

2025

**EDUCATIONAL TECHNOLOGY AND METHODS OF
TEACHING IN PHYSICAL EDUCATION**

Course : CC-202

Full Marks : 70

The figures in the margin indicate full marks.

*Candidates are required to give their answers in their own words
as far as practicable.*

1. Discuss the role of technology in modern education. How will you utilize technology to improve student engagement? What is formal education? 6+5+4

Or

Mention various teaching devices. Discuss any two natural teaching devices with examples. Why is it necessary for a teacher to know the use of teaching devices? 2+6+7

2. Name any four methods of classroom teaching. Explain any one of them in detail. Write the principles and advantages of team teaching. 4+5+3+3

Or

Write advantages and disadvantages of lecture method. Write the differences between verbal and non-verbal communication techniques. 8+7

3. Define audio-visual aids. Explain the principles of using audio-visual aids. Describe the preparation and use of one audio visual aid. 2+6+7

Or

Define simulation teaching. Write any four components and advantages of lesson planning. How would you effectively use the chalk board? 2+8+5

4. Write notes on (*any two*) : 7½×2
- (a) Macroteaching
 - (b) Intramural and extramural competition
 - (c) Teaching presentation technique
 - (d) Specific learning design.

Please Turn Over

(2034)

5. Answer the following MCQs by choosing the right option given below and write it on your answer-script
(any ten) : 1×10

- (a) Which of the following is an example of a collaborative learning activity supported by technology?
- | | |
|------------------------------------|------------------------|
| (i) Individual reading assignments | (ii) Group discussions |
| (iii) Teacher-led lectures | (iv) Written exams. |
- (b) What is the purpose of using simulations and virtual labs in science education?
- | |
|---|
| (i) To reduce hands-on experiments in the laboratory |
| (ii) To provide a realistic and interactive learning experience |
| (iii) To reduce the cost of science education materials |
| (iv) To decrease students' engagement and interest in science. |
- (c) How can technology enhance teaching and learning?
- | |
|---|
| (i) By replacing teachers with automated systems |
| (ii) By providing engaging and interactive learning experiences |
| (iii) By increasing the workload of teachers |
| (iv) By eliminating the need for traditional classroom materials. |
- (d) Which is not the focal point of triangular process of teaching?
- | | |
|---------------------|----------------|
| (i) Teaching method | (ii) Teacher |
| (iii) Pupil | (iv) Contents. |
- (e) The goal of teaching is
- | | |
|---------------------------|--------------------------------------|
| (i) to give information | (ii) to involve pupils in activities |
| (iii) to impart knowledge | (iv) desirable change in behaviour. |
- (f) We move from specific to general in
- | | |
|----------------------|-------------------------|
| (i) Inductive method | (ii) Deductive method |
| (iii) Drill method | (iv) Discussion method. |
- (g) Duration of lessons in macro-lesson plans is
- | | |
|-----------------|-----------------|
| (i) 5-10 min | (ii) 10-20 min |
| (iii) 20-30 min | (iv) 35-45 min. |
- (h) Which is not true about lesson plan?
- | | |
|--------------------------------------|---|
| (i) It develops confidence | (ii) It helps in orderly delivery of contents |
| (iii) It saves labour of the teacher | (iv) It saves from haphazard teaching. |

- (i) Which is not the advantage of team teaching?
- (i) Better utilization of resources
 - (ii) Better planning
 - (iii) Better use of teaching techniques
 - (iv) Better financial benefits of teachers.
- (j) The classification of cognitive domain was presented by
- (i) Benjamin S. Bloom
 - (ii) Skinner
 - (iii) Krathwhol
 - (iv) Simpson.
- (k) The intellectual skills are reflected by
- (i) Cognitive domain
 - (ii) Affective domain
 - (iii) Motor domain
 - (iv) Emotional domain.
- (l) Teacher performs practically and explains in
- (i) Lecture method
 - (ii) Discovery method
 - (iii) Demonstration method
 - (iv) Problem solving method.
-