# 2 0 2 3

( 6th Semester )

## EDUCATION

Paper : Edn–601

**( Educational Technology )**

*Full Marks* : 70          *Pass Marks* : 45%

*Time* : 3 hours

( PART : B—DESCRIPTIVE )

( *Marks* : 45 )

*The figures in the margin indicate full marks
for the questions*

1. State the objectives, uses and limitations of educational technology.               3+3+3=9

   *Or*

   Discuss the hardware and software approach to educational technology.               9

2. What is communication process? Discuss the components of communication process.     2+7=9

   *Or*

   Discuss the impact of mass media approach to education.               9

3. What are the steps involved in systems approach? 9

### Or

What do you understand by instructional systems designing? Discuss the components involved in instructional systems designing.

2+7=9

4. What is team teaching? Write the procedure in team teaching and evaluate its uses.

3+(3+3)=9

### Or

Differentiate between micro-teaching and macro-teaching. 9

5. What is computer-assisted instruction? Describe its implications in teaching-learning process.

2+7=9

### Or

Discuss the importance of ICT in the field of education. 9

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( 6th Semester )

## EDUCATION

Paper : Edn–601

## ( Educational Technology )

( PART : A—OBJECTIVE )

( *Marks* : 25 )

*The figures in the margin indicate full marks for the questions*

SECTION—I

( *Marks* : 10 )

**A.** Put a Tick (✓) mark against the correct answer in the brackets provided :       1×10=10

1. The main form(s) of educational technology is/are

    *(a)* instructional technology    (   )

    *(b)* teaching technology    (   )

    *(c)* training technology     (   )

    *(d)* All of the above     (   )

2. The term 'technology' has been derived from _____ word.

   *(a)* Latin    (   )

   *(b)* Greek    (   )

   *(c)* French    (   )

   *(d)* Italian    (   )

3. To decode a message is to

   *(a)* reject a message    (   )

   *(b)* interpret a message    (   )

   *(c)* evaluate a message    (   )

   *(d)* translate ideas into code    (   )

4. Which of the following is an example of a non-verbal message?

    (a) Jargon     ( )

    (b) Mumbling     ( )

    (c) Eye contact     ( )

    (d) Yelling     ( )

5. The most important aspect of instructional designs is the

    (a) process     ( )

    (b) output     ( )

    (c) input     ( )

    (d) All of the above     ( )

6. The systems approach to education is likely to solve most of the problems related to

    (a) diseases    ( )

    (b) psychology    ( )

    (c) environment    ( )

    (d) education    ( )

7. Linear programming was given by

    (a) B. F. Skinner    ( )

    (b) Gilbert    ( )

    (c) Pavlov    ( )

    (d) Edward    ( )

8. Who made the statement, "Micro-teaching is the scaled-down teaching encounter."?

    (a) K. Ryan    ( )

    (b) Clift    ( )

    (c) D. Allen    ( )

    (d) B. M. Shore    ( )

9. Keller plan is also known as

    *(a)* task analysis     ( )

    *(b)* personalized system of instruction ( )

    *(c)* LCI     ( )

    *(d)* instrumental design    ( )

10. SSST stands for

    *(a)* Simulated School Students Training ( )

    *(b)* Simulated Students School Training ( )

    *(c)* Simulated Social Skill Training    ( )

    *(d)* School Students Skill Training    ( )

## SECTION—II

( *Marks* : 5 )

**B.** State whether the following statements are *True* or *False* by putting a Tick (✓) mark :  1×5=5

1.  Educational technology means to use audio-visual aids to teaching-learning.

    ( *True* / *False* )

2.  Communication is 'give and take' of ideas.

    ( *True* / *False* )

3.  Systems analysis is related to management techniques.

    ( *True* / *False* )

4.  Team teaching is at advance stage in India.

    ( *True* / *False* )

5.  In simulation, the participating teacher has to play the game.

    ( *True* / *False* )

## SECTION—III

*( Marks : 10 )*

**C.** Write short notes/Answer the following :  2×5=10

1. Objectives of educational technology

2. Barriers of classroom communication

3. Define system.

4. Fundamental principles of programmed instruction

5. Define CAI.

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