



# ENG529

**Final-Term (Solved)**

## ABSTRACT

*This comprehensive collection of notes is accurately crafted to empower students to excel academically, ensuring they achieve a minimum of 80% marks in their examinations. The content is organized with clarity and precision, focusing on key concepts, critical analyses, and practical applications tailored to the syllabus. These notes serve as a reliable resource for both thorough preparation and last-minute revision. Designed to inspire confidence and mastery, this guide is an essential tool for students striving for academic excellence.*

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### 1. Benefits of technology use in the classroom (5 examples)

- Enhances student engagement
- Encourages autonomous learning
- Provides access to authentic materials
- Enables multimedia learning (audio, video)
- Supports differentiated instruction

### 2. Benefits of using digital books in curriculum integration

- Easy access and portability
- Interactive features (highlighting, notes)
- Supports multimedia content (audio/video)
- Environmentally friendly
- Cost-effective over time

### 3. Technologies used in teaching and learning L2 writing

- Google Docs
- Blogs and wikis
- Writing Pal
- Grammarly
- Lang-8

### 4. Technologies used in teaching and learning L2 reading

- E-books
- Text-to-speech tools
- Online dictionaries
- Reading comprehension apps
- Google Books and NGram Viewer

### 5. Three technologies for reading

- Text-to-speech software
- Digital storytelling apps
- E-readers (e.g., Kindle)

### 6. Use of clickers in classroom

Clickers allow students to respond to questions in real time, promoting interaction, instant feedback, and classroom assessment.

## 7. Dragon software – use or function

Dragon NaturallySpeaking is a speech recognition software used for converting spoken language into text. Helpful for writing and pronunciation practice.

## 8. CAPT (Computer-Assisted Pronunciation Training)

**Definition:** Use of computer technology to improve pronunciation skills in L2 learners.

**5 Benefits:**

- Immediate feedback
- Repetition without embarrassment
- Visual aids for articulation
- Customized practice
- Increased learner autonomy

## 9. Writing Pal – intended users

High school and university students for improving academic writing through personalized feedback.

## 10. Google Books and NGram Viewer – function

Used to search historical word usage across published books and track frequency trends of words over time.

## 11. Google Docs – two uses

- Collaborative writing
- Real-time peer and teacher feedback

## 12. Lang-8 – use in L2 writing

Online platform where native speakers correct learners' writing, enhancing accuracy and confidence.

## 13. Text-to-speech – note

Software that reads text aloud, aiding pronunciation, listening skills, and helping learners with reading difficulties.

## 14. Prosody – define/mention

Prosody refers to the rhythm, stress, and intonation of speech. Important for conveying emotion and meaning in spoken language.

### 15. Virtual worlds – five levels

- Text-based environments (e.g., MUDs)
- 2D graphical spaces
- 3D virtual classrooms
- Simulations/games
- Fully immersive VR environments

### 16. Interactive whiteboard – 5 benefits

- Engages learners visually and physically
- Facilitates multimedia presentation
- Allows annotation and saving notes
- Enhances collaboration
- Encourages interactive activities

### 17. Define E-assessment + three forms/types

**E-assessment:** Use of technology to assess student learning.

**Types:**

- Online quizzes/tests
- Digital portfolios
- Computer-based simulations

### 18. Two forms of e-assessment (short)

- Formative (ongoing)
- Summative (final/test-based)

### 19. Three benefits of e-assessment

- Faster feedback
- Reduced administrative workload
- Accessible anytime, anywhere

### 20. Differences between traditional and e-assessment

- **Traditional:** Paper-based, manual grading
- **E-assessment:** Digital, automated feedback, interactive formats

### 21. E-marking – definition and usage

Digital correction and feedback on student work using online tools (e.g., Turnitin, Google Classroom).

## 22. E-submission – define

Submitting assignments or tasks through electronic platforms (e.g., LMS, email, Google Classroom).

## 23. Five benefits of e-assessments vs traditional assessment

- Immediate results
- Eco-friendly
- Supports multimedia responses
- Encourages digital literacy
- Flexible timing

## 24. Approaches to feedback in e-assessment

- Automated feedback
- Audio/video feedback
- Peer reviews
- Teacher comments in real-time

## 25. What is blended learning? (Definition and uses)

**Definition:** A mix of online digital media and traditional classroom methods.

**Uses:** Supports flexible learning, personalized instruction, and extends learning beyond class.

## 26. Benefits of blended learning (merged)

- Flexibility
- Personalized pace
- Increased student engagement
- Combines best of online and face-to-face instruction
- Develops digital skills

## 27. Five considerations before adopting blended approach

- Technological infrastructure
- Teacher training
- Learner readiness
- Content suitability
- Institutional support

## 28. How blended learning uses two environments

Combines in-person instruction with online tasks, discussions, and materials to enhance learning continuity and engagement.

**29. Characteristics of blended learning (3 points)**

- Flexibility in time and location
- Learner-centered
- Integration of digital tools

**30. Motivation factors in blended learning (2 factors)**

- Autonomy in learning
- Interactive digital content

**31. Reliance blended learning motivation – 2 from your lesson**

- Real-time feedback from LMS
- Collaboration through digital platforms

**32. Which university developed COCA corpus?**

Brigham Young University (BYU)

**33. Which university developed COCS corpus?**

Lancaster University

**34. Initial function of Turnitin**

Plagiarism detection and prevention in academic writing.

**35. Juxta, Wordle, Walrus – functions**

- **Juxta:** Compares textual variations
- **Wordle:** Creates word clouds from text
- **Walrus:** Visualizes hierarchical data

**36. Cardenas-Claros and Gruba (2013) – note on feedback/technology**

They highlighted how CALL (Computer-Assisted Language Learning) can support formative feedback through immediate, personalized, and interactive systems.

