

English Language and IT

Thirty questions from a previous final exam

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1. **Language content of material in a course book 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 education
3. **Chapelle (2001) showed that “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.....**
 - a. The sleeping and thinking process
 - b. The learning and teaching process
 - c. The eating and digestion process
 - d. All false
5. **Chapelle 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 hearing potential

- c. Luggage carrying potential
 - d. Lingered lozenge potential
6.can contribute to 'input enhancement' of a CALL software.
- a. Cream, coffee and cakes
 - b. Food and drink
 - c. Colorful, animated pictures and the quizzes
 - d. Colorless and bad-looking pictures
7. The criteria of Chappelle evaluation scheme include
- a. Language learning potential
 - b. Learner fir, meaning focus, and positive impact
 - c. Authenticity and practicality
 - d. All of 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 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 and interactive
 - d. All of the above
11. A bookcompared 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 written materialssuch as eyes and a desk to put them on; Call, by contrast, requires computers and network access.**
- Requires a lot of prerequisites
 - A large number of prerequisites
 - Few technological prerequisites
 - None of the above
13. **The evaluation a CALL software after the program has been acquired and used involves.....**
- The question of what type of learners it would suit
 - The question of whether this software was a success and the action is not to use it at all with current learners.
 - The question of whether this software was a success and the action is to use it or not with current or other learners.
 - All of the above
14. **The evaluation of CALL materials prior to purchasing them.....**
- Will help you give the software to your learners
 - Will help you decide whether to buy them or not
 - Will help you decide whether this software was a success or not
 - Will help you decide what to eat for breakfast
15. **In CALL, it is especially necessary for teachers to be good atbecause there is a lot of poor materials /software about.**
- Evasion
 - Evaluating
 - Evacuation
 - Invitation
16. **The curriculum designers who evaluate to choose a suitable course book for a course are less likely to extend this activity to CALL, so this job is.....**
- Left to the teacher to do
 - Left to the students to do
 - Left to the parents to do

- d. Left to the lazy students to do
- 17.means relying on one's own judgment /experience, and may be 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 makee.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 things you shouldn't forget are.....
 - 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 subsections as possible
 - d. All of the above
- 20. According to (Long and Robinson), previous research has proven that some techniques like 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 studentsas 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, error awareness helps students 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 the answers are correct, the software displaysmeanings.**
- a. "I will do"
 - b. "Incorrect answers"
 - c. A "well done"
 - d. A "wrong answer"
24. **The coloredin a CALL software is of significance because it helps students focus on form and allows the computer to take 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 task should be set at a level that is.....**
- a. Neither too simple nor too difficult
 - b. Either too simple and too difficult
 - c. Neither too easy nor too 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 of the above
27. **The abbreviation CALL stands 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 stages in the call process
 - b. Expensive types of drinks
 - c. Necessary tools for travelling abroad
 - d. All of 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 textbooks
- 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