

UNIVERSITY OF ESWATINI
FACULTY OF EDUCATION
DEPARTMENT OF CURRICULUM AND TEACHING
MAIN EXAMINATION QUESTION PAPER (MAY, 2019)

TITLE OF PAPER: CURRICULUM STUDIES IN COMPUTER SCIENCE II

COURSE CODE: CTE 538

PROGRAMME: PGCE

DURATION: THREE (3) HOURS

INSTRUCTIONS:

1. This paper contains five (5) questions. Answer any four (4) questions.
2. Each question has a total of 25 marks.

THIS PAPER SHOULD NOT BE OPENED UNTIL PERMISSION HAS BEEN GRANTED BY THE INVIGILATOR

QUESTION ONE

Social media are interactive Web 2.0 Internet-based applications. In line with this:

- a) Explain the features of social media as applicable in educational computing.
[10 marks]

- b) Detail the educational potential of social media in relation to Computer Science education.
[15 minutes]

QUESTION TWO

Netiquette covers not only rules of behavior during Internet discussions but also guidelines that reflect the unique electronic nature of the medium. Identify and discuss any five (5) email rules as propounded by Shea (2004).
[25 marks]

QUESTION THREE

Maor (1999) identified five (5) key practices that define constructivist learning environments:

- a) personal constructions of reality

- b) simulated authentic learning environments

- c) multiple representations of data

- d) active learning

- e) collaboration

Discuss each of these in line with Computer Science education theory and practice.

[25 marks]

QUESTION FOUR

- a) Distinguish between the concepts *assistive* and *adaptive* technologies as used in Computer Science.
[10 marks]

- b) Discuss any three (3) major technologies for students with Physical Disabilities.
[15 marks]

QUESTION FIVE

The rudiments of a vast majority of nations' ICT policies obtain from UNESCO ICT policy framework whose overall goal is to harness the potentials of ICTs towards achieving quality education and lifelong learning. Citing specific contexts within Computer Science education, discuss the key policy issues advocated by UNESCO. [25 marks]