Multiple Choice Questions

1. The role of the teacher in experiential education is to:
	1. Dispense knowledge to students
	2. Establish contexts for learning
	3. Demonstrate how to experience learning
2. True or false: Experiential education alone is sufficient to promote deep learning.
	1. True
	2. False
3. As opposed to traditional learning spaces, studio spaces can promote
	1. Increased student attention
	2. More complex learning
	3. Active teaching and learning
4. True or false: Technology is the most important aspect of online educational experiences.
	1. True
	2. False
5. True or false: Experiential learning matches occupational therapy’s philosophical roots and “signature” pedagogical practices.
	1. True
	2. False
6. Scholarship on teaching and learning in occupational therapy is:
	1. In need of development
	2. Adequately developed
	3. Focus only on problem-based learning
7. Experiential learning about human occupation can:
	1. Provide direct understandings about occupational therapy
	2. Foster spontaneous reflection in the classroom
	3. Ground international dialogues early in students’ careers
8. True or false: Experiential learning about human occupation can help socialize students as future professionals.
	1. True
	2. False
9. True or false: All global perspectives can be made available to students via the use of online technologies in university education.
	1. True
	2. False
10. The need for competence in inter-therapist interactions stems from:
	1. The spread of occupational therapy as a profession to diverse communities
	2. Globalization and technological advances that connect people around the world
	3. A growing trend of poor communication between occupational therapists