

Questions

1. What is the main goal of Communicative Language Teaching (CLT)?

- A) Teaching grammar rules explicitly
- B) Developing communicative competence
- C) Memorizing vocabulary lists
- D) Translating texts accurately

2. Which classroom activity best supports CLT?

- A) Grammar drills
- B) Dictation
- C) Role-plays and simulations
- D) Silent reading

3. Task-Based Language Teaching (TBLT) focuses primarily on:

- A) Completing meaningful tasks
- B) Studying grammar forms
- C) Teacher explanations
- D) Vocabulary translation

4. Which of the following is an example of a “task” in TBLT?

- A) Filling in blanks with verbs
- B) Writing definitions
- C) Planning a class trip using English
- D) Copying sentences

5. In learner-centred teaching, the teacher’s main role is to:

- A) Control all classroom activities
- B) Act as a facilitator and guide
- C) Correct every mistake
- D) Lecture continuously

6. Project-Based Learning (PBL) encourages students to:

- A) Work individually only
- B) Focus on short grammar tasks
- C) Solve real-world problems collaboratively
- D) Memorize textbook content

7. Which skill is MOST developed through project-based learning?

- A) Rote memorization
- B) Critical thinking
- C) Spelling accuracy only
- D) Translation

8. Blended learning combines:

- A) Traditional methods and punishment
- B) Online learning and face-to-face instruction
- C) Grammar and translation
- D) Exams and homework

9. Which digital tool is commonly used for blended learning?

- A) Blackboard chalk
- B) Learning Management Systems (LMS)
- C) Printed dictionaries only
- D) Audio CDs

10. Flipped classroom methodology requires students to:

- A) Learn new content at home before class
- B) Do all activities silently
- C) Avoid technology
- D) Focus only on exams

11. In a flipped classroom, class time is mainly used for:

- A) Lecturing
- B) Passive listening
- C) Practice, discussion, and problem-solving
- D) Copying notes

12. Gamification in language learning means:

- A) Playing games without objectives
- B) Using game elements to motivate learning
- C) Avoiding serious learning
- D) Reducing learning outcomes

13. Which is an example of gamification?

- A) Long lectures
- B) Badges, points, and leaderboards
- C) Grammar translation
- D) Dictation

14. Differentiated instruction focuses on:

- A) Teaching all students the same way
- B) Adapting instruction to learners' needs
- C) Ignoring learning styles
- D) Teaching only high achievers

15. Which factor is considered in differentiated instruction?

- A) Students' readiness, interests, and learning profiles
- B) Teacher's preferences only
- C) Textbook size
- D) Classroom furniture

16. Formative assessment is mainly used to:

- A) Give final grades
- B) Monitor learning and provide feedback
- C) Rank students
- D) Replace teaching

17. Which is an example of formative assessment?

- A) Final exam
- B) Mid-term test only
- C) Exit tickets and peer feedback
- D) National exams

18. Self-assessment helps learners to:

- A) Depend completely on teachers
- B) Develop learner autonomy
- C) Avoid responsibility
- D) Ignore mistakes

19. Learner autonomy refers to students':

- A) Ability to learn independently
- B) Dependence on teachers
- C) Fear of mistakes
- D) Memorization skills only

20. Which activity best promotes learner autonomy?

- A) Teacher-led translation
- B) Independent research projects
- C) Copying from the board
- D) Mechanical drills

21. The use of authentic materials means using:

- A) Only textbooks
- B) Simplified artificial texts
- C) Real-life language materials
- D) Grammar worksheets only

22. Which is an example of authentic material?

- A) Grammar exercises
- B) Newspaper articles
- C) Word lists
- D) Translation texts

23. Integrating ICT in ELT mainly helps to:

- A) Reduce student motivation
- B) Increase engagement and access to resources
- C) Replace teachers
- D) Limit creativity

24. Which skill is enhanced by using multimedia in English lessons?

- A) Only writing
- B) Listening and speaking
- C) Translation only
- D) Memorization

25. Artificial Intelligence (AI) in ELT can be used to:

- A) Replace teachers completely

- B) Provide personalized feedback
- C) Eliminate assessment
- D) Stop classroom interaction

26. Which AI tool supports instant feedback?

- A) Chalkboard
- B) Grammar books
- C) AI-based writing assistants
- D) Printed tests

27. AI-supported learning helps teachers by:

- A) Increasing workload
- B) Saving time and tailoring materials
- C) Removing lesson planning
- D) Ignoring learner differences

28. Collaborative learning encourages students to:

- A) Compete only
- B) Work together to achieve shared goals
- C) Learn silently
- D) Depend on the teacher

29. Which activity promotes collaborative learning?

- A) Individual tests
- B) Group discussions
- C) Silent reading
- D) Dictation

30. Inquiry-based learning focuses on:

- A) Asking questions and exploring answers
- B) Memorizing facts
- C) Teacher explanations only
- D) Translation tasks

31. Which 21st-century skill is developed through inquiry-based learning?

- A) Creativity and problem-solving
- B) Spelling accuracy only
- C) Handwriting

D) Translation speed

32. Content and Language Integrated Learning (CLIL) means:

A) Teaching language separately

B) Teaching subject content through a foreign language

C) Teaching grammar only

D) Avoiding subject integration

33. CLIL helps students to:

A) Learn language in isolation

B) Use language meaningfully

C) Avoid communication

D) Focus only on exams

34. Reflective teaching encourages teachers to:

A) Repeat the same methods

B) Analyze and improve their practice

C) Ignore feedback

D) Avoid innovation

35. Which tool supports reflective teaching?

A) Teaching journals

B) Memorization

C) Dictation

D) Translation exercises

36. Inclusive teaching aims to:

A) Teach only strong learners

B) Support diverse learning needs

C) Ignore differences

D) Standardize all learners

37. Which strategy supports inclusive ELT classrooms?

A) Flexible tasks

B) One-method teaching

C) Strict lecturing

D) No feedback

38. Microlearning involves:

- A) Long lectures
- B) Short, focused learning units
- C) Only exams
- D) Textbook memorization

39. Mobile-assisted language learning (MALL) allows students to:

- A) Learn anytime and anywhere
- B) Learn only in class
- C) Avoid practice
- D) Use only paper materials

40. The main advantage of innovative teaching methodologies is that they:

- A) Focus only on exams
- B) Make learning more engaging and effective
- C) Remove structure
- D) Reduce learning outcomes

✓ Answer Key

1B

2C

3A

4C

5B

6C

7B

8B

9B

10A

11C

12B

13B

14B

15A

16B

17C

18B

19A

20B

21C

22B

23B

24B

25B

26C

27B

28B

29B

30A

31A

32B

33B

34B

35A

36B

37A

38B

39A

40B