

AUGUST 2022
EBS 168J
LEARNING THEORIES FOR TEACHING
COMPUTING
2 HOURS

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, AUG/SEPT. 2022

AUGUST 29, 2022

LEARNING THEORIES FOR
TEACHING COMPUTING

2:00 PM – 2:30 PM

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 30 minutes.

SECTION A
(20 MARKS)

Answer ALL the questions in this Section.

Items 1 to 20 are followed by four options lettered A to D. Read each item carefully and circle the letter of the correct or best option.

- Administrators in a middle school want to foster an environment conducive to the comprehensive integration of technology into the educational setting. To achieve this goal, it is **most** important for the administrators to focus on
 - cultivating a culture of responsible risk-taking and supporting innovation in the use of technology.
 - establishing strict guidelines and requirements for technology use within the curriculum.
 - promoting a culture of acceptance where teachers infuse technology into the curriculum at their own pace.
 - showcasing teachers who are actively incorporating technology into their classrooms.
- In a constructivist learning environment, the focus of student learning is primarily on the
 - assessments given at the end of the instructional unit.
 - instructional materials that are accessible outside of the classroom.
 - issue or problem the student is trying to solve.
 - technology tools the student is using.
- One of the common reasons why technology is **not** optimally used in education is
 - inadequate development of technology.
 - acceptance in society.
 - teacher's behaviour.
 - student's interest.

4. Which situation shows that technology can be used to motivate students to learn?
 - A. Miss Mensah designs lessons which use cooperative learning with technology integration.
 - B. Mr. Jimmy utilizes computer assisted instruction programs so that students will learn at their own pace.
 - C. Teacher Eric employs educational games related to the lesson they are taking.
 - D. Teacher Sarah assigns projects to her class where self-expression and creativity is acknowledged.

5. The term that denote a whole range of technologies associated with processing information and with sending and receiving messages is called
 - A. educational technology.
 - B. information and communication technology.
 - C. instructional systems design.
 - D. instructional technology.

6. The first person to conduct experiments on classical conditioning was
 - A. Pavlov.
 - B. Piaget.
 - C. Skinner.
 - D. Thorndike.

7. According to Piaget, which of the following factors plays an important role in influencing development?
 - A. Experience with the physical world.
 - B. Language.
 - C. Limitation.
 - D. Reinforcement.

8. According to Piaget, the second stage of cognitive development is stage
 - A. concrete operational
 - B. formal operational
 - C. pre-operational
 - D. sensorimotor

9. The concept of self-regulated learning derives from
 - A. Bandura's work with observational learning.
 - B. Pavlov's work with the conditioned reflex.
 - C. Skinner's work with juvenile delinquents.
 - D. Thorndike's law of effect.

10. What is perhaps the **most** important limitation of the behavioral theories when applied to the classroom?
 - A. Learning processes such as concept formation, learning from text, and thinking are difficult to observe directly.
 - B. Observational learning involves vicarious reinforcement.
 - C. Schedules of reinforcement are often unreliable in maintaining behavior in the real world.
 - D. The principles of learning theory **are not** well defined, hence difficult to apply in the classroom.

11. What term did Bandura use to refer to the overall process of social learning?
- A. Conditioning.
 - B. Modelling.
 - C. Self-efficacy.
 - D. Vicarious reinforcement.
12. The following classroom activities are related to behaviourism **except**
- A. bonus point (providing incentives).
 - B. classifying or chunking information.
 - C. drill and rote learning.
 - D. repetitive work.
13. Select the one that is **not** an example of setting up the environment for positive social interactions for exceptional students.
- A. Assigning seats.
 - B. Choosing materials for the student.
 - C. Keeping groups small.
 - D. Providing appropriate supplies for the activity or interaction.
14. Your front doorbell has a higher pitch than your back doorbell. When one rings, you always know which door to answer. This is an example of
- A. discrimination.
 - B. generalization.
 - C. higher-order conditioning.
 - D. response generalization.
15. Learning is often regarded as a long-term change in behaviour based on
- A. challenge and experience.
 - B. challenge and reinforcement.
 - C. practice and challenge.
 - D. practice and experience.
16. A theory refers to the relationship between and ordering of them in some meaningful way.
- A. concepts
 - B. events
 - C. facts
 - D. statements
17. In 21st education, ICT must be fully integrated into
- A. curriculum.
 - B. learning.
 - C. pedagogy.
 - D. training.
18. A test where participants are asked to retrieve in any order stimuli previously presented is
- A. cued recall.
 - B. explicit memory.
 - C. free recall.
 - D. implicit memory.

19. Extinction is rarely a smooth process. When reinforcers are withdrawn
- A. individuals often increase their rate of the to-be-extinguished behaviour for a while.
 - B. punishment for the behaviours becomes more effective in practice.
 - C. the rate of the to-be-extinguished behaviour diminishes rapidly.
 - D. the topography of the to-be-extinguished behaviour stays the same.
20. How can principles of stimulus generalization be used to aid learning in the classroom? By-
.....
- A. rehearsing the same material over and over until the students get it right.
 - B. using it in conjunction with punishment.
 - C. using many examples from different contexts.
 - D. using multiple choice tests in the classroom.