



ENG517

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.

Maha Malik

Computer Assisted Language Learning

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Three technology tools for speaking skills include:

1. **Skype** – facilitates real-time conversation and pronunciation practice.
2. **Voki** – lets learners create avatars and practice speaking in a fun, creative way.
3. **Booktrack Classroom** – allows adding audio narration for speaking and reading aloud.

Avatar in ESL instruction refers to a digital character (often animated) that interacts with learners. Avatars simulate human interaction, offering spoken prompts or responses, useful for shy learners to practice without fear of judgment.

Benefits of using Skype: It promotes synchronous communication, allowing learners to engage in live conversations, role-plays, or interviews with peers or native speakers globally, supporting real-time language development.

Booktrack Classroom: This tool synchronizes audio (music and sound effects) with text, supporting speaking and reading fluency, as learners can read aloud along with the background track, improving intonation and pronunciation.

Communicative Lab: A language learning setup focused on real communication, using multimedia tools and software to engage learners in meaningful, contextual speaking activities instead of rote drills.

Devices used for enhancing speaking skills include:

- Microphones and headsets for clear audio input/output.
- Smartphones and tablets with speech recognition apps.
- Computers with pronunciation and voice-recording software.

Explain 'Avatar': An avatar is a virtual character or persona, often used in simulations and games. In CALL, it can be teacher- or student-controlled, encouraging speaking through interaction in a controlled virtual environment.

Explain VOKI: Voki is a web-based tool where students create talking avatars. They record their voice or input text to be spoken, which builds oral fluency, pronunciation, and confidence in speaking English.

How can a teacher post a lecture online?: A teacher can use LMS platforms (e.g., Moodle), video-sharing sites like YouTube, or institutional portals. Lectures can be recorded using screen capture software, uploaded, and shared via links or embedded in course materials.

MS Word tools for improving writing: Include spellcheck, grammar check, thesaurus, word count, autocorrect, and track changes for feedback and revisions, supporting editing and refining skills.

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Pro Writing Aid: A software tool that provides grammar, style, structure, readability, and consistency analysis in writing. It aids both students and teachers in improving clarity and quality of written English.

Usage of MSN Messenger for speaking skills: Historically used for written chat, but also included voice and video call features, enabling students to practice conversational English and pronunciation informally.

VOKI: As described earlier, Voki allows students to animate their speech and enhances oral practice with fun and creativity, reinforcing pronunciation and fluency.

Five names/types of listening:

- Discriminative
- Comprehensive
- Critical
- Appreciative
- Empathetic listening

Audiotapes for listening skills: These are used to play native speech, dialogues, and stories. Learners can pause, rewind, and replay for focused listening and comprehension practice.

Listening process: Involves hearing (receiving sounds), understanding (interpreting meaning), evaluating (judging the message), and responding (giving feedback).

Technology tools in listening skills include:

- Podcasts
- YouTube videos
- Audiobooks
- Listening apps (like Listenwise)
- CALL labs with multimedia software

Three advantages of internet/web for listening:

- Instant access to authentic native material
- Flexibility to learn anytime, anywhere
- Exposure to diverse accents and speech patterns

Wolvin & Coakley and Weissenrieder's views: They emphasized that technology enhances listening by providing interactive, repeatable, and authentic audio materials. It promotes better engagement, motivation, and language comprehension through multimedia integration.

Three cognitive strategies:

- Repetition (rehearsal)

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- Translation
- Note-taking

Three cognitive strategies by Sharan & Shacher:

- Clarifying concepts
- Summarizing learned material
- Connecting new information to prior knowledge

Three verbal responses:

- Clarification
- Agreement/disagreement
- Paraphrasing

Three strategies of verbal discourse:

- Turn-taking
- Repair strategies
- Topic maintenance

Three non-verbal strategies:

- Gestures
- Facial expressions
- Eye contact

Enlist three non-verbal behaviors:

- Nodding
- Smiling
- Posture shifts

Five tools for reading:

- Digital highlighters
- E-dictionaries
- Text-to-speech software
- Annotation tools
- Reading comprehension apps

Booktrack: A tool combining text with audio effects/music. It helps improve reading fluency, comprehension, and engagement.

Reading skills enhancement: Involves using CALL tools to develop decoding, fluency, vocabulary, and comprehension through interactive reading tasks and scaffolding features.

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Five names of reading skills tools in CALL:

- Booktrack
- Project Gutenberg (digital books)
- Newsela
- Epic!
- Rewordify (simplifies complex texts)

Skimming and scanning: Skimming is reading quickly to get the main idea; scanning is reading to find specific information. Both are essential for academic reading strategies.

