FEDERAL UNIVERSITY OF TECHNOLOGY

DEPARTMENT OF EDUCATIONAL TECHNOLOGY

FIRST SEMESTER EXAMINATION 2016/2017 SESSION

COURSE – PROGRAMMED AND COMPUTER ASSISTED INSTRUCTION

COURSE TITLE – EDT511    TIME ALLOWED – 2HRS

CREDIT – 3UNITS

INSTRUCTION – Attempt ANY three (3) questions in all. QUESTION 4 IS COMPULSORY

1. Computer has various strategies for teaching it, explain with example in details Drill and Practice, putting in mind the forms of Drill and Practice, advantage and disadvantage of Drill and Practice.

2. Simulation is the imitation of the real-world process of system over time. Therefore Computer simulation attempt to model a real-life or hypothetical situation on a computer, with the aid of example give a detailed account of a computer simulation.

3. A game is structured form of play, and usually undertaking for enjoyment and sometimes used as an educational tool. Game are distinct from work (job). Discuss.

4. Write short note on the following:
   i.    CAI
   ii.   CBI
   iii.  Computer
   iv.   Programme
   v.    COBOL
   vi.   FORTRAN
   vii.  Application Programme
   viii. System Program
   ix.   UNIX
   x.    LINUX
   xi.   MAC OS
   xii.  PI
   xiii. Programed Instruction Network
   xiv.  LAMS
   xv.   LD
   xvi.  CALL
   xvii. Fuzzy
   xviii. CF
   xix.  BASIC

5a.   Computer network consist of two or more computer that are linked in other to share resources. Discus 5 Advantages of Computer Networking

5b. There are 7 basic rationales for teaching computer in our schools. Discuss any 5 rationales for teaching computer in our school

5c. There are many challenges facing the integration of computer into teaching and learning in our school, discuss major challenges observed.

**GOOD LUCK!!!!!!**