NAMIBIA UNIVERSITY
OF SCIENCE AND TECHNOLOGY

FACULTY OF COMMERCE, HUMAN SCIENCES AND EDUCATION

DEPARTMENT OF TECHNICAL AND VOCATIONAL EDUCATION AND TRAINING

QUALIFICATION: DIPLOMA IN TECHNICAL AND VOCATIONAL EDUCATION AND TRAINING: TRAINER	
QUALIFICATION CODE: 06DTVT	**LEVEL:** 6
COURSE NAME: EDUCATIONAL TECHNOLOGY	**COURSE CODE:** EDT510S
DATE: JULY 2022	**SESSION:** PAPER TWO
DURATION: 3 HOURS	**MARKS:** 100

SECOND OPPORTUNITY EXAMINATION QUESTION PAPER	
EXAMINER(S)	Mrs J. Eiseb
MODERATOR	**Mr N. Abraham**

INSTRUCTIONS
1. Answer ALL the questions.
2. Read all the questions carefully before answering.
3. Number the answers the same as on the question paper.
4. Please ensure that your writing is legible, neat, and presentable.
5. All answers should be limited to the software and technologies as discussed in this course.

THIS QUESTION PAPER CONSISTS OF _3_ PAGES (Including this front page)

Question 1

Collaborative software has many advantages and can enhance teaching and learning.

1.1.   Identify one collaborative software.   [2]

1.2.   Describe how this software works.   [5x2=10]

1.3.   Create a task in which trainees would need to use the collaborative application.

[5x2=10]

Question 2

2.1.   Briefly describe what is PowToon?   [5x2=10]

2.2.   Name two (2) differences between PowToon and PowerPoint.   [2x2=4]

Question 3

3.1. Explain what the **flipped classroom** approach is and how it works.   [6x2=12]

3.2. Create an example of a task that makes use of the flipped classroom approach.   [5x2=10]

Question 4

What is the application Google Forms? How can it be used for assessment?   [5x2=10]

Question 5

There are various software and tools available for presentations.

5.1.   Identify one presentation software.   [2]

5.2.   Briefly describe how this tool works.   [5x2=10]

5.3.   Why would a trainer want to use this presentation tool?   [4x2=8]

Question 6

State if the following statements are true or false.   [6x2=12]

6.1.   Educational technologies enhance the teaching of TVET content.

6.2.   The following are the only software available for vocational training: desktop, presentation, spreadsheet, colour mixing, modelling and diagnostic.

6.3.   Hardware and bandwidth are the only factors that hinder the use of video conferencing in VET.

6.4.   Augmented reality applications augment or insert virtual reality into the real world.

6.5.   Augmentation is the last level of the SAMR model.

6.6.   3D printing produces 2-dimensional pictures.