HOMEWORK

1- What does CALL stand for?

- a) Case application language learning
- b) Computer assisted language learning
- c) Communication aided language learning
- d) Cable assessment language learning

2- Three important stages in the CALL process. These are

- a) Development/ usage/ evaluation
- b) Purchase/assessment/selling out
- c) Trail/ evaluation/replacement
- d) Trail/ evaluation/ usage

3- Thinking about Designing CALL materials is the same like thinking of

- a) Designing a car
- b) Designing a house
- c) Designing textbooks
- d) Designing clothes

4- The history of 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 era of stones

5- UUEG is an example of CALL software. It mainly facilitates learning

- a) Meaning of words
- b) Part of speech
- c) Synonyms
- d) Grammar and structures

6- Chapelle (2001) argues that CALL evaluation should be carried out using

- a) SLA theories
- b) FLA theories
- c) First LA theories
- d) Third LA theroies

7- There are two stages in Chapelle's (2001) evaluation. These are

- a) Usage and evaluation
- b) Implementation and assessment
- c) Judgmental and empirical
- d) Subjective and objective

8- 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 anti-virus software that is free or shareware
- d) Any multimedia software that is free or shareware

9- Evaluation can be defined as

- a) Using an application for learning purposes
- b) Judging the price of an application
- c) Deciding on the fitness of something to certain purposes
- d) Assigning the availability of an application

10- A corpus is

- a) Stored information
- b) Stored images and videos
- c) Stored collection of language data
- d) Stored files and folders

By: Susan Ibrahim .. Good Luck to u all