UNIVERSITY OF ESWATINI FACULTY OF EDUCATION DEPARTMENT OF CURRICULUM AND TEACHING RE-SIT/SUPPLEMENTARY EXAMINATION PAPER JULY 2019

TITLE OF PAPER:

CURRICULUM STUDIES IN ACCOUNTING II

COURSE CODE:

EDC370 / CTE312/ CTE512

PROGRAMME:

B.ED III & PGCE (F/T & IDE)

DURATION:

3 HOURS

MARKS:

100

INSTRUCTIONS TO CANDIDATES:

- 1. This paper contains five (5) questions.
- 2. Answer any FOUR (4) questions.
- 3. Each question carries 25 marks. As a guide to candidates, marks to part questions are given in brackets.

THIS PAPER IS NOT TO BE OPENED UNTIL PERMISSION IS GRANTED BY THE INVIGILATOR.

Question 1

The enrolment into business subjects in your school is declining. Accounting is the least chosen by the students. The school intends to stop offering business subjects. As the head of department, write a convincing note to the headteacher explaining why business subjects should be maintained in the school.

[25 Marks]

Question 2

Discuss how you could make use of practice sets in the learning and teaching of Accounting.

[25 Marks]

Question 3

- a) Explain why games may effectively contribute to the learning and teaching of SGCSE Accounting.
- b) Discuss in detail any two accounting games you may use in the learning and teaching of Accounting. (20)

[25 Marks]

Question 4

When constructing Accounting tests it is suggested that you first prepare a specification grid, then you set the test items, and finally, you prepare the marking scheme. Using examples where necessary;

- a) Explain why the specification grid and marking scheme are important components of the assessment activity. (17)
- b) Discuss the kind of marking scheme most suitable for the Accounting subject. (8)

[25 marks]

Question 5

- a) Describe a role-play that you could use in the learning and teaching of a topic of your choice in Accounting. (10)
- b) Explain the purpose of the role-play you described in (a) above. Indicate other purposes role-plays could be used for in accounting. (5)
- c) Explain how your learners could benefit from using role-plays in learning and teaching of Accounting. (10)

[25 Marks]