



CMOR-MRA Interviewer Training Modules

Interactivity in Classroom

Answer Key

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

A: Interactivity is the involvement of trainees in training activities and the exchange of information and knowledge.

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

Gives the trainer insight into what each trainee needs.

Gives the trainer insight into what motivates and interests each trainee.

Gives the trainer a good idea of what each trainee knows.

Helps the trainer identify each trainee's learning style.

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

Aural: **c**

Kinesthetic: **d**

Read/Write: **a**

Visual: **b**

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

A: True

5. The generation of *baby boomers* 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:

A: *Games, Contests, Quizzes, Exercises, Role Plays, Group discussions, Knowledge & Experience Sharing*

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

A: *True.*

8. Choose the roles below that trainers fill in interactive classes:

Listener

Comedian

Policeman

Actor

Parent

Counselor

Teacher-Child bond

Game Show Host

Facilitator

Informer

9. Match the training structure to its correct description:

Proactive **b**

a. Trainee control over pace and style

Coactive **a**

b. Trainee control over content and structure

Reactive **c**

c. Trainees have little control over pace and content