

For each of the multiple-choice questions , identify the best choice

1. Language content of material in a coursebook is essentially unalterable, while some CALL software allows
 - a) 'favoring'
 - b) 'writing on papers'
 - c) 'authoring'
 - d) 'oaths'
2. The three key aspects of CALL that need consideration are
 - a) light, sand and water.
 - b) destruction, sewerage, and validation
 - c) refutation, sugar and revolution.
 - d) development, usage and evaluation.
3. Chapelle (2001 P:52) shows 'Evaluation of CALL is a argument'
 - a) situation –specific
 - b) animal- specific
 - c) Arabic- specific
 - d) English- specific
4. We cannot evaluate a CALL software without also thinking of how this software will be used in the
 - a) the sleeping and thinking process
 - b) the learning and teaching process
 - c) the eating and digestion process
 - d) None of the above
5. Chapelle (2001) shows that refers to the degree of 'beneficial' focus on form that the software provides to its learners.
 - a) completing your master degree
 - b) language learning potential
 - c) luggage carrying potential
 - d) lingering lozenge potential
6.can contribute to 'input enhancement ' of a CALL software.
 - a) Cream ,coffee and cakes
 - b) Food and drink
 - c) Colourful ,animated pictures and the quizzes
 - d) Colourless and bad-looking pictures
7. The criteria of Chapelle's (2001) evaluation scheme include
 - a) language learning potential
 - b) learner fit , meaning focus ,and positive impact
 - c) authenticity and practicality
 - d) all the above

8. A 'CALL software' can involve any software/programs that can be usable by
- a) language calling in disconnection with learning /teaching
 - b) luggage firming in connection with lingering /singing
 - c) news presenters
 - d) language learners in connection with learning/teaching
9. CALL software is usually analogous to
- a) collective exercises or tasks in a book
 - b) an individual training or coaching of a porker
 - c) an individual exercise or task in a computer
 - d) an individual exercise or task in a book
10. A book, unlike a program
- a) typically has video clips and animated graphics
 - b) is not typically dynamic or interactive
 - c) is typically dynamic or interactive
 - d) all the above
11. A book compared to a CALL software.
- a) is full of multimedia items
 - b) is limited in its media capability
 - c) has various interactive exercises and media capability
 - d) limitless in its media capability
12. Using of written materials such as *eyes* and a *desk* to put them on; CALL, by contrast, requires computers, network access .
- a) requires a lot of prerequisites
 - b) a large number of prerequisites
 - c) few technological prerequisites
 - d) None of the above
13. The evaluation a CALL software after the program has been acquired and used involves
- a) the question of what type of learners it would suit
 - b) the question of whether this software was a success and the action is not to use it at all with current learners.
 - c) the question of whether this software was a success and the action is to use it or not with current or other learners.
 - d) All the above

14. The Evaluation a CALL materials prior to purchasing them
- a) will help you give the software to your learners
 - b) will help you decide whether to buy them or not
 - c) will help you decide whether this software was a success or not
 - d) will help you decide what to eat for breakfast
15. In CALL, it is especially necessary for teachers to be good at because there is a lot of poor materials/software about.
- a) evasion
 - b) evaluating
 - c) evacuation
 - d) invitation
16. The curriculum designers who evaluate to choose a suitable coursebooks for a course a less likely to extend this activity to CALL , so this job is
- a) left to the teacher to do
 - b) left to the student to do
 - c) left to the parents to do
 - d) left to the lazy students to do
- 17..... means relying on one's own judgment /experience, and maybe published consensus on what should be there , etc.
- a) Friction
 - b) Introspection
 - c) Inspection
 - d) Introduction
18. When evaluating a CALL program , it is especially useful to make e.g. give wrong answers and press the wrong keys etc .
- a) deliverable mistakes
 - b) unconscious mistakes
 - c) deliberate mistakes
 - d) no mistakes
19. If you are using the *checklist approach* ,some key thing that you shouldn't forget are to
- a) be explicit about where the list comes from
 - b) be explicit about which existing list is being used/adapted
 - c) have as many detailed subsection as possible
 - d) all the above

20. According to (Long & Robinson 1998), previous research has proven that some techniques *highlighting grammatical forms* and writing them in *italicized* ,bold letters are.....
- a) very efferent
 - b) not effective
 - c) partially useless
 - d) **very effective**
21. According to Chapelle , CALL software should have the ability to let studentas this would help them in internalizing the new form
- a) notice their horrors
 - b) notice their success
 - c) **notice their errors**
 - d) notice their progress
22. According to Borg(1999),error awareness helps student to
- a) use monitors and repeat the same errors
 - b) monitor the errors that the software makes.
 - c) **monitor and self-correct their use of language**
 - d) monitor their teachers use of language
23. When all of the answers are correct ,the software displays message
- a) ' I will do '
 - b) 'Incorrect answers'
 - c) **a 'well done '**
 - d) a 'wrong answer'
24. The coloured in a CALL software is of significance because it help students focus on form and allows the computer to take on the role of the teacher.
- a) hardback
 - b) **feedback**
 - c) food bag
 - d) full bag
25. Skehan points out that CALL materials must suit the target learners, and accordingly its tasks should be set at a level that is
- a) neither too sample nor too deaf cult
 - b) either too simple and too difficult
 - c) neither too cymbal nor two difficult
 - d) **neither too simple nor too difficult**

26. **Corpora users can be**

- a) sociolinguists , language learning researchers and writers of teaching syllabuses
- b) dictionary makers , computational linguists, and descriptive grammarians
- c) Stylists and teachers making class tasks
- d) **all the above**

27. **The abbreviation ‘CALL’ stand for**

- a) Case Application Language Learning
- b) Cable Assessment Language Learning
- c) **Computer Assisted Language Learning**
- d) Communication Aided Language Learning

28. **The following terms : Development usage and evaluation represent**

- a) **important stage in the CALL process**
- b) expensive types of drinks
- c) necessary tools for travelling a broad
- d) all the above

29. **Thinking about designing CALL materials is similar to thinking about**

- a) designing a textile
- b) designing clothes
- c) designing a house
- d) **designing textbook**

30. **The history of Computer assisted language learning shows that CALL goes back to**

- a) The era of Dinosaurs
- b) The era of Ice Age
- c) **The era of Powerful Macs and PCs**
- d) The Age of stones

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