

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
- language calling in disconnection with learning /teaching
 - luggage firming in connection with lingering /singing
 - news presenters
 - language learners in connection with learning/teaching
9. CALL software is usually analogous to
- collective exercises or tasks in a book
 - an individual training or coaching of a porker
 - an individual exercise or task in a computer
 - an individual exercise or task in a book
10. A book, unlike a program
- typically has video clips and animated graphics
 - is not typically dynamic or interactive
 - is typically dynamic or interactive
 - all the above
11. A book compared to a CALL software.
- is full of multimedia items
 - is limited in its media capability
 - has various interactive exercises and media capability
 - 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 .
- 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 the above

14. **The Evaluation a 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 at because there is a lot of poor materials/software about.**
- evasion
 - evaluating**
 - evacuation
 - 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**
- left to the teacher to do**
 - left to the student to do
 - left to the parents to do
 - 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.
- Friction
 - Introspection**
 - Inspection
 - Introduction
18. **When evaluating a CALL program , it is especially useful to make e.g. give wrong answers and press the wrong keys etc .**
- deliverable mistakes
 - unconscious mistakes
 - deliberate mistakes**
 - no mistakes
19. **If you are using the *checklist approach* ,some key thing that you shouldn't forget are to**
- be explicit about where the list comes from
 - be explicit about which existing list is being used/adapted
 - have as many detailed subsection as possible
 - 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.....
- very efferent
 - not effective
 - partially useless
 - very effective**
21. According to Chapelle , CALL software should have the ability to let studentas this would help them in internalizing the new form
- notice their horrors
 - notice their success
 - notice their errors**
 - notice their progress
22. According to Borg(1999),error awareness helps student to
- use monitors and repeat the same errors
 - monitor the errors that the software makes.
 - monitor and self-correct their use of language**
 - monitor their teachers use of language
23. When all of the answers are correct ,the software displays message
- ' I will do '
 - 'Incorrect answers'
 - a 'well done '**
 - 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.
- hardback
 - feedback**
 - food bag
 - 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
- neither too sample nor too deaf cult
 - either too simple and too difficult
 - neither too cymbal nor two difficult
 - neither too simple nor too difficult**

26. **Corpora users can be**
- sociolinguists , language learning researchers and writers of teaching syllabuses
 - dictionary makers , computational linguists, and descriptive grammarians
 - Stylists and teachers making class tasks
 - all the above**
27. **The abbreviation ‘CALL’ stand for**
- Case Application Language Learning
 - Cable Assessment Language Learning
 - Computer Assisted Language Learning**
 - Communication Aided Language Learning
28. **The following terms : Development usage and evaluation represent**
- important stage in the CALL process**
 - expensive types of drinks
 - necessary tools for travelling a broad
 - all the above
29. **Thinking about designing CALL materials is similar to thinking about**
- designing a textile
 - designing clothes
 - designing a house
 - designing textbook**
30. **The history of Computer assisted language learning shows that CALL goes back to**
- The era of Dinosaurs
 - The era of Ice Age
 - The era of Powerful Macs and PCs**
 - The Age of stones

مع التمنيات الطيبة بالتوفيق