

MARCH 2021  
EBS 337  
ICT INTEGRATION IN EDUCATION  
30 MINUTES

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)  
THIRD YEAR, FIRST SEMESTER MID SEMESTER QUIZ, MARCH 2021

MARCH 17, 2021      ICT INTEGRATION IN EDUCATION      12:00 PM – 12:30 PM

Answer ALL the questions on the question paper.

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

1. Which one of the following refers to a kind of software environment that combines the characteristics of both hypertext and multimedia?
  - A. Hyper tool.
  - B. Hyperlink.
  - C. Hypermedia.
  - D. Mindtool.
2. One of the following which is **not** an advantage of using multimedia in the classroom is, it .....

  - A. absorbs representations created by others.
  - B. also provides students with suitable learning styles.
  - C. empowers students to create and design.
  - D. improves reflective thinking.

3. The Knowledge about the actual subject matter that is to be taught is termed as \_\_\_\_\_.
  - A. Content knowledge
  - B. Pedagogical knowledge
  - C. Technological knowledge
  - D. TPACK

The process of learning, usually in a classroom or similarly structured environment, through the use of multimedia presentations and teaching methods is referred to as \_\_\_\_\_ learning.

- A. assure
- B. collaborative
- C. electronic
- D. multimedia

5. The elements of multimedia that enables the linear sequencing of information in a structured format is
- A. Animation
  - B. Graphics
  - C. Text
  - D. Video
6. A middle school teacher has one computer in the classroom that is connected to the Internet. Which of the following would be the most effective plan for students use of this computer?
- A. As a reward for superior performance.
  - B. For research activities.
  - C. To complete drill-and-practice activities.
  - D. To practice basic computer skills.
7. Critical thinking about the content learners are studying require the use of \_\_\_\_\_ tool.
- A. mind
  - B. conference
  - C. conversational
  - D. visualization
8. The most fundamental element and effective means of communicating refers to ....
- A. animations.
  - B. audio.
  - C. graphics.
  - D. text.
9. The main concept of integrating technology in the classroom is .....
- A. debate on practices.
  - B. encourage students to explore.
  - C. inadequacy of resources.
  - D. lack of funding.
10. The following are dynamic multimedia elements **except** \_\_\_\_\_.
- A. Graphics
  - B. Video
  - C. Audio
  - D. Animation

Items 11 to 15 consist of three columns labeled Responses, Term and Definition. Match each term with the appropriate definition by writing the letter of the alphabets in the appropriate box of the Responses column.

S/N	Responses	Term	Definition
11.		Text	A. Teaching program that helps individuals learn about a product. B. Photographic images played back at speeds of 15 to 60 frames per second to provide the appearance of motion in real time. C. Digitized music, speech, or other sounds stored and produced by a computer. D. Characters used to create words, sentences, and paragraphs; a fundamental element in digital media. E. Digital representation of non-text information, such as a drawing, chart, or photograph. F. A series of images put together to give the effect of movement.
12.		Graphic	
13.		Tutorial	
14.		Audio	
15.		Video	

Items 16 to 20 are statements. Read each statement carefully and indicate whether it is True or False under the Response column.

S/N	Statement	Response
16.	Hypertext could produce information overload and user disorientation.	
17.	Multimedia promotes reflective thinking.	
18.	Multimedia learning is akin to passive learning.	
19.	Video is a visual multimedia application that combines a sequence of images to form moving pictures and sound.	
20.	Digital story telling do <b>not</b> provide authentic learning experiences for learners.	

