

ENG529_Quiz 1

1. By helping students to use technology, we can promote their _____. (autonomy)
2. Video games addicts should pay _____ games. (ESL)
3. The 'Nuzzel' is a _____ tool. (news)
4. The 'Hot Potatoes' is a _____ tool. (testing)
5. The 'Google Classroom' is a _____ platform. (learning)
6. A web 2.0 site allows to interact and collaborate as _____. (creators)
7. The 'Wikipedia' is a _____ tool. (web resource)
8. The 'Telegram' is a _____ tool. (chat)
9. Heart of Tota is kind of _____ video game. (ESL)
10. The internet has become a part of _____ phenomenon. (social)
11. Having internet access in classroom opens up _____. (learning)
12. The 'Everest Syndrome' refers to a situation of the use of _____ technology. (specific)
13. Learning becomes more durable because more _____ are involved in technology. (senses)
14. The PowerPoint is a/an _____ tool. (office)
15. Technology can be a/an _____ tool in language learning. (interactive)

BS English (Applied Linguistics)

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