First H.W

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 ○

3	درجة المحاولة : 1
3	درجة الواجب الحاصل عليها:

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 ○

There are two stages in Chapelle's (2001) evaluation. These are .7
Usage and evaluation
Implementation and assessment
** Judgmental and empirical
Subjective and objective

CALL software can be defined as .8
**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

Evaluation can be defined as .9
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

A corpus is .10
a) Stored information
b) Stored images and videos
** c) Stored collection of language data
d) Stored

🌹 🌹 with my best wishes