

Edu301 Final Objective Prepare by Mubarak Ali

BC180409075 03049042705

1. **Discourse** is overall pattern.
2. Teacher must give his **feedback** before moving on to the next student or question.
3. **Scientific** method is often used in research.
4. In **cooperative learning** teachers have to be careful about their reward structure.
5. **Question** should be directive to the whole class.
6. **Gatekeeper**: equalizes participation
7. **Cooperative learning** teaching is how to grade for both team and individual efforts.
8. We must be able to exhibit our **feeling** in the classroom.
9. **Bruner** did not clearly divide these stages he kept them merged.
10. Cooperative learning should have cooperative tasks, cooperative **goals** and cooperative rewards.
11. Piaget spend actually **50 years** to work on constructivism.
12. Burner's first stage is **enactive**.
13. In **guided inquiry**, students investigate a teacher-presented question.
14. In **pre schools** pictures and model are not sufficient way of learning.
15. Andragogy means how **adults** learn.
16. **Performance assessment** can be used to measure students' problem solving potential as well as group work.
17. **Competitive goal structure**: It occurs when students perceive that they can obtain their goal if, and only if, the other students with whom they work fail to obtain their goals.
18. The most important thing in inquiry is **evidence**.
19. The focus of project learning is **product**.
20. **Group skills** are the skills with which students participate effectively in a group. E.g. readiness for action, sequencing a task, managing tasks, negotiation skills, communication skills, assessing skills or managing skills etc.

21. **Guided inquiry** involves the processes of searching for information and applying information to answer questions.
22. Having a critical spirit is as important as thinking critically. **Norris**
23. **Problem Based Learning** has its intellectual roots in the Socratic Method
24. Inquiry may involve problem, **procedure** and solution.
25. The **hypothesis** is an educated guess about the relationship between the independent and dependent variables.
26. The blue hat in the De Bono's six thinking hats symbolizes **thinking process**.
27. The green hat in the De Bono's six thinking hats symbolizes **creativity**.

28. According to Kolb (1984), Learning is a process of a combination of grasping **experience** and transforming it.
29. **Assimilation** leads to consideration of new options and points of view.
30. In **project learning** the focus is on ultimate outcome and product.
31. Students investigate topic-related questions that are student formulated through student designed/selected procedures. **Unguided inquiry**
32. In cooperative learning, **Reward systems** are oriented to the group as well as the individual.
33. The biggest limitation of cooperative learning is the **mindset**.
34. **Objective** type of items can be scored soon after.
35. Discussion is the exchange of **ideas**.
36. U-shaped seating arrangements facilitates **classroom discussions**.
37. Adventure projects may last for **weeks**.
38. The most important thing in thinking skills is to provide the **wait time**.
39. **Researchers** use word discourse with discussion method.
40. Recitation is **teacher centered** script.
41. If projects **are structured** properly, they allow the learner or groups of learners to be immersed in one big idea,
42. Teams are made up of **high, average and low achieving students**.
43. Students work in teams to master learning **goal**.
44. Learning is a **permanent** change in behavior.

45. Learners progress from specific observations to **inferences or generalizations**.

46. **Student Teams Achievement Division (STAD)**: a cooperative learning classroom technique.

47. Knowledge can be assessed through **written tests**.

48. **Generative topics** are those which are linked with core concepts.

49. Whenever a particular behaviour is __after a behaviour and the behaviour increases as a result, positive reinforcement has occurred.

50. Assigning different roles is a good thing in **jigsaw technique**

51. **Children** do not have attention span

52. Detailed implementation comes from **lesson planning**.