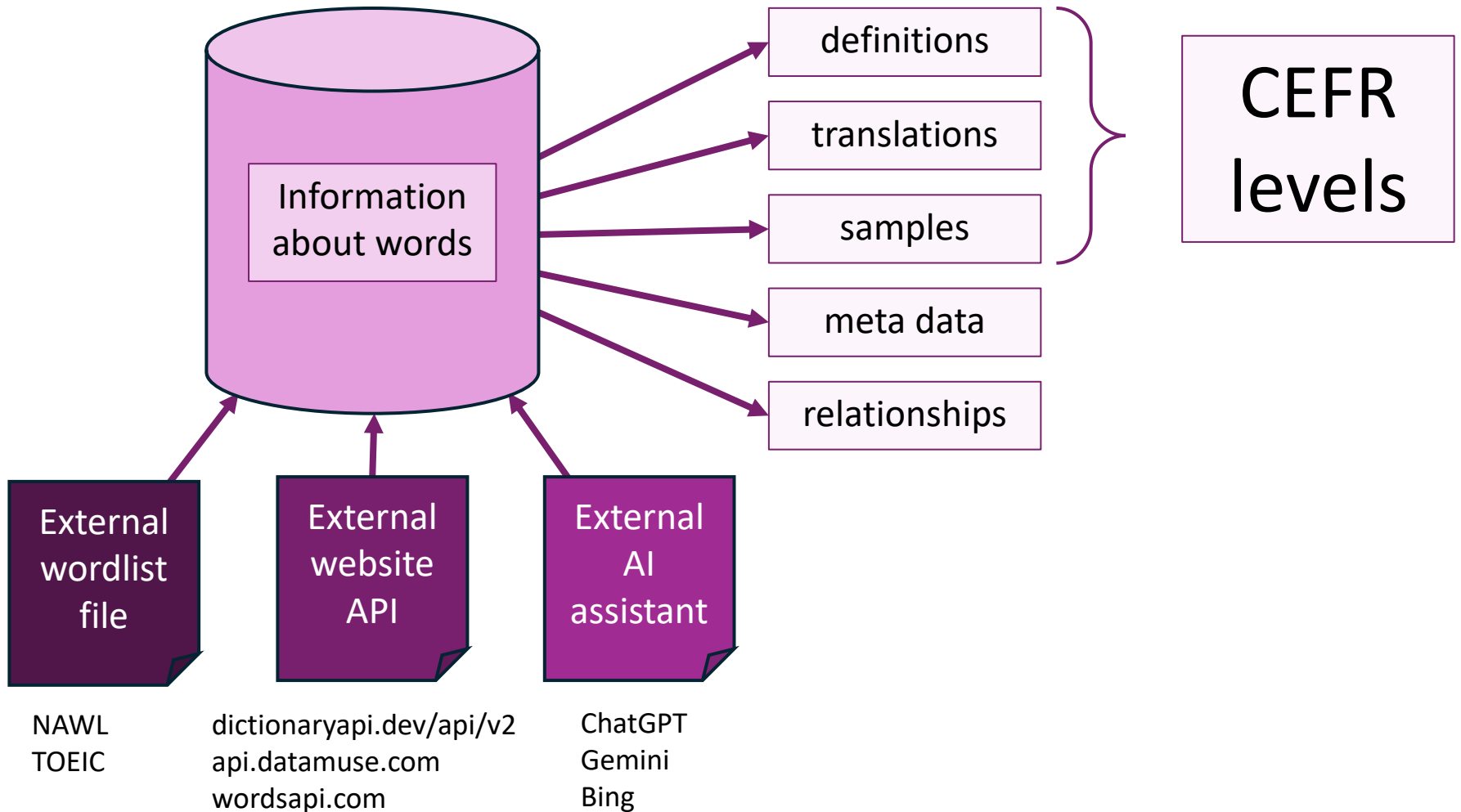


Information  
about words

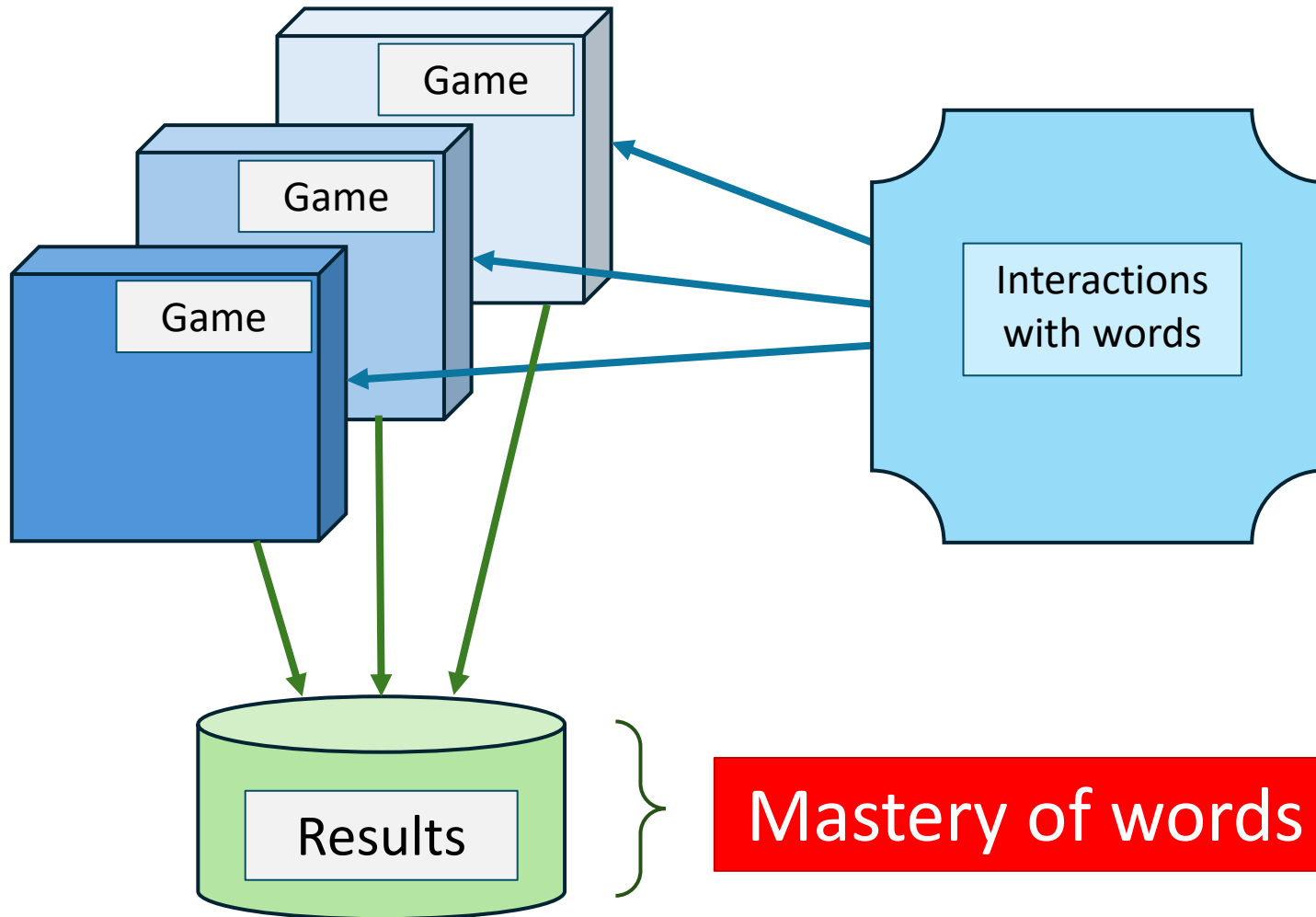


Interactions  
with words

# Dictionary



# Practice engine



# Design considerations

- Content is personalized to each student
  - context, interests, language level
- AI is used to generate content
- Use Moodle 4.x programming conventions
  - autoloading of PHP classes
  - javascript via AMD or modules
  - renderer.php and mustache templates
  - events, logging, backups
- Accessible via Moodle mobile app

# Vocabulary module

- [1] manages students' interactions with words
- [2] decides when a word has been "mastered"

