**Quiz/ Self-Assessment Activity**

**Module Code: Module 5: Unit 4**

**Module Title: Interactive Platforms for Collaboration and Engagement**

**Target group: Teachers wanting to use technology when implementing the flipped classroom**

**Aim: Helping learners use interactive platforms for collaboration and collaboration in the flipped classroom**

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| Instruction for the preparation of the Questions/Answers:   * Should be multiple choice / Right or Wrong in order to facilitate independent learning via the EntreVETplatform * Question and Answer Boxes should be filled following the *Aiken Format*   Question  A) 1st Answer  B) 2nd Answer  C) 3rd Answer  ANSWER: A  Always capital English A,B,C,D,E etc. (not Α,Β,Γ,Δ or a,b,c,d)  and capital English ANSWER: (not ANSWER: or ANTWORTEN: etc.) for the correct answer.   * Delete the instructions box before uploading the final document in the Project Folder |

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| QUESTION 1 | How do interactive lessons primarily increase student engagement? | A) Emphasizing solo projects to develop self-reliance  B) Restricting technology use to specific subjects  C) Through active learning and participation  D) Encouraging conventional methods like note-taking  ANSWER: C | ANSWER 1 |
| QUESTION 2 | What is essential for creating student-centered activities? | A) Following the curriculum without deviations  B) Providing choices based on student interests  C) Limiting cooperative learning opportunities  D) Relying exclusively on traditional teaching materials  ANSWER: C | ANSWER 2 |
| QUESTION 3 | Which technology is effective for introducing new topics? | A) Traditional communication devices  B) Short, engaging videos  C) Classical presentation tools  D) Audio-only materials  ANSWER: B | ANSWER 3 |
| QUESTION 4 | What role does collaborative technology play in interactive learning? | A) Minimizes the chances for group interaction  B) Facilitates communication and group projects  C) Serves primarily for formal assessments  D) Limits the scope for utilizing digital resources  ANSWER: B | ANSWER 4 |
| QUESTION 5 | Why is reflection important in interactive learning? | A) Encourages critical thinking about the learning process  B) Enhances memorization of content  C) Plays a secondary role compared to other methodologies  D) Is considered exclusive to educators  ANSWER: C | ANSWER 5 |