

**BINDURA UNIVERSITY OF SCIENCE EDUCATION**

**FACULTY OF SCIENCE EDUCATION**

**EDUCATIONAL TECHNOLOGY DEPARTMENT**

**BACHELOR OF SCIENCE EDUCATION IN COMPUTER SCIENCE**

**EDT 201 Advanced Pedagogies in Computer Science**

**Time 3 hours**

**Instruction to candidates**

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

*AUG 2024*

---

---

**Question 1**

- a. How does MOOC support Social Learning theory? [5]
- b. Explain the following terms:
  - i. Synchronous online learning. [5]
  - ii. Asynchronous online learning. [5]
  - iii. Adaptive learning. [5]

**Question 2**

- 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 3

- a. Why should educators study pedagogy? [2]
- b. Why are our schools finding it difficult to adopt new technologies in teaching and learning? [10]
- c. Discuss **five** characteristics of an innovative classroom. [8]

### Question 4

- a. Discuss the following learning techniques stating their advantages and disadvantages.
  - i. Role play. [5]
  - ii. Inquiry-Based Learning. [5]
  - iii. Mind map. [5]
  - iv. Peer to Peer learning. [5]

### Question 5

- a. Define micro-teaching. [2]
- b. Discuss **five** advantages of micro teaching. [8]
- c. How does the technology expand the dimensions of the classroom space? [10]

**END OF EXAMINATION**