Writing prompts: Short statements or questions used to inspire learners to write. CALL-based prompts can be interactive or visual to enhance creativity and structure.

Writing skill in language learning: Writing helps reinforce grammar, vocabulary, and critical thinking. It's an essential productive skill and benefits from feedback-based CALL tools.

Pro Writing Aid: Already explained above; it supports editing and refining writing through AI-based suggestions.

Wordspeller features (American): A phonetic-based spelling tool designed to help users find words by how they sound. Useful for learners with weak spelling skills.

Action research stages (3 stages):

1. Planning (identifying a problem)
2. Acting (implementing a strategy)
3. Reflecting (evaluating results and revising practice)

Affordance with example: An affordance is a feature of a tool that suggests how it can be used. For example, a clickable button on a website "affords" interaction—it tells the user it can be clicked.

AutoDraw: A Google AI tool that turns rough sketches into refined illustrations. Useful in language classes to support visual learning and vocabulary.

Collaboration in CALL classroom: Learners can collaborate through wikis, forums, shared documents, and video chats—encouraging peer learning and communication.

Collaboration of CALL and SLA: CALL supports SLA by providing meaningful interaction, comprehensible input, and feedback in real-time, often through communicative and collaborative tasks.

Database and search engine: A database is a structured collection of data (e.g., JSTOR); a search engine (e.g., Google) retrieves information from the web. Both are used in language research and learning.

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Define interface in pedagogy: In educational technology, an interface is the point where learners interact with the system/software. A good pedagogical interface is user-friendly, motivating, and supports learning goals.

Use of computer as research: Computers support research by enabling access to digital libraries, data analysis tools, word processors, citation managers, and online collaboration platforms.

Features of MS Word:

MS Word offers tools like spellcheck, grammar suggestions, thesaurus, word count, formatting styles, templates, auto-correction, and track changes. These features support editing, proofreading, and collaborative writing. It also includes tables, charts, and citation management tools. WordArt and SmartArt enhance visual presentation, and integrated cloud support allows online saving/sharing.

Hypermedia (5 lines):

Hypermedia refers to multimedia content that includes text, audio, images, animation, and video interconnected through hyperlinks. It supports nonlinear navigation, allowing learners to explore information flexibly. In CALL, hypermedia creates an interactive environment enhancing listening, reading, and vocabulary. It engages multiple senses and learning styles. The World Wide Web is the most common example.

Hypertext (definition, 5 lines):

Hypertext is a system of linked text that allows readers to move from one section to another through clickable links. It supports non-sequential reading and helps learners explore related concepts. In CALL, hypertext enhances reading comprehension and vocabulary development. It mimics cognitive learning patterns by enabling choice and exploration. Examples include Wikipedia and online textbooks.

Online quiz: gauge areas (3):

Online quizzes can gauge **comprehension, recall, and application**. These areas help assess students' understanding, memory, and ability to use learned concepts practically.

Quicktionary / Quick Pen device:

It is a portable scanning pen that instantly translates or defines printed words. Ideal for ESL learners, it aids vocabulary acquisition by providing on-the-spot assistance while reading texts.

Quizalize:

Quizalize is a game-based quiz platform that allows teachers to assess learners' progress in real time. It provides personalized feedback and divides students into performance groups. It tracks improvement over time and supports competitive learning.

Research in the field of CALL:

CALL research includes examining the effectiveness of technology in language learning. It explores software evaluation, learner interaction, multimedia impact, and cognitive strategies.

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Mixed methods (quantitative + qualitative) are often used. Recent focus areas include mobile learning, AI tools, and online collaboration.

Smartphone:

Smartphones are powerful language learning tools due to apps, internet access, multimedia capabilities, and portability. They support vocabulary apps, e-dictionaries, language games, speech practice, and instant communication with peers and teachers.

Speech recognition software:

This software converts spoken language into text. It helps learners practice pronunciation, fluency, and intonation. Examples include Google Voice Typing and Dragon NaturallySpeaking. It gives immediate feedback and is especially useful for speaking and listening practice.

ThingLink (5 points):

1. Enables interactive images and videos.
2. Adds clickable hotspots to visuals for linking text, audio, and video.
3. Enhances vocabulary and content understanding.
4. Useful for creating digital storytelling or project-based learning.
5. Supports engagement and multimodal learning.

Five problems of collaboration in CALL:

- Uneven participation
- Technical issues (e.g., poor internet)
- Lack of communication skills
- Cultural misunderstandings
- Difficulty in scheduling across time zones

Collaborative learning (definition + 5 benefits):

Definition: Collaborative learning is a method where learners work together to achieve shared learning goals.