## Subplugins

add functionality ... and fun

### Tools

allow teachers to  
manipulate data

### AI

allow teachers to share  
access and prompts

### Games

allow students to  
interact with words

# How it works

1. Teacher defines word list
2. Teacher defines “mastery” criteria
3. Students interact with “words” via “games”
4. Software maintains “scores” for interactions
5. Software recognizes when a student has “mastered” a word
6. Students aim to “master” all words in the word list

# Tools

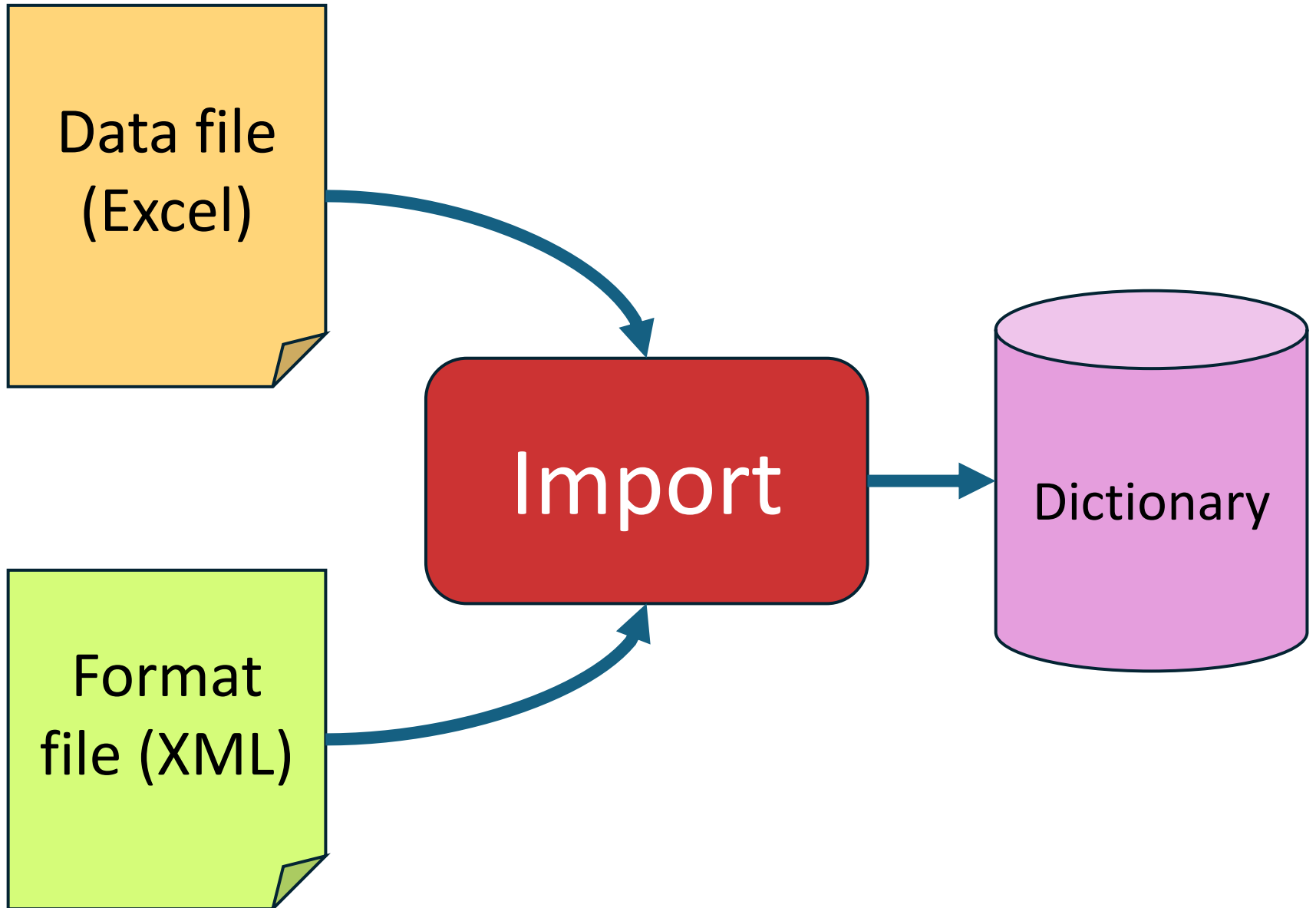
Import

Question bank

Wordlist

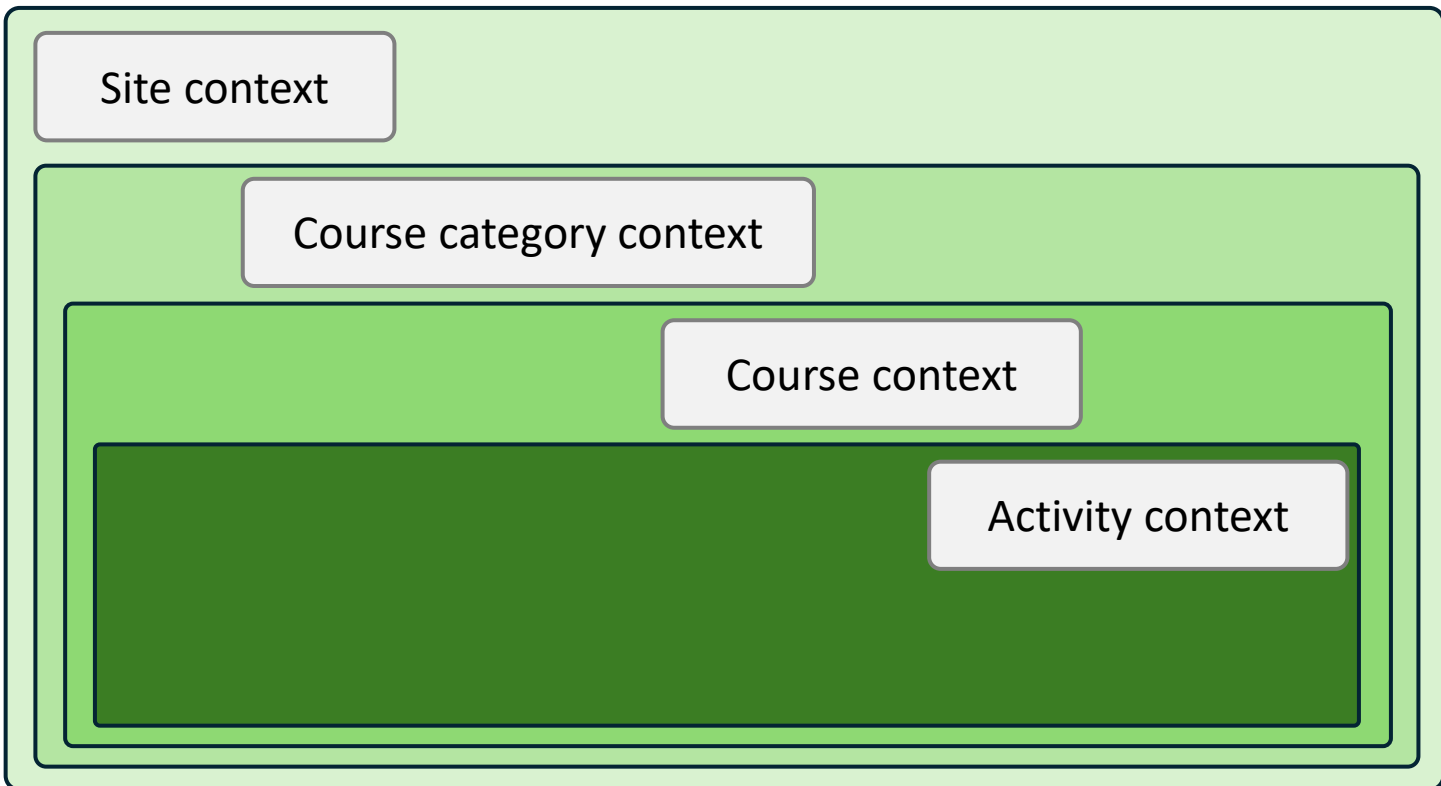
Dictionary





# AI

You can share your keys  
and prompts within a context



# Games – coming soon

- Moodle Quiz questions ...  
... but monitored for words they contain
- Hot Potatoes (5 types)
- Reader module  
AI-generated stories with pictures
- Conversation with an AI bot