MOVE (Motivational Outdoor Vocabulary Engagement): An Innovative Approach to Vocabulary Retention and Motivation with Digital Support

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ABSTRACT

Post pandemic classrooms often face declining learner motivation and poor vocabulary retention especially when teaching remains passive. MOVE (Motivational Outdoor Vocabulary Engagement) was designed to change this experience by bringing learning outdoors, combining movement, digital support, and teamwork to make vocabulary learning active, engaging, and memorable. Instead of sitting quietly in class, learners began by memorising a list of words, then moved through playful stations: jumping through hula hoops before a Quizizz challenge, bending under the limbo stick before Kahoot, skipping rope before Quizalize, and finally creating sentences together on Padlet. Survey results from 45 learners showed powerful impacts: 93.3 percent enjoyed using digital support, 82.2 percent felt more motivated, and almost all 95.6 percent said teamwork helped them succeed. Learners themselves described the activity as fun and more memorable than sitting in class. MOVE shows how language learning can be simple, low cost, and entertaining while still achieving actual results.

Keywords: Gamification, Vocabulary Acquisition, Motivation, Collaboration, Digital Support

INTRODUCTION

During the pandemic learners spent long periods in front of screens. Returning to classrooms, many felt less motivated and struggled to remember new vocabulary (Rahman et al., 2022). Traditional methods such as copying words and listening passively often fail to inspire learners (Nguyen & Boers, 2019).

MOVE was developed to bring energy, interaction, and fun back into vocabulary learning. By blending movement to wake up the body and brain, digital support to provide instant feedback, and teamwork to create peer support, it turns into an adventure.

Problem Statement

Post pandemic learners need more than textbooks and lectures. They need experiences that motivate, connect, and stay with them beyond the classroom. MOVE addresses this gap by making vocabulary learning active, social, and meaningful.

Objectives

MOVE aims to:

1. Make learning vocabulary fun and motivating.
2. Improve learners' memory through repeated practice and active recall.
3. Build teamwork and collaboration in a shared learning journey.

PRODUCT DESCRIPTION & METHODOLOGY

The MOVE activity unfolds in three steps:

1. **Input:** Learners first received a list of 10 to 12 words to study for five minutes, preparing them for the game.

2. **Processing (Stations):** Learners rotated in teams through four stations:

    1. Station 1: Hula Hoop → Quizizz

    2. Station 2: Limbo Game → Kahoot

    3. Station 3: Jumping Rope → Quizalize

    4. Station 4: Sentence Writing → Padlet

Each station connected physical movement with digital recall.

1. **Output:** At the end, learners used the words in sentences on Padlet, turning memorisation into real use.

A total of 45 learners joined the activity and completed post surveys to share their experiences.

POTENTIAL FINDINGS AND COMMERCIALISATION

Affordable and Easy to Run

MOVE only requires simple props such as hula hoops, ropes, and jump ropes, all of which are low cost and reusable. For the digital part, it uses free or low-cost platforms like Quizizz, Kahoot, Quizalize, and Padlet. This makes MOVE a practical choice for schools or centres that may not have large budgets.

Adaptable for Different Settings

The word lists and activities in MOVE can be adjusted for any level of learner. The game can be played indoors, outdoors, in small classrooms, or with large groups. This flexibility allows MOVE to be applied in schools, universities, and training centres.

Future Development

In the future MOVE can grow into several forms. A set of **MOVE Kits** could provide teachers with ready-made word lists, activity guides, and QR codes for quizzes. **A MOVE App** could track scores, manage stations, and give learners instant feedback. In addition, **Teacher Training Modules** could prepare educators to use and adapt MOVE in their own classrooms.

Together these possibilities show that MOVE can expand from a classroom activity into a wider innovation for language learning.

RESULTS AND IMPACTS

Table 1 The positive learner responses across all seven survey items.

Item	Statement (English translation)	% Agree + Strongly Agree
VQ1	Digital support helped me remember words	88.9%
VQ2	I enjoyed using digital support	93.3%
VQ3	I had no difficulty accessing digital platforms	86.7%
VQ4	I enjoyed MOVE more than passive learning	71.1%

VQ5	MOVE helped me remember English words better	77.2%
VQ6	MOVE increased my interest and motivation	82.2%
VQ7	Teamwork helped me complete the activity successfully	95.6%

Survey results show strong learner support for MOVE. Most participants reported positive experiences with digital support, with 88.9 percent saying it helped them remember words and 93.3 percent enjoying its use. Learners also preferred MOVE to passive learning (71.1 percent) and agreed it improved word recall (77.2 percent). Motivation was boosted for 82.2 percent of learners, while teamwork had the highest impact, with 95.6 percent crediting peers for their success.

NOVELTY AND RECOMMENDATIONS

The novelty of MOVE lies in the way it brings together movement, digital support, and teamwork into a single structured activity. While vocabulary learning is often associated with passive memorisation, MOVE transforms it into an active and playful experience. Learners are not only recalling words through digital quizzes but also engaging their bodies through physical challenges and supporting each other in teams. This integration of embodied learning, gamified practice, and collaboration makes MOVE distinct from traditional classroom activities in facilitating learners' vocabulary acquisition. In facilitating learners' word memorisation, they also engaged in various online vocabulary learning practices, such as synonym matching, antonym identification, word usage, and sentence building activities. In addition, the words were selected from the CEFR B2 level which aligned with the learners' study programmes as well as their level of English proficiency.

The positive feedback from learners suggests that MOVE is an effective approach to making vocabulary learning more engaging and memorable. Future development should focus on broadening its application, for example by adapting it for workplace English or other language skills beyond vocabulary. Another recommendation is to integrate artificial intelligence into the digital platforms so that learners can receive personalised challenges and feedback. Finally, wider implementation can be supported through the creation of MOVE kits, an app, and teacher training modules, which would allow more educators to adopt and adapt this approach in their own teaching.

ACKNOWLEDGEMENTS

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