AKENTEN APPIAH-MENKA UNIVERSITY OF SKILLS TRAINING AND ENTREPRENEURIAL DEVELOPMENT
INSTITUTE FOR TEACHER PROFESSIONAL DEVELOPMENT AND LIFELONG LEARNING (ITPDLL)
END OF FIRST SEMESTER EXAMINATION 2024/2025

COURSE CODE	EUT 233

... For Upper Primary

SECTION A (20 MARKS)

Each of the questions below is followed by four options, lettered A, B, C, and D. Choose the option that best completes each statement and write the letter A, B, C, or D of the option you have chosen in your Answer Booklet.

1. The colour scheme that consists of colours adjacent to each other on the colour wheel is called…
   a) Analogous
   b) Complementary
   c) Grayscale
   d) Monochromatic

2. Which principle of design helps create an organized and structured page layout?
   a) Alignment
   b) Contrast
   c) Proportion
   d) Repetition

3. According to Dale's Cone of Experience, which learning method has the highest retention rate?
   a) Listening to lectures
   b) Participating in hands-on activities
   c) Reading textbooks
   d) Watching videos

4. What role does video play in overcoming physical limitations? It …
   a) It allows learners to experience complex or dangerous events safely
   b) It discourages student participation in class discussions
   c) It limits learning experiences to textbooks
   d) It removes the need for hands-on practice

5. What are Realia in instructional media?
   a) A method of online learning
   b) The use of only electronic devices for learning
   c) The use of tangible, real-life objects for teaching
   d) The use of virtual reality in education

6. Blended learning is a …
   a) form of education that only uses books
   b) mix of fully online learning experiences
   c) mix of in-person and online instruction
   d) method of replacing teachers with technology

7. Which of the following is a file format for graphics?
   a) .jpeg
   b) .mp3
   c) .mp4
   d) .wav

8. What is the most common way to discover a media type?
   a) By file extension
   b) By file location
   c) By filename
   d) By software that created the file

9. A high school wants to take advantage of distance learning courses offered at a local community college. However, the video being displayed at the high school is halting, and the video and audio are out of sync. Which of the following factors is most likely causing the problem?
   a) Amount of available bandwidth at the high school
   b) Computer platform incompatibility between the two locations
   c) Quality of the video camera used at the college
   d) Resolution of the display

10. The zone of proximal development is…
    a) The gap between what the child can do on their own and what they cannot do without assistance
    b) The intelligence level the child is projected to be at a given point
    c) The most a child can learn in a given day
    d) What the child already knows

11. What is the second step involved in the multimedia development process?
    a) Choosing the tools and creating the content
    b) Defining Audience
    c) Design and Storyboarding
    d) Multimedia Authoring

20. What does good breathing help with in audio presentations?
   a) Avoiding pauses
   b) Creating a clear and confident voice
   c) Enhancing volume
   d) Preventing script errors

SECTION B (5 MARKS)

This section contains statements. Write true or false for each of the following statements

21. Bitmap images require less storage than vector graphics.
22. Constructivist learning encourages students to memorize facts rather than engage in critical thinking.
23. All instruction involves teaching, but not all teaching is considered instruction.
24. Instructional design is primarily focused on content delivery rather than learner performance.
25. VLC is primarily used for editing raster images.
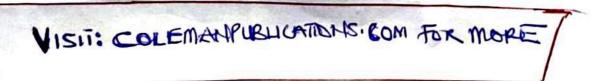
SECTION C (5 MARKS)

This section contains two columns, columns A and B. You are to match items in Column A with those in Column B.

Column A	Column B
26. Inclusive Education	A. A model that shows how an object operates, such as a circulatory system replica.
27. Models	B. A classroom setup where students with and without disabilities learn together.
28. Diorama	C. Artificial figures controlled by a person to aid in storytelling and role-playing
29. Puppets	D. Miniature representations of real objects used in teaching
30. Working Model	E. A teaching tool where small figures are arranged in a 3D scene.
	F. A model that shows how an object operates, such as a rotational system of replication.

SECTION D (10 MARKS)

Provide short answers to the following questions

31. The instructional media property which has photographic film, audio tape and video tape as its raw materials is the ....

32. The principle of visual design that helps create interest in a design by making elements very different rather than slightly different is ....

33. In effective communication, ... is important to confirm that the receiver has understood the message.

34. Any tool, device, or software that helps individuals with disabilities perform tasks that might otherwise be difficult or impossible is known as ....

35. Many educational tools provide .... feedback on assignments, helping students correct mistakes instantly.

36. Multimedia is a combination of ....images, audio, and video.

37. A storyboard is a ....of sketches and text that outlines the sequence of events in a multimedia project.

38. A...............................is a software tool used to create and edit multimedia presentations.

39. The process of adding music, sound effects, and voiceovers to a multimedia project is called...............................

40. ....is the ability of a multimedia project to be easily used and navigated by the user.

SECTION E (20 MARKS)

Answer only One question from this section

41.

a. Explain the difference between Technology *of* Education and Technology *for* Education. [4 marks]

b. Explain three (3) barriers to developing multimedia resource and use. Suggest strategies to overcome such barriers. [6 marks]

c. State the difference between multimedia and interactive multimedia? [2 marks]

d. Explain the relevance of following the elements in multimedia applications for teaching and learning. [8 marks]

   (i) Audio

   (ii) Video

   (iii)Animation

   (iv)Graphics