Default for ECE223 The default category for questions shared in context 'ECE223'. Fill in the Blank (FBQs) FBQ1 The urge in children to always find out why certain things are the way they are is called
inquisitiveness 1.0000000 *curiosity* 1.0000000 FBQ2 Children are biologically prepared to learn about the
world 1.0000000 *environment* 1.0000000
0.0000000 FBQ3 Children learn best from
personal experience 1.0000000
0.0000000 FBQ4 Science teaching at the preschool level requires a lot of
practice 1.0000000
0.0000000 FBQ5 The two basic concepts underlying human growth and development are maturation and
learning 1.0000000
0.0000000 FBQ6 A relatively permanent change in behaviour arising from experience is
learning 1.0000000
0.0000000 FBQ7 An important thing that a teacher must consider in a child's learning capacity is
readiness 1.0000000
0.0000000 FBQ8 The direction of a child's growth is from the general to the
specific 1.0000000 FBQ9 Growth refers to increase in size, weight and

0.000000

```
FB017
Operant conditioning was popularised by an American psychologist called _____
*B. F. Skinner*
1.0000000
*Skinner*
1.0000000
FBQ18
Children experience complex behavioural responses at successive stages of ____
*maturation*
1.0000000
0.0000000
FBQ19
Children learn best when they engage in ____ activities.
*play*
1.0000000
0.000000
0.000000
FBQ20
All the pre-academic skills supposed to be acquired by children should be at the
age of _____ years.
*4*
1.0000000
*four*
1.0000000
FBQ21
Montessori method is based on \_\_\_ teaching methods.
*activity-based*
1.0000000
0.0000000
FBQ22
A child playing alone with his or her hands, hair, toys, toes and other objects
around him/her is engaging in ____ type of play.
*solitary*
1.0000000
0.000000
FB023
The type play that children engage in when they interact with others is called
____ play.
*associated*
1.0000000
0.0000000
FB024
In children, parallel play may also lead to ____ play in the form of playing
games together.
*cooperative*
1.0000000
0.000000
FB025
The process of manipulation and interaction with objects and socialization with
```

others facilitates
learning 1.0000000
0.0000000
0.0000000 FBQ26 The basic factors that affect learning are organismic and traits.
phenotypic 1.0000000
0.0000000
0.0000000 FBQ27 the act asking questions and making enquiry about something is called learning by *inquiry*
1.0000000
0.0000000 FBQ28 The cognitive theory of learning has room for
movement 1.0000000 *motion* 1.0000000 FBQ29 The constant state of growth and change in children is otherwise called
metamorphosis 1.0000000
0.0000000 FBQ30 Classical conditioning as a kind of learning was first observed and demonstrated by
Ivan Pavlov 1.0000000 *Pavlov* 1.0000000
0.0000000 FBQ31 The use of leads to pain and unpleasantness while discouraging a given behaviour.
punishment 1.0000000
0.0000000 FBQ32 The phenomenon where the same response is learned for an entire class of situation is called
concept learning 1.0000000

```
0.0000000
FBQ33
Learning about the relationship between two or more concepts is called _____
*rule learning*
1.0000000
FBQ34
   _ method infuses activities with learning.
*play*
1.0000000
0.000000
FBQ35
The Nigerian public school education is traditionally ____
*age graded*
1.0000000
0.000000
0.000000
Multiple Choice Questions (MCQs)
A term that describes the activities and strategies adopted in learning is
called _
Theory
0.0000000
Model
0.000000
Approach
0.0000000
learning style
1.0000000
MCQ2
Learning is through the following except _____
Summary
1.0000000
Exploration
0.000000
Discovery
0.0000000
Experimentation
0.000000
Referential association facilitates the following but _____
Rhymes
0.0000000
Play
1.0000000
Songs
```

```
0.0000000
Anecdotes
0.0000000
MCQ4
Learning that is enhanced by meaningful stories entrenched in a learning task is
questioning technique
0.0000000
learning technique
0.0000000
anecdote technique
1.0000000
rhyme technique
0.0000000
MCQ5
Which of these makes new events and experiences more meaningful to children?
Anecdote
0.0000000
rhymes and songs
1.0000000
Questioning
0.0000000
Interview
0.000000
MCQ6
Children learn best when they are ___
Arguing
0.000000
Debating
0.000000
Playing
1.0000000
Singing
0.000000
MCQ7
Preschool children should be allowed to play with these except _____
Water
0.0000000
Sand
0.000000
Clay
0.000000
```

