



Creative Teaching & Engagement - Chapter Quiz

Chapter: *Creative Teaching & Engagement* Name: _____ Date: _____

1. The enemy of engagement is:

- A) Variety
- B) Energy
- C) Activity
- D) Monotony

2. Active learning means students:

- A) Sit passively
- B) Do, discuss, or practice
- C) Only listen
- D) Only read

3. A bored student typically:

- A) Learns less and may drop out
- B) Learns more
- C) Stays motivated
- D) Improves

4. Turning review into a game:

- A) Confuses students
- B) Lowers standards
- C) Boosts engagement and retention
- D) Wastes time

5. The educator's own enthusiasm:

- A) Should be hidden
- B) Is contagious to students
- C) Does not matter
- D) Bore students

6. To keep a class fresh you should:

- A) Do the same thing every day
- B) Only lecture
- C) Avoid activities
- D) Vary methods, pace, and activities

7. Stories and analogies help concepts:

- A) Confuse students
- B) Stay abstract
- C) Stick in memory
- D) Disappear

8. Active learners compared to passive listeners:

- A) Remember more
- B) Remember less
- C) Remember the same
- D) Forget everything



9. Tying lessons to students' real careers:

- A) Lowers motivation
- B) Increases relevance and engagement
- C) Distracts them
- D) Is irrelevant

10. Creative teaching is:

- A) A frill to skip
- B) Unprofessional
- C) Only for games
- D) How learning and motivation actually happen



Creative Teaching & Engagement - Chapter Quiz - Answer Key

Instructor copy.

- 1. D**
- 2. B**
- 3. A**
- 4. C**
- 5. B**
- 6. D**
- 7. C**
- 8. A**
- 9. B**
- 10. D**