National Testing Agency

Question Paper Name :	Design and Facilitation of E Learning Courses 28th August 2021 Shift 2
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Design and Facilitation of E Learning Courses

Group Number :	1
Group Id :	94091810
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Design and Facilitation of E Learning Courses-1

Section Id :	94091818
Section Number :	1
Section type :	Online

Mandatory or Optional :   Mandatory

Number of Questions :   20

Number of Questions to be attempted :   20

Section Marks :   20

Enable Mark as Answered Mark for Review and Clear Response :   Yes

Sub-Section Number :   1

Sub-Section Id :   94091836

Question Shuffling Allowed :   Yes

Question Number : 1 Question Id : 940918549 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Which of the following is a product oriented instructional design model?

1. The Gerlach and Ely Model
2. The PIE Model
3. The ASSURE Model
4. The Bergman and Moore Model

Options :

9409181869. 1

9409181870. 2

9409181871. 3

9409181872. 4

Question Number : 2 Question Id : 940918550 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Which of the following is not an assumption in the system oriented instructional design model?

1. Entire course will be developed with a substantial amount of resources available
2. A technically sophisticated product will be developed with user testing
3. Either original production of selection of material will happen
4. Delivery team is usually different than the development team

Options :

9409181873. 1

9409181874. 2

9409181875. 3

9409181876. 4

Question Number : 3 Question Id : 940918551 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Which of the following is an example of many to many synchronous communication tool?

1. Email
2. Virtual Conference
3. Discussion Board
4. Blog

Options :

9409181877. 1

9409181878. 2

9409181879. 3

9409181880. 4

Question Number : 4 Question Id : 940918552 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

The Gilly Salmon's Five State model of e-moderation is:

1. Information exchange > Access and motivation > Online Socialization > Knowledge construction > Development
2. Access and motivation > Online Socialization > Information exchange > Knowledge construction > Development
3. Access and motivation > Knowledge construction > Information exchange > Online Socialization > Development
4. Access and motivation > Online Socialization > Knowledge construction > Information exchange > Development

Options :

9409181881. 1

9409181882. 2

9409181883. 3

9409181884. 4

Question Number : 5 Question Id : 940918553 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Which of the following can be best used in the display activity in the R2D2 model?

1. Online treasure hunt
2. Blogging
3. Using White board
4. Games and simulation

Options :

9409181885. 1

9409181886. 2

9409181887. 3

9409181888. 4

Question Number : 6 Question Id : 940918554 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Identify the factor affecting sustainability of e-groups and communities of practice:

1. Subject expertise
2. Common interest and goals
3. Technology availability
4. Institutional support

Options :

9409181889. 1

9409181890. 2

9409181891. 3

9409181892. 4

Question Number : 7 Question Id : 940918555 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Discussion Forum as an assessment tool can be best used for which of the task?

1. Practical activities
2. Recall type of information
3. Scenario building
4. Sharing multiple perspectives

Options :

9409181893. 1

9409181894. 2

9409181895. 3

9409181896. 4

Question Number : 8 Question Id : 940918556 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Satisfaction Which of the following is important in designing evaluation strategy of an online programme?

1. Objectives of the programme
2. Student
3. Technology used in the programme
4. Tasks performed by the learner

Options :

9409181897. 1

9409181898. 2

9409181899. 3

9409181900. 4

Question Number : 9 Question Id : 940918557 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Which of the following cultural phenomenon is a danger to collaborative learning?

1. Collectivism
2. High power distance
3. Femininity
4. Strong uncertainty avoidance

Options :

9409181901. 1

9409181902. 2

9409181903. 3

9409181904. 4

Question Number : 10 Question Id : 940918558 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Cognitive domain of Bloom's Taxonomy does not include –

1. Knowledge
2. Application
3. Synthesis
4. Organization

Options :

9409181905. 1

9409181906. 2

9409181907. 3

9409181908. 4

Question Number : 11 Question Id : 940918559 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Components of an objective are –

1. Knowledge, Comprehension and Remember
2. Understand, Evaluate and Create
3. Performance, Condition and Criteria
4. Manipulation, Precision, and Receiving

Options :