Stick

```
1.0000000
Growth in individuals involves the following except _____
Size
0.0000000
Height
0.000000
Weight
0.000000
Development
1.0000000
MCQ9
Movement towards mature and competent level of functioning is ___
Development
1.0000000
Growth
0.0000000
maturity level
0.000000
Learning
0.0000000
MCQ10
A relatively permanent change in behaviour arising from experience is called
Development
0.000000
Learning
1.0000000
Growth
0.000000
Exploration
0.000000
MCQ11
Preschool children are also referred to as ____ pupils.
primary school
0.0000000
nursery school
1.0000000
secondary school
0.000000
Crèche
0.000000
```

MCQ12

A behavioural phenomenon that leads to permanent change in a child's behaviour is called
Behaviour
0.0000000 Play
0.0000000 Learning
1.0000000 pre-school
0.0000000 MCQ13 A child's own active participation in manipulation of objects enhances
Play
0.0000000 Learning
1.0000000 quick walking
0.0000000 cooperation behaviour
0.0000000 MCQ14 The act of playing side by side with other children is called
solitary play
0.0000000 cooperative play
0.0000000 associated play
0.0000000 parallel play
1.0000000 MCQ15 Which of the following facilitates the achievement of preschool learning goals?
Play
1.0000000 Toy
0.0000000 Exercise
0.0000000 Talking
0.0000000 MCQ16 Adequate and well-designed play materials help children to
acquire knowledge

```
1.0000000
Walk
0.0000000
Play
0.0000000
relate to others
0.000000
MCQ17
A situation where children spend most of their time watching others is called
solitary behaviour
0.0000000
parallel behaviour
0.0000000
onlooker behaviour
1.0000000
cooperative behaviour
0.0000000
MC018
Which of the following is not a stage of play in the pre-school years?
solitary play
0.0000000
creativity play
1.0000000
parallel play
0.0000000
cooperative play
0.000000
Through playful activities, a child is learning __
personality differences
1.0000000
Poetry
0.0000000
Indolence
0.0000000
Grammar
0.0000000
MCQ20
As a child starts to walk, he/she demonstrates the following except _____
Mobility
0.0000000
```

less dependence

```
0.0000000
active play
0.000000
useless play
1.0000000
MCQ21
Childhood play is not a mere pleasure but a ____ in nature
Right
0.000000
Show
0.000000
Creativity
1.0000000
Goof
0.000000
MCQ22
The act of learning in children is usually through _
Crying
0.000000
Play
1.0000000
Imitation
0.0000000
Creativity
0.000000
MCQ23
Which of these is not water playing toy for the children?
climbing sticks
1.0000000
Jars
0.000000
Cups
0.000000
Sieve
0.000000
MCQ24
Which of the following is not a learning centre in outdoor learning environment?
fire area
1.0000000
kitchen area
0.000000
science area
```

```
0.0000000
mud area
0.0000000
MC025
These are materials in the day care institutions except _____
first aid box
1.0000000
music box
0.000000
green plants
0.0000000
record player
0.000000
MCQ26
As children grow older, they require a ____ for learning.
Playground
0.000000
Stadium
0.0000000
Dormitory
0.0000000
conducive environment
1.0000000
MCQ27
teaching of science in the nursery schools is dependent upon children's
willingness to engage in _
Play
0.000000
working together
0.0000000
Practice
1.0000000
Talking
0.000000
The surrounding of a school is the ____
Premises
0.0000000
Environment
1.0000000
Playground
0.000000
```

