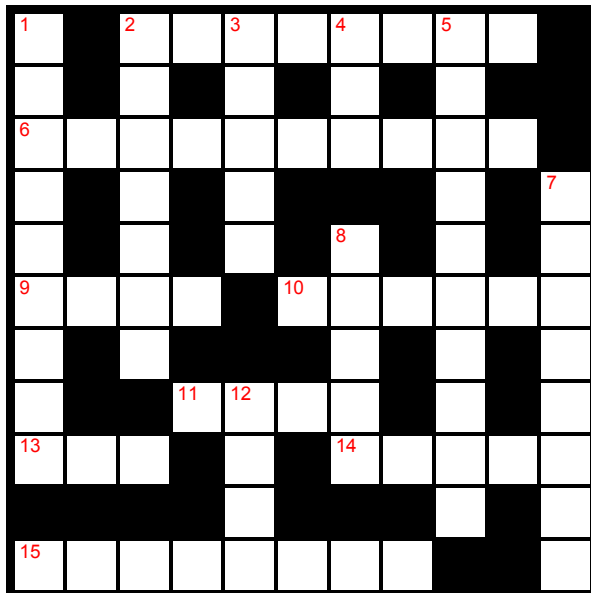


# 2005-09-14\_Teaching\_terms\_11x11

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## Across

2 Discovery \_\_\_\_: A teaching method in which information or evidence is presented to students in a way which enables them to progress to new levels of understanding. (8)

6 Educational \_\_\_\_: The concept of treating education as a systematic process based on objectives with strategies and systems to achieve them. (10)

9 \_\_\_\_-referencing: The process of assessment by making a comparison with average levels of achievement i.e. by

ranking performance without assigning absolute measures. (4)

10 The central area in a building. (6)

11 A desired outcome or intention. (4)

13 A teaching strategy in which the learning environment is computer resident. (3)

14 Buffer \_\_\_\_: In teaching, an activity which is not time-critical and which provides flexibility to allow the session to be completed at the appropriate time. (5)

15 A classification scheme, commonly

applied to categorising objectives. (8)

level. (10)

7 That's what 'C' in 'CBL' stands for. (8)

8 Cognitive \_\_\_\_: Individual characteristics of cognitive processing which are peculiar to a particular individual or class of individuals. (5)

12 \_\_\_\_ Learning: Describes a programme offering access to individuals without the traditional constraints related to location, timetabling, entry qualifications, etc. (4)

## Down

1 \_\_\_\_ Reward: A reward to provide motivation which is outside the on-going learning activity - gifts, accumulated points, etc. (9)

2 A didactic presentation without overt teacher-student interaction. (7)

3 Declare invalid. (5)

4 Zero. (3)

5 \_\_\_\_ Learning: A process which involves the student in agreeing to a programme of study at some