READING COMPREHENSION

Part I. Read the sentences and write True (T) or False (F).

1 Kahoot is used to create and play quizzes in a fun way.
2 Quizizz only works for teachers, not for students.
3 Duolingo helps learners practice different languages.
4 Canva is only used by professional designers.
5 Padlet is a platform for students to collaborate and share ideas.
6 WordReference is a paid app that offers English games.

Part II. Choose the correct answer (A, B, or C).

What can students do on Kahoot?
A. Watch movies online
B. Create and answer quizzes
C. Write long essays

What does Quizizz provide after each round?
A. A certificate
B. Instant feedback and scores
C. Homework tasks

Which app uses short lessons like games to teach languages?
A. Canva
B. Duolingo
C. Padlet

Which platform is mainly for creating posters and visual projects?
A. Canva
B. WordReference
C. Quizizz

What is Padlet mainly used for?
A. Translating words
B. Sharing ideas on a digital wall
C. Making online exams

Which tool helps students understand meanings and pronunciation of words?

LIVEWORKSHEETS

A. Kahoot
B. Canva
C. WordReference

Part III – Literal Questions (Based on explicit information)

What can students create on Canva?

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What kind of feedback does Quizizz give?

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What can you find on WordReference besides translations?

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How can students join a Kahoot game?

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What type of tool is Padlet described as?

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LIVEWORKSHEETS