9409181909. 1

9409181910. 2

9409181911. 3

9409181912. 4

Question Number : 12 Question Id : 940918560 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Implications of Dick, Carey and Carey Models are:

1. Examining instruction designed for e-learning
2. Refining instruction
3. Providing guidelines for designing instruction
4. All the options are correct

Options :

9409181913. 1

9409181914. 2

9409181915. 3

9409181916. 4

Question Number : 13 Question Id : 940918561 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

The first step of Assure model refers to –

1. Analyze learners
2. General Characteristics of learners
3. Learning styles
4. Entry competencies

Options :

9409181917. 1

9409181918. 2

9409181919. 3

9409181920. 4

Question Number : 14 Question Id : 940918562 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

The ADDIE approach is a framework that lists a generic process that instructional designers and training developers use. It represents a guideline for building effective training and performance support tools in five phases. These five phases are:

1. analysis, design, development, implementation and testing.
2. analysis, design, development, implementation and experimentation.
3. analysis, design, development, implementation and evaluation.
4. analysis, design, development, implementation and examination.

Options :

9409181921. 1

9409181922. 2

9409181923. 3

9409181924. 4

Question Number : 15 Question Id : 940918563 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Instructional Design (ID) is the method of maximizing the _____, _____, and _____ of instruction and other learning experiences.

1. analysis, design and development
2. analysis, design and evaluation
3. Planning, Implementation and Evaluation
4. effectiveness, efficiency and appeal.

Options :

9409181925. 1

9409181926. 2

9409181927. 3

9409181928. 4

Question Number : 16 Question Id : 940918564 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

The ASSURE is an instructional design approach which helps organize thoughts and create a product for use in the classroom. The implementation piece of the project will probably not take place until after you have taught your lessons, implemented the performance task, and evaluated the success of the project. ASSURE is an instructional design approach, which helps organize thoughts and create a product for the _____ _____.

1. distance instructors
2. instructional designers
3. distance learners
4. content writers

Options :

9409181929. 1

9409181930. 2

9409181931. 3

9409181932. 4

Question Number : 17 Question Id : 940918565 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Instructional Design is a systematic plan adopted for enhancing an experiences and human learning. The process of instructional designing includes and road step of analysing the learners profiles listing instructional objectives, goals, development of materials, planning of intervention to facilitate transfer and execution of generate the process is transacted. Few Instructional Design approaches are:

1. ASSURE, PIE, ADDIE
2. Analysis, Design, Development, Implementation and Evaluation
3. Gagne, Blooms, Dunn and Dunn
4. Apter, Jackson and Myers-Brigge

Options :

9409181933. 1

9409181934. 2

9409181935. 3

9409181936. 4

Question Number : 18 Question Id : 940918566 Question Type : MCQ Option Shuffling : No Is

Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Many times, evaluation is understood as part of a larger managerial or administrative process. Sometimes this is also referred to as the planning-evaluation cycle. The distinctions between planning and evaluation are not always clear; this cycle is described in many different ways with various phases described by both planners and evaluators. Usually, the first stage of such a cycle is the planning phase which is designed to elaborate a set of potential actions, programs, or technologies and selecting the best for implementation. The Planning Implementation and Evaluation is (PIE) is an approach often used by: instructional designers.

1. class-room teacher
2. content writer
3. academic counsellor
4. instructional designers

Options :

9409181937. 1

9409181938. 2

9409181939. 3

9409181940. 4

Question Number : 19 Question Id : 940918567 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

A trainer presents the learners with pictures of a fireman, a fire engine, and a burning house. Trainers also have the sound of a siren playing in the background. The trainer is trying to:

1. Elicit Performance from the learners
2. Provide guidance for the learners
3. Have the learners recall information
4. Gain the attention of the learners

Options :

9409181941. 1

9409181942. 2

9409181943. 3

9409181944. 4

Question Number : 20 Question Id : 940918568 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Assume You are a trainer and you have to explain to the students that in the next class, they will learn the EDITH (Exit Drill in the Home)procedure, and that they will have to remember "Stop, Drop, and Roll" in case someone's clothes catch fire in the home fire drill. You are:

1. Recalling Information
2. Assessing performance
3. Providing learner guidance
4. Enhancing retention and transfer of the instruction

