Candidate's Index Number:
Signature:

UNIVERSITY OF CAPE COAST
COLLEGE OF EDUCATION STUDIES
SCHOOL OF EDUCATIONAL DEVELOPMENT AND OUTREACH
INSTITUTE OF EDUCATION

COLLEGES OF EDUCATION
FOUR-YEAR BACHELOR OF EDUCATION (B.ED)
FIRST YEAR, END-OF-SECOND SEMESTER EXAMINATION, AUGUST 2021

AUGUST 2, 2021   LEARNING THEORIES FOR TEACHING   2:00 PM – 2: 25 PM
WITH COMPUTING

This paper consists of two sections, A and B. Answer ALL the questions in Section A and TWO questions from Section B. Section A will be collected after the first 25 minutes.

SECTION A
[20 MARKS]
Answer ALL the questions in this Section.

For items 1 to 10, each stem is followed by four options lettered A to D. Read each item carefully and circle the letter of the correct or best option.

1. This law as formulated by Thorndike states that "When someone is ready to perform some act, to do so is satisfying. When someone is ready to perform some act, not to do so is annoying. When someone is not ready to perform some act and is forced to do so, it is annoying."
   A. Law of effect.
   B. Law of exercise.
   C. Law of readiness.
   D. Revised law of exercise.

2. In the ICT classroom, which of the following theories of learning is used very much to view learning as a process in which the learner actively builds new ideas or concepts?
   A. Behaviourism.
   B. Cognitivism.
   C. Constructivism.
   D. Humanist.

3. In a behaviourist classroom, ICT provides students with a Computer-Assisted Instruction that gives instant feedback and control over separate tasks. Typically, which of the following software helps in achieving this?
   A. Drill-and-practice.
   B. E-learning.
   C. Google Docs.
   D. MOOC.

4. A 'Skinner Box' is used for ....
    A. Incidental learning.
    B. Motor learning.
    C. Problem Solving.
    D. Sensory learning.

5. In cognitivism, ICT provides computer as tutor referring to development based on theories of
    ....
    A. artificial intelligence (AI).
    B. books.
    C. technology acceptance model.
    D. TPACK.

6. That which causes an individual to incorporate new experiences into the old experiences in the ICT classroom is called ....
    A. accommodation.
    B. assimilation.
    C. equilibration.
    D. modelling.

7. The characteristics of a constructivist ICT classroom involves all the following **except**
    ....
    A. activities are interactive.
    B. environment is democratic.
    C. it is teacher-centred.
    D. learners are actively involved.

8. Some activities encouraged in the ICT constructivist classroom are ....
    I.   Experimentation
    II.   Research projects
    III.   Field trips
    A. I only
    B. II only
    C. I, II and III only
    D. I, II and III

9. Two of the key components which create the construction of an individual's new knowledge are
    ....
    A. accommodation and assimilation.
    B. accommodation and equilibration.
    C. accommodation and habituation.
    D. assimilation and equilibration.

10. To assist a person to move through the zone of proximal development, educators are encouraged to focus on ....
    I.   a more knowledgeable other
    II.   Social interactions
    III.   Scaffolding
    A. I only
    B. II only
    C. III only
    D. I, II and III

Items 11 to 15 consist of statements. Read each statement carefully and indicate in the RESPONSE column whether the statement is True or False.

No.	STATEMENT	RESPONSE
11.	Retroactive interference is when an old memory makes it more difficult or impossible to remember a new memory.	
12.	Proactive interference occurs when new information interferes with your ability to remember previously learned information.	
13.	Children do not imitate all behaviours that have been reinforced.	
14.	As information is received by a computer, it is processed in the Central Processing Unit, which is equivalent to the Working Memory or Short-Term Memory.	
15.	Problem-based learning involves presenting student with an ill-structured, open-ended, authentic or real-life problem with many possible correct solutions and asking them to find answers to that authentic problem.	

Items 16 to 20 are list of Learning Theory TERMS and A to H are DEFINITIONS or DESCRIPTIONS of the terms. Match the terms with the appropriate definition or description by writing the letter of the alphabet against the correct option in the RESPONSE column.

No.	TERMS	RESPONSE	DEFINITION/DESCRIPTION
16.	Extinction		A. An event that strengthens or increases a Response.
17.	Social constructivism		B. Learning takes place primarily through the child's senses and motor actions.
18.	Technology		C. The making, modification, usage, and knowledge of tools, machines, techniques, crafts, systems, methods of organization, in order to solve a problem.
19.	Reinforcement		D. The gradual disappearance of a learned response.
20.	Operant conditioning		E. Dogs are often used in airports to detect explosives materials and/or narcotics. Their trainers teach them to smell out a certain substance by rewarding them with treats for correctly identifying a substance.
			F. Learning is a social process in which we grow into the intellectual life of those around us.
			G. Focuses only on the objectively observable aspects of learning.
			H. The process by which new knowledge is changed / modified / merged in our minds to fit into what we already know.