

English language and information technology questions

1- Computer Assisted/Aided Language Learning. longhand for

a- calt

b- call

c-casla

2- For the purposes of this course we take CALL to embrace any computer software that is usable in some way to help....

a- student

b-teachers

c- language learners

3- CALL 'tasks' include what may be otherwise referred to as.....

a-games, exercises

b- activities, materials

c- exercises, activities, materials, even tests

4-with call there areelements or area

a-3

b-4

c-5

5- I.e. the principles and processes of writing software or authoring new materials within some existing software

a- evaluation

b- Development/creation

c-Use/implementation

6- I.e. how teachers use software with their learners

a- Evaluation

b- Development/creation

c-Use/implementation

7- I.e. how to decide what is good or bad software

a- evaluation

b- Development/creation

c-Use/implementation

8- The computer-as-big-as-a-room era. Entire courses like that of organized at a few universities.

a- Dell

b- PLATO

c- Apple

lecture (2)

9- Mobile Aided Language Learning. Longhand for ..

a- mall

b- malal

c- mail

10- understanding and using English grammar. Longhand for...

a- UAUEG

b-UUEG

c- none of them

11- Ur's framework (1988) for teaching grammar are

a- presentation, explanation

b- practice, and test

c- presentation, explanation, practice, and test

12- Chapelle argues that CALL evaluation should be carried out using the theories of....

a- first language

b- second language acquisition

c- none of them

13- There are two stages in Chapelle scheme

a- judgmental and empirical

b- Judgmental and experimental

c- none of them

14- In the judgmental stage, Chapelle (2001) analyses the software using two levels

a- the program and the learner

b- the program and the teacher

c- A&B

15- the criteria of evaluation software are

a- language learning potential, learner fit

b- language learning potential, learner fit, meaning focus, positive impact, authenticity, and practicality

c- meaning focus, positive impact

lecture 3

16- involve any software or programs potentially usable by language learners in connection with learning/teaching or use of language this a basic definition for

a- Call software

b- windows software

c- none of them

17-..... is a matter of judging the fitness of something for a particular purpose

a- judgmental

b- evaluation

c- none of them

18- selecting call software can be as hard as selecting normal teaching materials

a- true

b- false

19- CALL programs have often been seen as replacing a teacher

a- true

b- false

20- one of differences between normal teaching materials and call software is

a- normal teaching materials needs network while call software doesn't need

b- a book is more limited in its media capability. CALL can involve sound as well as pictures, diagrams and text all in the same package

c- none of them

21- there is a borderline between evaluating software itself and evaluating the use of software

a- true

b- false

22- Evaluation of CALL is

a- a situation-universal argument

b- a situation-specific argument

c- none of them

23- you cannot really evaluate without also thinking of how the material will be used in the learning and teaching process

a-true

b- false

24- judgmental evaluation is done.....

a- after using

b- before using

c- none of them

25- empirical evaluation is done.....

a- after using

b- before using

c- none of them

lecture 4

26- means relying on one's own judgment/experience, and maybe published consensus on what should be there, what is good or bad, or AL theory.

a- empirical

b- evaluation

c- Introspection

27- When trying out a CALL program it is especially useful often to make deliberate mistakes to see how the program responds

a-true

b- false

28- you will get some advantage when you use checklist some of these advantages are

a- you would ensure that you did not forget any thing

b- it would be consistent and reliable every time you use

c- A&B

29- Recently Chapelle has a set of points formed from an SLA research perspective

a- 5

b- 6

c- 7

30- thinking about Designing Call materials is the same thinking of....

a- designing a car

B- designing a text books

c- designing a house

lecture 5

31- every single a checklist include all the possible criteria

a- can

b- can not

c- none of them

32- you can add to a checklist whatever you see suitable and reasonable to be added

a- true

b- false

33- Evaluation can be defined as

a- Using an application for learning purposes

b- Deciding on the fitness of something to certain purposes

c- none of them

34- CALL software can be defined as

a- Any potential software usable by language learners in connection with learning

b- Any software available in the market accessible to all

c- Any multimedia software that is free or shareware