

RAJARATA UNIVERSITY OF SRI LANKA FACULTY OF APPLIED SCIENCES

B.Sc. (Four year) Degree in Information and Communication Technology

Fourth Year – Semester I Examination – June/July 2018

ICT 4201 - ICT FOR EDUCATION

Answer all questions

Time: Two (2) hours

1.

a) How blended learning is making an impact inside and outside the classroom? Explain using your own experience as an undergraduate.

(6 Marks)

b) In what way should the role of students and teachers change in order to enhance the quality of an e-learning course? Explain.

(5 Marks)

c) Today the word "facilitator" has emerged as an alternative to "teacher", explain how the role facilitator differs from the teacher.

(6 Marks)

d) Differentiate 'Teacher- and Classroom-Centered Instructional Design' and 'Student-and Learning-Centered Instructional Design'.

(8 Marks)

2.

a) Today babies to school age children are digital consumers. We can use Web 2.0 technology to enhance their learning experience. Discuss using four (04) examples.

(6 Marks)

b) What would be the future of web? How will it affect the education?

(4 Marks)

c) What is pedagogy? Differentiate pedagogy versus andragogy.

(7 Marks)

d) Explain the importance of post course evaluation for e-learning course. Discuss four sections that you cover through the post course evaluation.

(8 Marks)

3.

- a) Why is it important to follow an instructional design model in e-learning environment?

 (6 Marks)
- b) Explain Behaviorism, Cognitivism & Constructivism and their usability in distance learning.

(6 Marks)

c) Using Kirkpatrick's model, describe four levels of evaluation.

(5 Marks)

d) Compare the Kemp's model with ADDIE model with respect to: comprehensiveness, simplicity, and feasibility.

(8 Marks)

4.

a) Explain the correct and ethical usage of copyright materials in an e-learning environment?

(6 Marks)

b) What is SCORM? Explain four ilities of SCORM.

(8 Marks)

c) How does interoperability of Common Cartridge compare to interoperability of SCORM?

(5Marks)

d) A great way to integrate technology into a lesson is to use the Technology, Pedagogy and Content Knowledge. Discuss.

(6 Marks)

END