(1 pts)

Question 1 - Open Education Resources (OER) are effective means of gathering content for your course because access to content is available from the first day of the course and it fills the gaps of course content.

\*True

False

(1 pts)

Question 2 - The learning environment is shifting to interactive content. Students expect to be involved with content. Activities that they work on by themselves is the best way for them to learn and extend their knowledge and skills.

True

\*False

(1 pts)

Question 3 - What environment would be most effective for team or group learning?

Room where all desks are organized in a row, with no computers and a chalk board.

Room where all desks are organized in a row, with computer monitors on top and a white board upfront.

\*Room where desks are arranged in groups of circular patterns and computer monitors are built within the desks.

Room where all desks are arranged in one large circle and no computers.

(1 pts)

Question 4 - Collaborative inquiry requires students to work together in groups to discuss topics or complete a project. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ offers many tools to allow for interactions both in the classroom and virtually.

Assignments

\*Technology

Grades

None of the above

(1 pts)

Question 5 - Discussion boards are not an effective tool to use for collaborative inquiry. True

\*False

(1 pts)

Question 6 - Group projects are another way to have students work individually and as a whole. This type of collaborative inquiry should only be done in a classroom setting and not online.

True

\*False

(1 pts)

Question 7 - Experiential Learning is another way students get involved in the discovery of the material. All of the following are examples of experiential learning, except;

survey

debate

\*pop quiz

team teaching

(1 pts)

Question 8 - Teaching a new subject as a team to a group of peers is an ineffective form of experiential learning.

True

\*False

(1 pts)

Question 9 - Asking students to reflect upon a video, a professional role, a clinical experience, or a patient encounter will all promote active learning.

\*True

False

(1 pts)

Question 10 - Which of the following are common types of reflections?

Content

Process

Premise

\*All of the above

"ED 215 Methods of Lesson Planning and Instruction" by Donna Hanks, [Western Dakota Technical College](https://nam12.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.wdt.edu%2F&data=04%7C01%7CRichard.Lumadue%40csulb.edu%7C0908b4faa23d4b9d5cb308da11d274ec%7Cd175679bacd34644be82af041982977a%7C0%7C0%7C637841894414618854%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C3000&sdata=wsppgT80QGusRnWnodUFRPWzbiSTZkzrL8s3SfyaflQ%3D&reserved=0) is licensed under [CC BY 4.0](https://nam12.safelinks.protection.outlook.com/?url=http%3A%2F%2Fcreativecommons.org%2Flicenses%2Fby%2F4.0&data=04%7C01%7CRichard.Lumadue%40csulb.edu%7C0908b4faa23d4b9d5cb308da11d274ec%7Cd175679bacd34644be82af041982977a%7C0%7C0%7C637841894414618854%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C3000&sdata=9V881fIHicrL3E%2FNDDSTXk7KCaVIF%2F7gksPX4WVW2x4%3D&reserved=0) / A derivative from the [original work](https://nam12.safelinks.protection.outlook.com/?url=https%3A%2F%2Fsupport.skillscommons.org%2Fconnect%2Fimpact-communities%2Fie2et%2F&data=04%7C01%7CRichard.Lumadue%40csulb.edu%7C0908b4faa23d4b9d5cb308da11d274ec%7Cd175679bacd34644be82af041982977a%7C0%7C0%7C637841894414618854%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C3000&sdata=upDiWM7eWTCEFP%2FL4yC%2BgSANDy9oaiGtWDLS2XVSHnM%3D&reserved=0).