Classroom

0.0000000 $$ MCQ29 $$ One of the activities that help children in managing heights and body control is
Walking
0.0000000 Playing
0.0000000 Climbing
1.0000000 Fighting
0.0000000 MCQ30 Human growth and development hinges on
learning and play
0.0000000 maturation and learning
1.0000000 walking and playing
0.0000000 height and age
0.0000000 MCQ31 One of the important characteristics of learning is
Playing
0.0000000 Arguing
0.0000000 Generosity
0.0000000 Generalisation
1.0000000 MCQ32 Learning in children can be done through the following mens except
Anecdotes
0.0000000 Rhymes
0.0000000 Songs
0.0000000 Fighting
1.0000000 MCQ33 These are stimulus-response (S-R) sub-theories of learning except

```
Motion
1.0000000
Stories
0.0000000
Inquiry
0.0000000
Curiosity
0.0000000
MCQ34
One of the objectives of this course (ECE 223) is to _
explain the relationship between play and learning
1.0000000
discuss play as a dangerous concept
0.000000
show the relevance of education
0.000000
identify the features of education
0.0000000
MC035
Predictability in environmental issues assists children in developing stability
and
Knowledge
0.000000
Creativity
0.000000
Play
0.000000
Confidence
1.0000000
19/11/2019, 15:05 - Seniorman:
20/11/2019, 08:36 - New TMA Agent Martins: top
Default for CIT215
The default category for questions shared in context 'CIT215'.
top
Default for CIT215
The default category for questions shared in context 'CIT215'.
No questions imported because the language of the labels in the Word file does not match your current Moodle interface language. "" != "en" No questions
imported because the language of the labels in the Word file does not match your
current Moodle interface language. "" != "en"
No questions imported because the language of the labels in the Word file does
not match your current Moodle interface language. "" != "en" No questions
imported because the language of the labels in the Word file does not match your
current Moodle interface language. "" != "en"
Fill in the Blank (FBQs)
Typically, the ___ language is the only language understood by computers
```

Machine 1.0000000
0.0000000 FBQ2 The Decision is frequently used in flow charts
Box 1.0000000
0.0000000
0.0000000 FBQ3 The inventor of the first mechanical adding machine was Pascal
Blaise 1.0000000
0.0000000 FBQ4 The level language does not go through interpreter, compiler and Assemble
low 1.0000000
0.0000000 FBQ5 The Language used to solve Computer mathematical Computations is termed as
FORTRAN 1.0000000
0.0000000 FBQ6 Unsigned integers in C++ are Non Numbers
Negative 1.0000000
0.0000000
0.0000000 FBQ7 The precise HTML tag for the largest heading is written as
*
* 1.00000000 *H1* 1.0000000 *H1* 1.0000000 FBQ8 A series of step-by-step instructions that provides a solution to a particular problem and directs the computer on what to do is referred to as a
PROGRAM 1.0000000
0.0000000 FBQ9 One of the major strengths of a computer is its ability to repeat selected instructions with different

data 1.0000000
0.0000000 FBQ10 Programs are those that perform specific computational tasks or data
processing to solve user's problems
Application 1.0000000
0.0000000 FBQ11 Anis a prescribed set of well-defined rules or instructions for the solution of a problem in a finite number of steps
Algorithm 1.0000000
0.0000000 FBQ12 Thestatement is simply a comment statement that provides information about the program or any of its segments to the programmer
REM 1.0000000 *REMark* 1.0000000 FBQ13
A set of variables with the same name and different subscripts is called an
ARRAY 1.0000000
0.0000000 FBQ14 Errors in programs are usually called bugs and the process of removing errors in your programs is called
debugging 1.0000000
0.0000000 FBQ15
The need to represent instructions in one form of code or the other gave birth to the notion of Programming Language and the first form of these codes became what is called the Language
The need to represent instructions in one form of code or the other gave birth to the notion of Programming Language and the first form of these codes became
The need to represent instructions in one form of code or the other gave birth to the notion of Programming Language and the first form of these codes became what is called the Language *Machine*

