Appendix D

The Final Achievement Test

University of ……..

Educational College

Educational Technology Department

The final exam for the Computer in Education for the Fall semester 2019

Name……. University ID No…….

Put "True" or "false" in front of the following sentences.

1- The use of computers in education would make the role of the teacher unnecessary (False)

2- The capacity of the Compact Disc "CD" is bigger than the floppy disk (True)

3- One good criterion for building educational software is having the opportunity to quit (exit) the software at any time (True)

4- RAM memory stores temporary information and loses its contents once the computer is turned off (True)

5- Simulation strategy helps in situations where an explanation is required for things or objects that cannot be seen (True)

6- Final evaluation (summative) is done during the process of building the program continuously (False)

7- The process of developing educational software goes through only one stage (False)

8- One of the most important criteria for the success of educational software is to ensure the positivity of the learner in education (True)

9- It is not necessary to mention the educational goals for students in software (False)

10- In educational software learners with special talents should be treated in a different way (True)

11- Using examples related to the learner's environment is better than using fictional examples in educational software (True)

12- Many sound effects, graphics and colors should be used in the software to attract students' attention (False)

13- The educational software should be presented to experts at the implementation stage of building (False)

14- Computers were invented for creating social networks (False)

15- The term virtual reality falls under the educational games strategy (False)

Choose the correct answer

16- For a student's performance to reach the mastery level, the following strategy should be used

A- Drill and Practice

B- Tutorial

C- Simulation

D- Instructional Games

17- …… Indicates the speed of the computer

A- Cached Memory

B- ROM

C- CPU

D- Storage Unites

18- ……is the stage at which design requirements are compiled and objectives are formulated

A- Analysis and design

B- Development

C- Implementation

D- Evaluation

19- One of these tools is not an output tool

A- Headphones

B- Screen

C- Scanner

D- Printer

20- One of the computer software components

A- Operation systems

B- CPU

C- ROM

D- RAM

21- The …….memory retains basic startup data and does not lose its contents when the device is turned off

A- ROM

B- Cache

C- Hard disks

D- RAM

22- ……is a term used for the learning environment that provides direct interactions between the learner and the computer:

A- CMA

B- CMS

C- CAI

D- IAC

23- …… is a strategy that presents new information that has never been learned

A- Drill and Practice

B- Tutorial

C- Simulation

D- Instructional Games

24- All screens provide a single sequence for all learners in the …… style

A- Branching

B- Linear

C- Diverging

D- Conditional

25- ……. is a strategy that provides information and questions about a topic that has been explained by the teacher

A- Drill and Practice

B- Tutorial

C- Simulation

D- Instructional Games

26- ….is a strategy that allows the learner to make mistakes that do not have serious consequences

A- Drill and Practice

B- Tutorial

C- Simulation

D- Instructional Games

27- In the ……. stage, the designer presents a complete picture about the software project

A- Analysis

B- Design

C- Development

D- Implementation

28- One of the software components of the computer is …….

A- RAM

B- Storage Units

C- PowerPoint presentations

D- CPU

29- Which of the following statements is true about using computers in education

A- It decreases the number of workers

B- It's developments of cognitive skills

C- It helps the instructor present information clearly

D- All the above

30- The ……. strategy improves students' logical thinking

A- Drill and Practice B- Simulation C- Problem Solving D- Instructional Games