

COMPREHENSION ANSWERS (50M)

FROM PASSAGE A

1. The smartphone signifies that students can manage their own learning conveniently from their smartphones [1]. The use of the smartphone also illustrates that learning can also be done through various mediums, not just through the conventional textbook or laptop [1].
2. Udemy uses the phrase “real world” to tell potential students that what they learn at Udemy will be directly applicable in the world or their lives.
3. The use of phrases “more than 25,000 courses” [1], and “learn at your pace on any device” [1] appeal to online learners’ flexible learning styles.
Note: “Over 6 million students” is unacceptable because it has nothing to do with learning styles.

FROM PASSAGE B

1. Their dressing was described as “the same way”, which suggests that everybody was dressed in the same uniform with no other variation of clothing [1]. Their shirts and skirts were “measured by scales”, which shows that everything must be uniform, with no room for differentiation [1]. When standing together, the students were described to have appeared like a “huge mass of blue”, emphasising the collective imagery of the students, with little to separate them from each other [1].
2. The day was the final school day that they would face a crowd who would address them as “senior most girls” [1], and it was also the last day for them to call each other classmates [1].
3. (a) The first clause talks about how one can exhibit emotions when one feels sympathy [1], but the second highlights the need to remain stoic when facing an emotional event [1].
(b) It highlights that even though one can be compassionate, he need not be weak by displaying his emotions [1].
4. (a) The task of making this earth a better place to live in [1].
(b) The phrase “weakened by the trivialities of life” implies the emotions [1] that hampers [1] the person who’s at task in making the world a better place to live in.
5. Favouritism was not approved in school [1].
6. The two-word phrase is “ideal student” [1].
7. They fear the unfamiliar environment that they will be going out to, because “this was the place they had grown up in” [1]. They fear the unknown challenges and insecurities that they may face out there because “this was the place where they had been secure” [1]. They fear the lost of their identity as they strive to make their mark in the world because “this was the place that had given them an identity” [1].

8. Paragraph 2:	Paragraphs 3:	Paragraph 5-6:	Paragraph 7:
Pensive	Resigned	Reminiscent	Fearful

FROM PASSAGE C

1. Students participating in the given game will tirelessly explore the various rules of the game through trying and making mistakes of their own [1]. Students can also pick up new skills [1] and put them into specific exercises to improve themselves [1].
2. By participating in the engrossing exercise of online gaming, students’ memories are put to the test when they apply their academic skills to the challenges in the games. [1]
3. Education can happen through collaborating with other like-minded students. For example, students can be involved in inter-disciplinary projects such as the study of local religious sites [1]; another had students creating temporary artwork in a public park and later exhibiting photographs of their work at a gallery [1].
4. For education to be effective, collaboration should happen among educators as well [1]. Harnessing technology that enables a sort of “open-source lesson development” that could enable teachers to build on each other’s work to create rich classroom experiences [1].
5. Instead of letting teachers work independently from each other [1], schools need to have an environment where teachers can share and improve on current strategies [1].

<p>6.</p> <ul style="list-style-type: none"> • Amongst not just students, but teachers as well • open-source lesson development • could enable teachers to build on each other’s work to create rich classroom experiences • many could build upon lessons created and made public by just one teacher • schools should “create an expectation in the schoolhouse that teachers will observe and critique each other’s work • much deeper form of accountability than results garnered from a standardized test score • By making schools laboratories of learning, rather than factories • schools must celebrate and foster the sort of imaginative leaps • By recognizing that artistic expression is an innate human capacity, and not something limited to those with a particular talent • schools can encourage both flexible thinking • and passionate participation among students 	<p>with both educators and students.</p> <p>Through open sharing of lesson resources,</p> <p>many teachers can benefit from the wisdom and experience created by previous teachers who used it for their lessons for a richer learning experience.</p> <p>Collaboration can also happen between open-source schools where a culture of a learning is fostered</p> <p>so that more meaningful assessment of lessons can be achieved.</p> <p>By moving away from rote learning</p> <p>And encouraging a learning system that values expression and innovation,</p> <p>students can be spurred to think creatively and participate actively.</p>
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(Any 8 of the above)