Multiple Choice

Instructions: Circle the correct response.

1. State Departments of Education provide school districts with documents called __________________, which describe curriculum standards and benchmarks for learning.
   a. curriculum frameworks
   b. State Standards
   c. framework guides
   d. State Benchmarks

2. A(n) ________________ is a specific, measurable outcome that usually is tied to a curriculum standard.
   a. goal
   b. benchmark
   c. expectation
   d. model

3. A ________________ is an open window of opportunity for information to be comprehended in greater detail by students.
   a. mentorship
   b. facilitation of learning
   c. teachable moment
   d. point of instruction

4. Which of the following is a part in the Wellivers instructional transformation model?
   a. Familiarization
   b. Integration
   c. Revolution
   d. All of the above

5. Providing a knowledge base on which students can build is called ________________.
   a. active learning
   b. anchored instruction
   c. foundation learning
   d. interactive instruction

6. A(n) ________________ is a mental bridge to build an understanding of complicated concepts.
   a. reflective evaluation
   b. integrated learning
   c. cognitive scaffold
   d. virtual reality
A mentorship program teams new or novice teachers with experienced teachers to encourage new teachers to learn to integrate technology resources.

A(n) GLE chart is a very useful planning tool in determining skill and knowledge levels of students before beginning almost any project.

Selection of methods, media, and materials includes which of the following steps?

Evaluation is the method of appraising of determining the significance or worth of an item, action, or outcome.

True/False
Instructions: Circle T if the statement is true or F if the statement is false.

11. T F One purpose of GLEs is to show the content and skills that students are expected to master for each subject area.

12. T F A computer lab usually is a designated classroom filled with computers and technology for groups of students to use.

13. T F Projection systems are very expensive and are cost prohibitive to use in the classroom.

14. T F The real key to successful technology is a fast computer.

15. T F A learning style refers to how individuals learn, including how they prefer to receive, process, and retain information.

16. T F Microsoft Body is a digital media product for teaching related concepts about the human body.
17. T F KWL and KWHL are the only two instructional models available to assist teachers in integrating technology into their curriculum.

18. T F Reflective evaluation is thinking back on the components of the teaching and learning process and determining the effectiveness of outcomes and the use of technology during the process.

19. T F Teachers are required to buy technologies for their classrooms, borrowing is considered piracy.

20. T F Many educators teach their students to use an essential questioning technique, which is looking for the most important or fundamental part of a topic.

**Short Answer**

**Instructions: Fill in the best answer.**

21. _______________ can be defined as all the experiences, knowledge, and skills a learner gains from both school and society.

22. A(n) _______________, or curriculum goal, defines what a student is expected to know at certain stages of education.

23. The combination of all technology parts, such as hardware and software, together with each subject-related area of curriculum to enhance leaning is called _______________.

24. A(n) _______________ motivates students to want to learn, guides the student learning process, and promotes a learning atmosphere and an appreciation for a subject.

25. _______________ experiences are instructional activities that demonstrate real life connections by associating the concept being taught with a real-life experience or event.

26. Microsoft Encarta is an interactive multimedia _______________.

27. _______________ refers to a method of instruction in which students work collaboratively in groups to achieve standards and related learning objectives.

28. A(n) _______________ is an outline that specifies a school district’s procedures for purchasing equipment and software, and training teachers to use and then integrate technology into their classroom curriculum.

29. A(n) _______________ consists of teachers, administrators, and staff who consider, investigate, advise, and make recommendations to the principal and technology coordinator about technology-related issues.
30. ________________, or centers, give you the opportunity to break your classroom into many different types of learning environments without ever leaving the room.