Incorrect answers are in red.

1. ML2\_M1\_L2\_A2\_01b

Which of the following scenarios describe a learning activity that is likely to encourage creativity? Select all that apply, and **Submit** your answer.

1. While students are working on their projects, Ms. Rosenbaum frequently reminds them that they will only get an A if their work shows creativity as well as content knowledge.
2. At the end of a unit, Mr. Burton asks his students to think back on their project work and use a rubric to reflect on the processes they used and how they might change them to be more creative.
3. In Ms. James’ language arts class, students are encouraged to experiment with new technologies and to share their learning, even when the experience isn’t completely successful.
4. Ms. Nakamura keeps an annotated list of useful apps on the class Web site that students can use for developing creative processes and products.

**Feedback**

**Correct!** Emphasizing grades, rather than intrinsic motivation, is likely to discourage creativity. Thinking about creative process, supporting experimentation, and providing access to tools, however, encourage creativity.

**Not quite.** The correct answers are now shown. Emphasizing grades, rather than intrinsic motivation, is likely to discourage creativity. Thinking about creative process, supporting experimentation, and providing access to tools, however, encourage creativity.

1. ML2\_M1\_L2\_A2\_02b

**True or False:** Structure is an essential component of an environment that encourages and supports creativity.

True

False

**Correct!** A creative environment provides structure with some freedom for creative thought.

**Not quite.** The correct answer is now shown. A creative environment provides structure with some freedom for creative thought.

1. ML2\_M1\_L4\_A1\_04b

Drag **each example** to the type of thinking it represents.

|  |  |
| --- | --- |
| **Example** | **Type of Thinking** |
| Students list all the ways in which the human heart is like a pump. | Analogical Thinking |
| Students brainstorm new ways that punctuation can be used to signal meaning in their writing. | Flexible Thinking |
| After students have collected extensive data about traffic patterns near their school, they look for connections that can help them interpret their findings. | Associative Thinking |

**Feedback**

**Correct!** Comparing the ways that the heart is like a pump is analogical thinking. Thinking of new ways to use punctuation to communicate meaning is flexible thinking, and finding connections and relationships is associative thinking.

**Not quite.** The correct answer is now shown. Comparing the ways that the heart is like a pump is analogical thinking. Thinking of new ways to use punctuation to communicate meaning is flexible thinking, and finding connections and relationships is associative thinking.

1. ML2\_M2\_L1\_A1\_02b

Apps are valuable tools for encouraging creativity in a personalized learning environment. Which of the following statements reflect appropriate use of apps in the classroom? Select all that apply, and **Submit** your answer.

1. Students should only use apps that have been recommended and pre-approved by the teacher.
2. Multimedia apps allow students to demonstrate their learning in creative ways.
3. Productivity apps help students become self-directed learners.
4. Social networking apps are a distraction rather than an enhancement to learning.

**Feedback**

**Correct!** Students often find good apps on their own and should be encouraged to use them, and social networks can be useful for learning. Multimedia and productivity apps can also play an important role in learning.

**Not quite.** The correct answers are now shown. Students often find good apps on their own and should be encouraged to use them, and social networks can be useful for learning. Multimedia and productivity apps can also play an important role in learning.

1. ML2\_M2\_L1\_A3\_02b

Match each type of productivity app with an example of how a teacher could use it.

|  |  |
| --- | --- |
| **How It Could Be Used** | **Type of Productivity App** |
| To keep track of classroom tasks such as permission slips and book orders | Record-keeping app |
| To share videos and photos with colleagues and parents | File-management app |
| To explain a new math curriculum to parents at an open house night | Presentation app |
| To keep track of forms and documents that teachers must turn in by a specific date | Task management app |

**Feedback**

**Correct!** A record-keeping app can help a teacher keep track of items that students need to complete, such as returning permission slips for a field trip. A file management app keeps files in one central location so they can be accessed by anyone who has permission. A presentation app allows teachers to present information in a visual, as well as a textual way, and a task management app monitors the completion of tasks.

**Not quite.** The correct answer is now shown. A record-keeping app can help a teacher keep track of items that students need to complete, such as returning permission slips for a field trip. A file management app keeps files in one central location so they can be accessed by anyone who has permission. A presentation app allows teachers to present information in a visual, as well as a textual way, and a task management app monitors the completion of tasks.

1. ML2\_M2\_L1\_A3\_05b

Which of the following are features of the Assessing Projects resource and Let’s Assess app? Select all that apply, and **Submit** your answer.

1. Assessments on 21st century skills
2. Essay test questions on science, language arts, and social studies topics
3. The ability to assign self- and peer assessments to students
4. A bank of multiple-choice questions for unit exams

**Feedback**

**Correct!** Assessing Projects and Let’s Assess have assessments on 21st century skills and allow teachers to assign assessments to students. These resources do not have specific test questions of any kind.

