**Quiz/ Self-Assessment Activity**

**Module Code: CollaboratiVET**

**Module Title: Module 3: Designing Flipped Classroom Lessons through Collaborative Methods**

**Target group: VET**

**Aim:**

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| QUESTION 1 | What is the primary focus of gamification in flipped classrooms? | A) To reduce the amount of homework  B) To enhance student participation and motivation  C) To limit the use of technology in the classroom  ANSWER: B | ANSWER 1 |
| QUESTION 2 | How can learning analytics be used in a flipped classroom? | A) To penalize students for not completing homework  B) To tailor educational content and feedback for individual learning experiences  C) To decrease the amount of interaction between students and teachers  ANSWER: B | ANSWER 2 |
| QUESTION 3 | What is a benefit of interdisciplinary projects in flipped classrooms? | A) They restrict students to only learning from textbooks  B) They foster a holistic educational approach and team collaboration  C) They encourage competition rather than collaboration  ANSWER: B | ANSWER 3 |
| QUESTION 4 | What role do expert guest contributions play in flipped learning? | A) They decrease the relevance of the curriculum  B) They enrich the curriculum with real-world insights  C) They replace the need for teachers  ANSWER: B | ANSWER 4 |
| QUESTION 5 | What is an important aspect of sustainable practices in flipped classroom design? | A) Increasing the use of paper-based materials  B) Promoting eco-friendly technologies and materials  C) Avoiding digital tools to minimize energy consumption  ANSWER: B | ANSWER 5 |

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| QUESTION 6 | How does community engagement enhance flipped classrooms? | A) By limiting the curriculum to theoretical knowledge  B) By connecting classroom activities with community service projects  C) By discouraging students from interacting with the local community  ANSWER: B | ANSWER 6 |
| QUESTION 7 | What is crucial for evaluating and evolving flipped classroom practices? | A) Ignoring student feedback and performance data  B) Using advanced metrics and stakeholder feedback for systematic review  C) Keeping the classroom practices unchanged regardless of outcomes  ANSWER: B | ANSWER 7 |
| QUESTION 8 | What is a future direction in flipped learning? | A) Moving back to traditional lecture-based teaching  B) Ignoring technological advancements in education  C) Integrating AR/VR for immersive learning experiences  ANSWER: C | ANSWER 8 |

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| QUESTION 9 | Which strategy is NOT a part of advanced engagement techniques in flipped classrooms? | A) Using traditional lectures as the only method of instruction  B) Implementing gamification elements  C) Creating interactive learning scenarios  ANSWER: A | ANSWER 9 |
| QUESTION 10 | What is the purpose of leveraging analytics in personalized learning? | A) To standardize the learning experience for all students  B) To personalize learning paths and content based on student data  C) To discourage the use of digital tools in education  ANSWER: B | ANSWER 10 |