**37. Framework of SLA – 3 marks**

Includes:

- **Input** (exposure)
- **Interaction** (communicative exchange)

- **Output** (language production)

### 38. Gap of SLA

Discrepancy between what learners know and how they perform in real situations; also between theoretical research and classroom practice.

### 39. Three considerations of SLA

- Learner's cognitive and affective factors (e.g., motivation, aptitude)
- Learning environment and exposure to the target language
- Role of interaction and feedback in language development

### 40. Sociocultural theory in L2 learning (with neurobiological and social dimensions)

- **Social dimension:** Emphasizes learning through interaction in a cultural context (Vygotsky).
- **Neurobiological dimension:** Brain's plasticity is shaped by social interactions, influencing language learning pathways.

### 41. Schmidt's Interaction Hypothesis – 5 marks

- Comprehensible input alone is not sufficient; **interaction** promotes learning.
- Learners must **notice** language features in input.
- Modified interaction helps learners **negotiate meaning**.
- Corrective feedback during interaction facilitates **interlanguage development**.
- Emphasizes **output and noticing** during real communication.

### 42. Forms of Focus on Form in L2 learning

- **Preemptive** (planned grammar focus)
- **Reactive** (teacher responds to errors during communication)
- **Integrated** (form-focused feedback within tasks)

### 43. SLA in CALL – three points

- Provides authentic input and output opportunities
- Enhances learner autonomy and motivation
- Enables adaptive, personalized instruction

### 44. Benefits of self-assessment – 5 marks

- Encourages learner autonomy
- Enhances self-awareness of strengths and weaknesses

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- Builds responsibility for learning
- Increases motivation
- Promotes reflective learning

**45. Benefits of peer-assessment – 2 points**

- Enhances critical thinking and collaboration
- Provides multiple sources of feedback

**46. Self-assessment in e-learning – 5 marks**

- Allows learners to monitor progress
- Encourages independent learning
- Immediate feedback through online quizzes
- Supports personalized pacing
- Increases engagement

**47. Diagnostic vs. achievement assessment – difference**

- **Diagnostic:** Identifies strengths/weaknesses before instruction
- **Achievement:** Measures learning after instruction

**48. Three approaches to feedback assessment**

- **Teacher-led feedback**
- **Peer feedback**
- **Automated (computer-generated) feedback**

**49. Incidental learning through multimedia**

Learning vocabulary or grammar unintentionally while engaging with videos, games, or online texts.

**50. CMC (Computer-Mediated Communication) – define + benefits**

**Definition:** Interaction through digital tools (e.g., email, chat, forums).

**Benefits:** Encourages authentic interaction, asynchronous communication, and global collaboration.

**51. Types of CMC – three types**

- **Synchronous** (e.g., live chat)
- **Asynchronous** (e.g., forums, email)
- **Hybrid** (blended forms)

## 52. CMC in distance learning – note

CMC bridges geographic distance, supports learner engagement, and facilitates collaboration in online courses.

## 53. CMC and L2 reading – effectiveness

Improves reading fluency and comprehension by providing interactive texts and learner discussions.

## 54. Two web-based course management systems (for higher education)

- Moodle
- Blackboard

## 55. Define affordance (by Norman)

Affordance is the perceived and actual properties of a tool that determine how it could be used. (E.g., a button invites pushing.)

## 56. Three other names for cognitive assignment

- Mental task
- Cognitive load task
- Information processing task

## 57. Cognitive construct of L2 reading proficiency

Combines decoding, vocabulary knowledge, and higher-order thinking for comprehension.

## 58. Cognitive assessment – define

Evaluates mental processes involved in language learning, such as memory, attention, and reasoning.

## 59. Three perspectives of L2 reading

- Bottom-up (decoding)
- Top-down (background knowledge)
- Interactive (combination of both)

## 60. Purpose of L2 reading

To develop comprehension skills, vocabulary, and cultural awareness in the target language.

**61. Three considerations in L2 reading technologies**

- Learner level and needs
- Type of texts and tasks
- Accessibility and usability of the technology

**62. Multimedia – three examples or uses**

- Video tutorials
- Audio books
- Interactive grammar games

**63. Two multimedia tools – Storybird and Prezi**

- **Storybird:** Creative writing and storytelling with visuals
- **Prezi:** Interactive presentation tool with non-linear navigation

**64. Three considerations for self-developed courseware**

- Learner needs
- Content alignment with objectives
- Technical accessibility

**65. Three considerations of ASR (Automatic Speech Recognition)**

- Accuracy of speech-to-text
- Learner pronunciation variation
- Feedback type and immediacy

**66. Curriculum design – key concepts**

- Alignment of objectives, content, and assessment
- Learner-centered planning
- Integration of skills and technology

**67. Five major publishers selling frontlist eBooks to consumers**

- Penguin Random House
- HarperCollins
- Simon & Schuster
- Macmillan
- Hachette

**68. Considerations for teachers before integrating technology**

- Student access and familiarity
- Pedagogical goals
- Available infrastructure and support

### 69. Writing note on curriculum while using technology

Curriculum with technology should integrate digital tools to enhance engagement, personalization, and skill development while aligning with learning objectives.

### 70. Two learning ways

- **Explicit learning** (intentional, rule-based)
- **Implicit learning** (unconscious, through exposure)

### 71. Cognitive science principles – note

Include meaningful learning, retrieval practice, spaced repetition, and multimodal input to enhance language acquisition.

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Compilation