

**BINDURA UNIVERSITY OF SCIENCE EDUCATION**  
**FACULTY OF SCIENCE EDUCATION**  
**EDUCATIONAL TECHNOLOGY DEPARTMENT**  
**BACHELOR OF SCIENCE EDUCATION IN COMPUTER SCIENCE**

JUN 2025

**PDE511 Methods of Teaching Computer Studies**

**Time 3 hours**

**Instruction to candidates**

**Answer all questions, each question carries 20 marks**

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**Question 1**

- a. Explain **three** advantages of integrating technology in teaching. [8]
- b. Compare and Contrast Teacher-Centered and Student-Centered Teaching Approaches. [12]

**Question 2**

- a. Explain **five** Different Instructional Methods Used in Teaching and Their Effectiveness.[10]
- b. Discuss the following learning techniques stating their advantages and disadvantages.
  - i. Role play [5]
  - ii. Inquiry-Based Learning [5]

**Question 3**

- a. Discuss the benefits of using project-based learning (PBL) in the computer science classroom. Provide examples to support your answer. [5]
- b. Discuss the challenges of using project-based learning (PBL) in the computer science classroom. Provide examples to support your answer. [5]
- c. How can teachers make computer science education more inclusive and accessible to all students, including those from underrepresented backgrounds? [10]

**Question 4**

- a. Discuss the positive contributions which have been brought in Education advancements through Artificial Intelligence. [10]
- b. Define flipped learning. [2]
- c. How would apply flipped classroom in your teaching. [8]

**Question 5**

Discuss the following instructional strategies

- i. concept-mapping, [5]
- ii. direct instruction, [5]
- iii. discovery learning, [5]
- iv. experiment [5]

**END OF EXAMINATION**

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