



MAASAI MARA UNIVERSITY

REGULAR UNIVERSITY EXAMINATIONS

2023/2024 ACADEMIC YEAR

THIRD YEAR FIRST SEMESTER

SCHOOL OF EDUCATION

**BACHELOR IN EDUCATION (EARLY
CHILDHOOD AND PROJECT MANAGEMENT)**

COURSE CODE: ECP 3102-1

**COURSE TITLE: INSTRUCTIONAL MATERIAL
DEVELOPMENT AND COMPUTER LITERACY**

DATE: 13/12/2023

TIME: 14:30 – 16:30 PM

INSTRUCTIONS TO CANDIDATE

Attempt question 1 (ONE) and any other 2 (TWO) Questions

SECTION A

QUESTION TWO

1. a) Give the definition of the following terms

(5 MKS)

- i) Instructional material
- ii). Teaching materials
- iii)Teaching resources
- iv) Information literacy and education
- v) Digital information fluency (DIF).

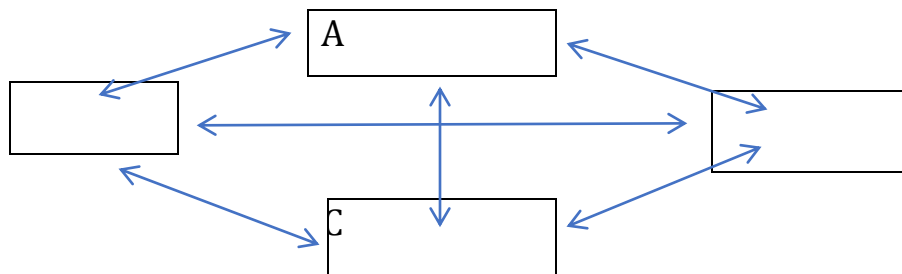
b) Define the Purpose of studying instructional materials and development. (2 mks)

c) State some of the objectives of material development in children's learning (3 mks)

d). Explain the criterion of selecting learning materials (3 MKS)

e).Describe how children learn. (3 MKS)

f). i. Explain the following teaching model by showing the content in each of the squares A, B, C, and D (7MKS)



g) Identify **FIVE** (3) components of education technology

(3 mks)

f) Briefly explain on the importance of classroom display for children.

(4 MKS)

SECTION B

QUESTION TWO

- a) As teachers, explain the various sources of information for your content
(5 mks)
- b) Explain what do you will consider when laying out display in the classroom?
(5mks)
- c) “An environment that is conducive for discovery and creativity for young children does not occur by chance but by a well thought out plan by the teacher or caregivers”. Discuss.
(5 MKS)

Question THREE

- a) Explain the benefits of computer use in teaching? (5 mks)
- b) Explain the suggestions given for effective utility of materials in a classroom display.
(5 MKS)
- c).”A lesson is as an effective as the material used to teach it”. Explain (5 MKS)

QUESTION FOUR

- a) When designing teaching materials, teachers need to consider a number of factors . Explain such examples. (5 mks)
- b) Discuss why the use of computers makes learning more effective (5 mks)
- c) Children block play is not just a random activity but also a process of growth of skills which follow a systematic pattern. Briefly explain the four stages of development (5 MKS)

QUESTION FIVE

- a) There are various computer game. (5 MKS)
- i. A cartoon is a great tool to teach visual literacy. Briefly explain.
(2MKS)
- ii. Name some of the ways in which cartoons can be used in the classroom.
(3 MKS)
- b) Describe some of the Factors to be considered in selecting instructional media.
(5 MKS)

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