Process

1.0000000
0.0000000
0.0000000 FBQ17 The first tag in any HTML document is written as ?
1.0000000 *HTML* 1.0000000 FBQ18 Translator which is used to convert codes of assembly language into machine language is termed as
Assembler 1.0000000
0.0000000 FBQ19 Higher-order functions are not built into the language
structural 1.0000000
0.0000000
0.0000000 FBQ20 In a flowchart, the diamond symbol implies a
decision 1.0000000
0.0000000 FBQ21 The MathCad is an Interpretive application capable of solving a wide range of mathematical and statistical problems
software 1.0000000 *program* 1.0000000 FBQ22 unit retains processed information until it can be placed on output devices by output
memory 1.0000000
0.0000000 FBQ23 The ADA language is based on
Pascal 1.0000000
0.0000000 FBQ24 Procedural languages contain systematic order of
Statements 1.0000000
0.000000

FBQ25 Receiving section obtains information fromdevices
input 1.0000000
0.0000000
0.0000000 FBQ26 Dividing a program into functions and modules is one of main feature oflanguage
structural 1.0000000
0.0000000
0.0000000 FBQ27 computer is a device that can perform computations and make statements
logical 1.0000000
0.0000000 FBQ28 Main memory of computer is termed as memory
primary 1.0000000
0.0000000 FBQ29 Open source operating system includes
Linux 1.0000000
0.0000000 FBQ30 Data which are not actively being used by particular units are placed on storage unit
secondary 1.0000000
0.0000000
0.0000000 FBQ31 Systems that make computers more convenient to use by users, application developers and system administrators etc. is termed as system
operating 1.0000000
0.0000000 FBQ32
programming language has been fundamentally derived from the original C language which was published by B.W. Kernighan and D. M. Ritchie in 1978

```
*C++*
1.0000000
0.0000000
FB033
HTML tags are surrounded by _____ type of brackets?
*Angle*
1.0000000
0.0000000
FBQ34
HTML is what type of language?
*Markup*
1.0000000
*Mark up*
1.0000000
*Mark-up*
1.0000000
FBQ35
Ordinarily, the __ tag is used to display a picture in a HTML page.
*img*
1.0000000
0.0000000
0.0000000
Multiple Choice Questions (MCQs)
MCQ1
Which of the following represents the acronym COBOL?
Common Business Oriented Language
1.0000000
Coupled Business Oriented Language
0.000000
Communication Business Oriented Language
0.0000000
Common Base Oriented Language
0.000000
MCQ2 The Bit is a ____
hexadecimal digit
0.0000000
octal digit
0.000000
binary digit
1.0000000
decimal digit
0.0000000
MCQ3 Typically, the programming language which is used to teach structured
programming is the ____
FORTRAN
1.0000000
C0B0L
0.000000
Pascal
0.000000
Ada
0.000000
```

```
MCQ4 Digits, letters and special symbols are known as
Bits
0.0000000
Characters
1.0000000
Fields
0.000000
Records
0.000000
MCQ5 C++ uses the _____ type of Code
ASCII
1.0000000
BSCII
0.0000000
FSCII
0.0000000
GSCII
0.000000
MCQ6 FORTRAN was developed by _
Apple
0.000000
Google
0.0000000
IBM
1.0000000
Black berry
0.000000
MCQ7
Several related fields can be used to compose a _
bit
0.000000
character
0.0000000
field
0.0000000
record
1.0000000
MCQ8 A particular machine language of a specific computer can be used on ___
various computers
0.000000
that computer only
1.0000000
memory
0.000000
ALU
0.000000
MCQ9 A group of related records is termed as ___
File
1.0000000
character
0.0000000
field
0.0000000
record
0.000000
MCQ10
Which of the following is an Operating System?
```

Word Processing Software

```
0.0000000
Database
0.0000000
Electronic Spread sheet
0.0000000
Linux
1.0000000
MCQ11
Which of the following completes the set of a computer system?
Hardware
0.000000
Operating System Software
0.000000
Application Software
0.0000000
All of the options
1.0000000
MC012
The complete computer programming is majorly comprised of:
System Programming
0.0000000
Application Programming
0.0000000
None of the options
0.000000
All the options
1.0000000
MCQ13
    _{	extstyle} programs constitute the driving force behind 'tile operations of the
Computer System
Editing
0.0000000
Application
0.000000
System
1.0000000
Queued
0.000000
MCQ14
Which of the following options is not one of the basic principles of
programming?
Reliability and Performance
0.000000
```

