**MCQ’s for** **Using a WebQuest to orientate first year students to the University’s online resources and virtual learning environment**

**Correct answers are highlighted in yellow.**

1. What is Blended Learning?
   1. Using online lessons to learn something new.
   2. When the teacher uses videos in a class to help students understand better.
   3. When traditional face-to-face teaching is integrated with e-learning activities in a co-ordinated way.
   4. When you get your course materials in the post and then study and complete assignments which are sent in for marking before the exam.
   5. Learning by watching YouTube videos
2. Who pioneered to concept of a WebQuest as a way to learn?
   1. G. Siemens
   2. B. Dodge
   3. T. March
   4. S. Kurt
   5. A team at MIT
3. What are the categories of a WebQuest?
   1. Novice, Intermediate, Complex
   2. Face-to-face or Distance based
   3. Real-world or Scenario
   4. Short-term or Long-term
   5. Mobile device based or Computer-based
4. Which students were involved in this study?
   1. Third year occupational therapy and pharmacy students
   2. Fourth year occupational therapy and physiotherapy students
   3. First year occupational therapy and pharmacology students
   4. Fourth year occupational therapy and pharmacy students
   5. First year occupational therapy and physiotherapy students
5. What was the theme of the WebQuest in this study?
   1. CSI
   2. Sherlock Holmes
   3. Amazing Race
   4. Moodle Master
   5. The Secret garden
6. Which two cognitive constructs were investigated in the study?
   1. Benefit to learning and Level of difficulty
   2. Level of difficulty and Concentration
   3. Benefit to learning and Concentration
   4. Level of enjoyment and Level of difficulty
   5. Level of enjoyment and Concentration
7. Which two emotive constructs were investigated in the study?
   1. Made learning interesting and Fun
   2. Making learning a game and Concentration
   3. Perceived enjoyment and Made learning interesting
   4. Level of anxiety and Level of enjoyment
   5. Level of frustration and Level of anxiety
8. How many students rated their media proficiency at five or less?
   1. None of the students
   2. Less than 1% of the students
   3. 19 students
   4. 38 students
   5. Almost half of the students
9. Most students (62.9%) considered that the learning process was made more interesting through the WebQuest.
   1. True
   2. False
10. WebQuests are shown to reduce the digital literacy of students as others can do the work for them.
    1. True
    2. False