**Not quite.** The correct answers are now shown. Assessing Projects and Let’s Assess have assessments on 21st century skills and allow teachers to assign assessments to students. These resources do not have specific test questions of any kind.

1. ML2\_M2\_L2\_A3\_03b

Match each scenario with the type of technology that could become part of future classroom.

|  |  |
| --- | --- |
| **Classroom Scenario** | **Type of Technology** |
| Students take on the role of refugees from a war-torn country, meet challenges, and learn about the geography, as well as the political and cultural environment of the region. | Gaming |
| Students manipulate atoms on a big screen by pointing and moving them as they move their hands. | Gesture-based |
| The heart rate, level of activity, and breathing rate of students in a physical education class is tracked through monitors on their wrists. | Wearable |

**Feedback**

**Correct!** Students taking on the role of refugees are playing a game to learn while students using their hands to manipulate virtual objects are using gesture-based computing. A tool like a wristband is an example of wearable technology.

**Not quite.** The correct answer is now shown. Students taking on the role of refugees are playing a game to learn while students using their hands to manipulate virtual objects are using gesture-based computing. A tool like a wristband is an example of wearable technology.

1. ML2\_M2\_L2\_A2\_04

**True or False:** Technology-based games are popular with young people because they require little critical thinking and are just a pleasant way to spend their time.

1. True
2. False

**Feedback**

**Correct!** Students enjoy technology-based games because they are challenging and require persistence, risk-taking, attention to detail, and problem solving.

**Not quite.** The correct answer is now shown. Students enjoy technology-based games because they are challenging and require persistence, risk-taking, attention to detail, and problem solving.

1. ML2\_M3\_L1\_A1\_02b

Which of the following practices will help students develop intrinsic motivation? Select all that apply, and **Submit** your answer.

1. Encourage competition by publicizing assessment scores
2. Allow students to choose topics of interest
3. Provide students with appropriately challenging tasks
4. Incorporate collaboration into learning activities

**Feedback**

**Correct!** Choice, challenge, and collaboration are practices that encourage intrinsic motivation. Competition focuses on extrinsic motivation.

**Not quite.** The correct answers are now shown. Choice, challenge, and collaboration are practices that encourage intrinsic motivation. Competition focuses on extrinsic motivation.

ML2\_M3\_L1\_A2\_02b

Mr. Bass has incorporated the use of students’ personal mobile devices into his curriculum, but he has noticed that Pritika seems to be frequently distracted by using her device in inappropriate ways. Which of the following strategies should Mr. Bass try first to address this problem? Select all that apply, and **Submit** your answer.

1. Limit the use of cell phones to very special occasions
2. Allow students to take short breaks for personal tasks
3. Establish clear consequences for misuse
4. Discuss and model strategies for combating procrastination

**Feedback**

**Correct!** Technology is most effective when it is a regular part of classroom activities, not reserved for “special occasions.” Allowing students time for personal tasks, establishing clear consequences for misuse, and addressing procrastination through instruction are effective methods for addressing the misuse of technology.

**Not quite.** The correct answers are now shown. Technology is most effective when it is a regular part of classroom activities, not reserved for “special occasions.” Allowing students time for personal tasks, establishing clear consequences for misuse, and addressing procrastination through instruction are effective methods for addressing the misuse of technology.

1. ML2\_M3\_L2\_A1\_02b

Place the following initial four steps for developing a pilot program in the correct order, and **Submit** your answer.

|  |  |
| --- | --- |
| **Pilot Activity** | **Step** |
| Find a partner to work with you on a pilot. | Step 1 |
| Share with students and families your vision for how you will integrate mobile and personalized learning into your classroom. | Step 2 |
| Locate tech support resources and connect with other teachers who have previously used the mobile devices. | Step 3 |
| Thoroughly review your school’s Acceptable Use Policy (AUP) with students. | Step 4 |

**Feedback**

**Correct!** First, you should try to find a partner to work with, and then share your vision with students and their families. Third, you should identify resources, and fourth, review your school’s AUP. The remaining steps are, 5) Think through logistics, 6) Create a public relations strategy, and 7) Keep track of your results.

**Not quite.** The correct answer is now shown. First, you should try to find a partner to work with, and then share your vision with students and their families. Third, you should identify resources, and fourth, review your school’s AUP. The remaining steps are, 5) Think through logistics, 6) Create a public relations strategy, and 7) Keep track of your results.

1. ML2\_M3\_L2\_A2\_03b

Which of the following describe useful features of a good Learning Management System? Select all that apply, and **Submit** your answer.

1. Announcements to parents and students about events such as school activities, project due dates, and tests
2. Attendance records
3. Grades
4. Individual messages for teachers, parents, and students
5. All of the above

**Feedback**

**Correct!** A good Learning Management System encourages communication by including announcements, attendance and grade records, and a way to send and receive individual messages.

**Not quite.** The correct answers are now shown. A good Learning Management System encourages communication by including announcements, attendance and grade records, and a way to send and receive individual messages.