Options :

9409181945. 1

9409181946. 2

9409181947. 3

9409181948. 4

Design and Facilitation of E Learning Courses-2

Section Id :	94091819
Section Number :	2
Section type :	Offline
Mandatory or Optional :	Mandatory
Number of Questions :	10
Number of Questions to be attempted :	10
Section Marks :	30
Enable Mark as Answered Mark for Review and Clear Response :	Yes
Sub-Section Number :	1
Sub-Section Id :	94091837
Question Shuffling Allowed :	No

Question Number : 21 Question Id : 940918569 Question Type : SUBJECTIVE

Correct Marks : 3

What was the claim of Burner regarding teaching a subject to a child?

Question Number : 22 Question Id : 940918570 Question Type : SUBJECTIVE

Correct Marks : 3

Explain the importance of learning objectives.

Question Number : 23 Question Id : 940918571 Question Type : SUBJECTIVE

Correct Marks : 3

Explain two different approaches to learning in about 200 words.

Question Number : 24 Question Id : 940918572 Question Type : SUBJECTIVE

Correct Marks : 3

Explain the ADDIE approach.

Question Number : 25 Question Id : 940918573 Question Type : SUBJECTIVE

Correct Marks : 3

Discuss wiki briefly.

Question Number : 26 Question Id : 940918574 Question Type : SUBJECTIVE

Correct Marks : 3

What do you understand by the term " Learning outcomes"?

Question Number : 27 Question Id : 940918575 Question Type : SUBJECTIVE

Correct Marks : 3

Explain the Cognitive Load Theory.

Question Number : 28 Question Id : 940918576 Question Type : SUBJECTIVE

Correct Marks : 3

Define e-learning.

Question Number : 29 Question Id : 940918577 Question Type : SUBJECTIVE

Correct Marks : 3

Discuss the top-down approach in brief.

Question Number : 30 Question Id : 940918578 Question Type : SUBJECTIVE

Correct Marks : 3

What is human cognitive architecture?

Design and Facilitation of E Learning Courses-3

Section Id :	94091820
Section Number :	3
Section type :	Offline
Mandatory or Optional :	Mandatory
Number of Questions :	7
Number of Questions to be attempted :	5
Section Marks :	50
Enable Mark as Answered Mark for Review and Clear Response :	Yes
Sub-Section Number :	1
Sub-Section Id :	94091838

Question Number : 31 Question Id : 940918579 Question Type : SUBJECTIVE

Correct Marks : 10

Explain Problem-Based Learning with suitable examples.

Question Number : 32 Question Id : 940918580 Question Type : SUBJECTIVE

Correct Marks : 10

Explain interactivity in e-learning and related tools.

Question Number : 33 Question Id : 940918581 Question Type : SUBJECTIVE

Correct Marks : 10

Explain concept mapping. Select a topic and create a concept map for that topic.

Question Number : 34 Question Id : 940918582 Question Type : SUBJECTIVE

Correct Marks : 10

Describe Blooms Taxonomy.

Question Number : 35 Question Id : 940918583 Question Type : SUBJECTIVE

Correct Marks : 10

Explain Cognitivism Schools of Thoughts.

Question Number : 36 Question Id : 940918584 Question Type : SUBJECTIVE

Correct Marks : 10

This question is compulsory.

Select an appropriate instructional design model and prepare an instructional design document for a 2credits online course of your Discipline. **(This will be applicable for two compulsory questions. Keeping selected online course in mind, add the following).**

The document should include Course Title; level; Overview of the Course; Description of the Teaching, Learning and Assessment proposed; Objectives of the Course; Target Audience; Description of the Course Content (Outline).

Question Number : 37 Question Id : 940918585 Question Type : SUBJECTIVE

Correct Marks : 10

This question is compulsory.

Select an appropriate instructional design model and prepare an instructional design document for a 2credits online course of your Discipline. **(This will be applicable for two compulsory questions. Keeping selected online course in mind, add the following).**

The document should include Media Analysis (Proposed media to be used, such as Text, audio, video, animation, VR); Interactive Elements; Content Development Strategy; Technologies to be Used; Implementation Plan and Time line; Assessment Strategies; and Overall Course Evaluation.