

**MA EDUCATION
THIRD SEMESTER
EDUCATIONAL TECHNOLOGY
MAE-305**

Duration: 3 Hrs.

Marks: 70

PART : A (OBJECTIVE) = 20
PART : B (DESCRIPTIVE) = 50

[PART-B : Descriptive]

Duration: 2 Hrs. 40 Mins.

Marks: 50

[Answer question no. One (1) & any four (4) from the rest]

1. Discuss the psychological principles behind the Software approach to Educational Technology. (10)
2. Discuss any two Instructional designs developed and applied to educational problems. What are the phases involved in Systems Approach to the Instructional system? (6+4=10)
3. Write in detail the basic steps involved in planning of teaching-learning in the classroom. (10)
4. Describe the guiding principles for the selection and use of proper teaching aids in the classroom. (5+5=10)
5. Define educational technology. What are the main objectives and uses of educational technology? (5+5=10)
6. Explain the concept of programmed learning. State its fundamental principles. (10)
7. Compare linear and branching programming. Describe the characteristics of a mathetic style of programming. (6+4=10)
8. Write the differences between educational technology and instructional technology. (10)

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[PART-A : Objective]

Choose the correct answer from the following :

1×20=20

1. Questioning is a teaching tactic adopted in:
 - a. Verbal learning.
 - b. Concept learning.
 - c. Signal learning.
 - d. Rule learning.
2. The origin of Hardware approach is based on the application of to education system.
 - a. Physical sciences.
 - b. Chemical sciences.
 - c. Biological sciences.
 - d. Social sciences.
3. There exists.....categories of direct influence by the teacher in Flander's Interaction Analysis.
 - a. 2
 - b. 3
 - c. 4
 - d. 5
4.can be defined as the science of control and communication in any system.
 - a. Evaluating system
 - b. Cybernetics
 - c. Software
 - d. Supervision
5.is accurate representation on a plane surface in the form of a diagram drawn to scale the details of boundaries of countries, continents etc.
 - a. Maps
 - b. Graphics
 - c. Globes
 - d. Charts
6. Role playing is also known as:
 - a. Micro teaching
 - b. Simulation
 - c. Dramatics
 - d. All of the above
7. System approach is basically aapproach.
 - a. Teaching
 - b. Evaluation
 - c. Management
 - d. Interrelationship
8. Transparencies are used indevices.
 - a. Overhead projector.
 - b. Opaque projector.
 - c. Closed circuit television.
 - d. Epidiascope.
9.are prescriptive teaching strategies designed to accomplish certain instructional goals.
 - a. Lesson plan.
 - b. Micro teaching.
 - c. Teaching models.
 - d. None of the above.
10. The main basis of Educational technology in the classroom is to provide a approach to the students.
 - a. Hardware
 - b. Software
 - c. Multi-sensory
 - d. Management
11. Which one of the following is not coming under the scope of educational technology?
 - a. Teaching technology.
 - b. Instructional technology.
 - c. Organizational technology.
 - d. System analysis.
12. CAI stands for:
 - a. Computer Assisted Information.
 - b. Computer Applied Instruction.
 - c. Computer Assisted Instruction.
 - d. Computer Aides Instruction.
13. Linear Programming is known as:
 - a. Intrinsic Programming.
 - b. Single track Programming.
 - c. Forward Learning.
 - d. All of these.
14. Simulated teaching is related with:
 - a. Student-teacher
 - b. Teacher
 - c. Student
 - d. None of these

15. 5 M's of technology stands for:
- Methods, materials, men, media, management.
 - Micro, macro, media, men, methods.
 - Machines, men, methods, materials, media.
 - Machines, men, media, materials, methods.
16. Programmed Instruction is known as:
- Systematic approach.
 - Instructional material.
 - Individualized instruction.
 - Programmed instruction.
17. Educational technology refers to:
- General educational testing.
 - General educational administration and management.
 - Instruction process.
 - All of these.
18. advocated branching programming.
- B. F Skinner
 - Jhon Mill
 - Norman. A. Crowder
 - Geotalt
19. Programmed instruction is based on:
- Law of readiness.
 - Law of effect.
 - Law of exercise.
 - Law of experience.
20. The Mathetic programming is:
- The systematic application of reinforcement.
 - The systematic approach of technology.
 - A systematic approach of steps.
 - All of these.

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UNIVERSITY OF SCIENCE & TECHNOLOGY, MEGHALAYA



[PART (A) : OBJECTIVE]

Duration : 20 Minutes

Serial no. of the
main Answer sheet

Course :

Semester : Roll No :

Enrollment No : Course code :

Course Title :

Session : 2017-18 Date :

Instructions / Guidelines

- The paper contains twenty (20) / ten (10) questions.
- Students shall tick (✓) the correct answer.
- No marks shall be given for overwrite / erasing.
- Students have to submit the Objective Part (Part-A) to the invigilator just after completion of the allotted time from the starting of examination.

Full Marks	Marks Obtained
10	

Scrutinizer's Signature

Examiner's Signature

Invigilator's Signature