

103 學年度第 2 學期 課程與教學傳播科技研究所
教育傳播與科技碩士班 英文能力測驗

Part A. Translate the following passages into Chinese: (20%)

1. Now several education leaders are exploring how micro-credentials can be used to increase transparency and drive improvement in teacher learning. The idea of micro-credentials grew out of the “digital badging” movement led primarily by the Mozilla and MacArthur Foundations.
2. These organizations describe digital badges, or micro-credentials, as “an online record of achievements” that track both who issued the credentials as well as the work that was actually completed to get them. In other words, a micro-credential not only represents mastery of skill, but it is also linked to an online portfolio that shows colleagues, and potentially employers, how that particular person demonstrated his or her mastery.

Part B. Translate the following passages into English. (20%)

1. 利用新科技的翻轉教育聲浪日益受到重視。E 時代的教育，不再只是「老師說，學生聽」的方式，而是培養學生獨立思維及兼具探索解決問題的方法，所以教學方式及材料取得要隨整體外在環境不斷創新及資源共享。
2. PaGamO 是一個針對臺灣中小學專用的全學科教學用多人線上競技遊戲平台，用對遊戲的熱情來提高解題的動機，另外也透過多人競技模式，以提高學習的意願與熱情。

Part C. Answer the following questions. (30%)

1. What is good learning?
2. Why is digital gaming more popular in promoting learning?
3. What is your most satisfying accomplishment in recent years?

Part D. Write a passage of approximately 200 words. (30%)

How would you promote using the technology of today in the classroom today?