

1st SEM. 2018/2019



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UNIVERSITY OF ESWATINI

FINAL EXAMINATION PAPER

**PROGRAMME : BACHELOR OF SCIENCE IN
CONSUMER SCIENCE EDUCATION
YEAR IV**

COURSE CODE : CED407

**TITLE OF PAPER : INSTRUCTIONAL MATERIALS AND
EDUCATIONAL TECHNOLOGY**

TIME ALLOWED : TWO (2) HOURS

**INSTRUCTIONS : ANSWER QUESTION ONE (1)
AND ANY OTHER (2) QUESTIONS**

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GRANTED BY THE CHIEF INVIGILATOR**

QUESTION 1 (COMPULSORY)

- a. Classify and explain the educational technologies in the classroom. (20 Marks)
- b. As technology is bound to rule our present and future, it is good to obtain the know-how of the technological reforms at the earliest. Educational technologies play many roles and are capable of improving educational systems. Identify and explain **five (5)** roles of educational technology.

(20 Marks)

[TOTAL MARKS = 40]**QUESTION 2**

- a. The way teachers view the role of media in classroom teaching will to a large extent determine the level and degree of its usage. Identify and explain the **four (4)** main functions of educational media.

(20 Marks)

- b. Explain the benefits of multimedia to learners

(10 Marks)

[TOTAL MARKS = 30]**QUESTION 3**

- a. An understanding of the concept educational technology without a thorough grasp of a related concept like instructional technology is considered grossly inadequate. Describe the following instructional concepts.

(20 Marks)

- i. Teaching
- ii. Learning
- iii. Instruction
- iv. Indoctrination
- v. Instructional technology

- b. The roles of the various instructional technology media in teaching and learning process cannot be underestimated. Explain **five (5)** advantages.

(10 Marks)

[TOTAL MARKS = 30]**QUESTION 4**

- a. Instructional technologies and distance education are greatly influenced by the models of communication used. Identify and explain **six (6)** types of communication.

(18 Marks)

- b. Explain the following terms as used in distance education. Outline the place of information and communication technology in each.

(12 Marks)

- i. Open learning
- ii. Flexible learning
- iii. e-Learning

[TOTAL MARKS = 30]