



QP CODE: 22102878



22102878

Reg No : .....

Name : .....

**B.A DEGREE (CBCS) REGULAR EXAMINATIONS, AUGUST 2022**

**Fourth Semester**

B.A English Language and Literature Model II Teaching

**Vocational Course - EN4VOT05 - EDUCATIONAL TECHNOLOGY**

2020 Admission Only

1B893504

Time: 3 Hours

Max. Marks : 80

**Part A**

*Answer any **ten** questions.*

*Each question carries **2** marks.*

1. Name the various approaches to educational technology.
2. What do you understand by dramatised experience?
3. What are the different projected aids?
4. What do you mean by graphic aids?
5. Give examples of audio visual aids in classroom.
6. Describe film strips.
7. What is Skinner's contribution in Computer Assisted instruction?
8. What do you understand by module scheduling?
9. What is team teaching?
10. What do you mean by "defining the skill" in microteaching?
11. How can microlesson plan help develop a skill?
12. What are the desirable features in teacher behaviour?

(10×2=20)

**Part B**

*Answer any **six** questions.*

*Each question carries **5** marks.*

13. Explain educational technology.





14. What are the advantages of blackboard?
15. What do you mean by individualised classroom work?
16. What is Skinner's contribution in linear programming?
17. What are the features of Keller plan?
18. Do you think teacher training increases the quality of teaching?
19. Explain micro-teaching cycle.
20. How can the teacher improve his/her interaction with students in classrom?
21. What do you understand by direct influence and indirect influence of a teacher?

(6×5=30)

### Part C

*Answer any **two** questions.*

*Each question carries **15** marks.*

22. Write an essay on the advantages of using audio-visual technology in classrooms.
23. Define programmed learning. Explain the scope and advantages of using Educational Technology in education.
24. What are the stages and advantages of microteaching?
25. What do you understand by teaching skills? How can good teaching skills facilitate learning?

(2×15=30)