Maintainability and Portability

```
None of the options
1.0000000
All of the options
0.0000000
MCQ15
Which of the following is not an advantage of a Machine Language?
Fast execution speed
0.000000
Totally machine-dependent
1.0000000
Programmer's full control of the Computer and its capabilities
0.000000
None of the options
0.0000000
MCQ16
The hierarchy of languages that is closer to the Machine Language is the
       _ Language
High level
0.0000000
Low level
0.000000
Assembly
1.0000000
All of the options
0.000000
MCQ17
Mnemonic means a _____ aid
memory
1.0000000
Input
0.000000
Output
0.0000000
Scanner
0.0000000
MCQ18
        is specially designed to facilitate the use of the hardware and to make
the Computer System function efficiently and run quickly.
Monitor
0.000000
application
```

0.0000000

0.000000

```
system
1.0000000
keyboard
0.0000000
MC019
The basic characteristic layers of a simple 4GL are the following EXCEPT:
Database
0.000000
Data Communication
0.000000
Data Processing and End User Facilities (EUF)
0.000000
None of the options
1.0000000
MCQ20
The following are the merits of Assembly Language: EXCEPT
It is efficient in processing time and in the use of memory space.
0.000000
It encourages Modular Programming, where programs are broken into modules
0.0000000
It provides an error listing which is useful in debugging
0.000000
Assembly Language is machine-dependent
1.0000000
MCQ21
A programming paradigm based on concept of "objects", which may contain
attributes and code in form of procedures is called ?
object oriented programming
1.0000000
Structured Query programming
0.000000
Procedural Programming
0.000000
All of the options
0.000000
MCQ22 Variable declared outside of a function or a block is called
local variable
0.0000000
global variable
1.0000000
variable
0.0000000
string
0.0000000
MC023
Which of the following is a mark -up language?
```

```
1.0000000
Java
0.0000000
SQL
0.000000
All of the options
0.000000
MCQ24
Which of the following is an object-oriented language?
HTML
0.000000
Java
1.0000000
SQL
0.0000000
All of the options
0.0000000
MCQ25
Essentially, the __ is a query Language
HTML
0.0000000
Java
0.000000
SQL
1.0000000
All of the options
0.000000
The following are iterative structures in Pascal: EXCEPT ?
FOR loop
0.000000
WHILE loop
0.000000
REPEAT loop.
0.0000000
None of the options
1.0000000
MCQ27
The attractive features of C++ is ?
that the language is procedural
0.0000000
That the language query language
```

HTML

0.0000000 that the language offers good facilities for Object-Oriented Programming
1.0000000 All of the options
0.0000000 MCQ28 The network of sub-networks of computers across the world is called the
WWW
0.0000000 Web Browser
0.0000000 INTERNET
1.0000000 Web Page
0.0000000 MCQ29 The following are Web Browsers EXCEPT?
Microsoft internet Explorer
0.0000000 Safari
0.0000000 Netscape Navigator
0.0000000 Mozzarella Firefox
1.0000000 MCQ30 Visual Basic is a tool that allows you to develop application in a
Real Time
0.0000000 Graphical User Interface
1.0000000 Character User Interface
0.0000000 None of the options
0.0000000 MCQ31 In Visual Basic, a variable name cannot be more than characters
255
1.0000000 300
0.0000000

```
0.0000000
400
0.0000000
MC032
The variable that does not change the value during execution of program is
Numeric
0.000000
String
0.000000
Constant
1.0000000
None of the options
0.000000
MCQ33
In Visual Basic _____ is the extension to represent project file
.frm
0.0000000
.vbp
1.0000000
.cls
0.0000000
.vb
0.000000
MCQ34 What is the output of the following code?A=[0 0 0; 0 9 0; 1 2 3]; nnz[A]
0.000000
0.000000
0.0000000
Error
1.0000000
MCQ35
MathCad is a very powerful tool capable of doing the following, EXCEPT?
Animation and Data Analysis
0.0000000
Plotting Graphics and Solving Equations
0.000000
Programming
0.0000000
None of the options
1.0000000
```