

ENG529_Quizzes for Mids

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)
16. Learners' _____ can be enhanced through technology. (cooperation)
17. Technology is a/an _____ tool for learners. (effective)
18. With the development of internet, technology is becoming a vital feature of
language classrooms. (second)
19. Learners must use technology as a _____ part of their learning process.
(significant)
20. Technology has been integrated into language education since _____.
(1960s)
21. In the age of technology, language education is embarking on a new _____.
(trend)
22. Cooperation is one of the most important _____ for learning. (tool)
23. Technology is affecting education in _____ ways. (revolutionary)
24. Technology is redefining _____. (communication)
25. Internet allows language to come to _____. (learner)

BS English (Applied Linguistics)

<https://whatsapp.com/channel/0029VaazKAVBfxoDMH4l9U0u>