Benefits:

1. Encourages peer support and knowledge sharing
2. Develops communication and social skills
3. Promotes critical thinking
4. Increases motivation and engagement
5. Helps learners construct meaning actively

Enlist five factors impacting collaboration:

- Technological accessibility
- Learner autonomy
- Communication tools
- Language proficiency

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- Teacher facilitation and support

How teachers can support students before course:

Teachers can provide orientation sessions, explain course tools, offer tutorials on software, set clear expectations, and share course outlines and learning objectives. Early support reduces anxiety and builds learner confidence.

Issues in orientation:

- Information overload
- Technical problems with access
- Learner anxiety about digital tools
- Lack of clarity in course structure
- Time constraints in covering all elements

Orientation presentation by 4 teachers:

Each teacher could cover:

1. **Course objectives & assessment**
2. **Software/tools demo**
3. **Communication & collaboration policies**
4. **FAQs and troubleshooting guidance**

Ways teachers provide FAQs:

Teachers can create a dedicated FAQ page on LMS, record video walkthroughs, share PDF guides, conduct live Q&A sessions, or use discussion forums for common queries.

How learners collaborate in CALL:

They use wikis, Google Docs, discussion boards, chat tools, and video conferencing. Collaboration can involve peer editing, group presentations, language games, or role-plays.

Technical problems in online learning:

- Connectivity issues
- Software compatibility
- Audio/video problems
- Login/authentication failures
- Lack of user training

Three types of assignments:

- **Descriptive assignments** (e.g., essays)
- **Analytical tasks** (e.g., comparing theories)
- **Project-based assignments** (e.g., digital storytelling, collaborative work)

Assignment types for evaluating software familiarity:

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- Tutorials followed by practice quizzes
- Review reports on language apps or websites
- Digital projects requiring use of specific software (e.g., Padlet, Voki)

Gauge areas in online quizzes (3):

- Recall of facts
- Concept understanding
- Application or problem-solving

Online quiz explanation:

Online quizzes are interactive tools used to assess learning. They offer immediate feedback, auto-grading, and performance tracking. Quizzes can be formative (practice-based) or summative (evaluative).

Software evaluation (GEAR):

GEAR stands for:

- Guidelines
- Evaluation
- Assessment
- Review

This model helps assess educational software based on usability, content relevance, learner engagement, and learning outcomes.

Conceptualize (5 lines):

To conceptualize means to form a clear idea or mental image of something. In education, it involves understanding theories or abstract ideas. Learners may conceptualize grammar rules through examples. Conceptualization is foundational to analysis and synthesis in learning. Visual aids and metaphors support the process.

Define interface:

An interface is the point of interaction between a user and a computer system. It includes menus, buttons, layout, and input/output elements. In CALL, a user-friendly interface enhances engagement and navigation.

Natural situation in SLA:

In Second Language Acquisition (SLA), a natural situation refers to language learning occurring in real-life settings, such as interacting with native speakers or being immersed in the target language environment.

Phases of progression:

1. **Exposure/input**
2. **Practice/processing**

3. Production/application

These phases describe how learners encounter, engage with, and use new language knowledge over time.

Practical challenges of E-reading:

- Eye strain and screen fatigue
- Distraction from pop-ups or notifications
- Difficulty annotating
- Limited access to digital devices
- Navigation complexity in hyperlinked texts

Science fiction and CALL:

Science fiction inspires futuristic ideas for CALL, such as AI tutors, immersive VR language environments, or interplanetary multilingual communication. It encourages imagining new learning modes and technological possibilities.

Shift from traditional to CALL (3–5 points):

- From teacher-centered to learner-centered instruction
- From passive learning to interactive engagement
- From paper-based to digital materials
- Emphasis on multimedia and real-world communication
- Greater learner autonomy and flexibility

Traditional shift (Colin, 1999):

Colin (1999) observed that the shift from traditional to CALL was not merely technological but methodological—moving towards more learner-driven, interactive, and communicative pedagogies.

Use of computer in education:

Computers support multimedia learning, access to information, communication, assessment, and collaborative work. They personalize learning experiences and make education more accessible and inclusive.

Web-enhanced vs blended courses:

- **Web-enhanced:** Traditional courses supplemented with online resources.
- **Blended:** A balanced mix of face-to-face and online learning activities with integrated assessment and interaction.

Wonderopolis:

A web-based platform offering inquiry-driven reading activities and multimedia content for learners. It builds reading comprehension, curiosity, and vocabulary through themed "Wonders of the Day."

Writing skills used in CALL:

Writing in CALL includes typing essays, forum posts, emails, or creative writing. Tools support grammar correction, peer feedback, brainstorming, outlining, and revising. CALL encourages digital literacy alongside writing proficiency.

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