



CMOR-MRA Interviewer Training Modules
Interactivity in Classroom

Name: _____

- 1. Define interactivity in the classroom? What is it?**

- 2. List the reasons why interactivity in class helps the trainer?**

- 3. Match the training material/aid with the learning style:**

Aural_____	a. Handouts
Kinesthetic_____	b. Charts and Graphs
Read/Write_____	c. Tapes/lectures
Visual_____	d. Role play/practice

- 4. True or False: Interactivity is very appealing to Gen X and Gen Y trainees.**

- 5. The generation of _____ enjoys interactivity because they like group activities and high social interaction.**



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6. Name as many activities as you can with high interaction in the classroom:

7. True or False: An interactive classroom should be one where activities are controlled by the trainees.

8. Choose the roles below that trainers fill in interactive classes:
(Mark with an "X")

Listener_____

Comedian_____

Policeman_____

Actor_____

Parent_____

Counselor_____

Teacher-Child bond_____

Game Show Host_____

Facilitator_____

Informer_____



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9. Match the training structure to its correct description:

Proactive _____

a. Trainee control over pace and style

Coactive _____

b. Trainee control over content and structure

Reactive _____

c. Trainees have little control over pace and content