## PREVIEW QUESTION BANK

Module Name : nou24-ed01 Design and Facilitation of E-Learning Courses - ENG Exam Date : 18-May-2024 Batch : 15:00-18:00

Sr. No.	Client C	Question	Question Body and Alternatives  Ma	rks Ne	egative Aarks
Object	tive Quest	tion			
bject	Titive Quest 732001	Who re 1. And 2. G. E 3. Gar	evised Bloom's Taxonomy?  Gerson et.al Buhne g William er Richard	1.0	
		A3:3 A4:4			
	tive Quest	tion		1.0	0.0
		1. Selec 2. Asso 3. Iden 4. Prec A1:1 A2:2 A3:3	ze learners and contexts will not help in — sect media for delivery of e-learning ess the prior knowledge of students hitify the learner's Characteristics dict final grade		
bject	tive Quest	tion			
	732003	Comp 1. Who 2. Con 3. Proo	lex learning of 4C/ID model focuses on -  ple rather than parts inplexity of all elements cedural learning gmentation of performance objectives	1.0	0.0

		A3:3		
		A4:4		
Oh	jective Quest	ion		
	11732004	1011	1.0	0.00
	11732001	Which programme is essential for running Freemind in your system?	1.0	0.00
		1. C++		
		2. Java		
		3. NET		
		4. GPS		
		A1:1		
		A2:2		
		A3:3		
		A4:4		
Ob	jective Quest	ion		
	11732005		1.0	0.00
		Number of phases in the Smith and Rangan model of instructional design are:		
		1. Five		
		2. Four		
		3. Three		
		4. Two		
		A1:1		
		A2:2		
		A3:3		
		A3.3		
		A4:4		
	jective Quest	ion	1.0	0.00
6	11732006	The extent to which, in an educational programme, learner and teachers are able to respond to each other is referred as:	1.0	0.00
		1. Interactivity		
		Dialogue     Structure		
		4. Communication		
		1. Communication		
		A1:1		
		A2:2		
		A3:3		

		A4:4		
Obj	ective Quest	ion		
	11732007	Which of the following is not an activity of Collaborative learning?  1. Giving and receiving help 2. Exchange of information 3. Performing task on behalf of a learner 4. Challenging others' ideas to debate  A1:1  A2:2  A3:3  A4:4	1.0	0.00
Obj	ective Quest	ion		
	11732008	Which of the following is important in designing evaluation strategy of an online programme?  1. Objectives of the programme 2. Student satisfaction 3. Technology used in the programme 4. Tasks performed by the learner  A1:1  A2:2  A3:3  A4:4	1.0	0.00
	ective Quest	ion		
9	11732009	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  A1:1  A2:2  A3:3	1.0	0.00

		A4:4		
O	ojective Quest	ion		
	11732010	The Gilly Salmon's Five State model of e-moderation is:	1.0	0.00
		<ol> <li>Information exchange &gt; Access and motivation &gt; Online Socialization &gt; Knowledge construction &gt; Development</li> <li>Access and motivation &gt; Online Socialization &gt; Information exchange &gt; Knowledge construction &gt; Development</li> <li>Access and motivation &gt; Knowledge construction &gt; Information exchange &gt; Online Socialization &gt; Development</li> <li>Access and motivation &gt; Online Socialization &gt; Knowledge construction &gt; Information exchange &gt; Development</li> </ol>		
		A1:1 A2:2		
		A3:3		
		A4:4		
O	jective Quest	ion		
	11732011	According to Henri, which of the following in not a type of message in Computer Mediated Communication (CMC)?  1. Social dimensions	1.0	0.00
		Cognitive components     Direct instructions     Meta-cognitive skills		
		A1:1		
		A2:2		
		A3:3		
		A4:4		
	ojective Quest	1001	1.0	0.00
12	11/32012	Kolb's Learning Style Inventory believes that  1. Learning styles are relatively stable patterns of behaviour	1.0	0.00
		<ul><li>2. Learning styles are fixed personality types</li><li>3. Learning styles are product of attitude and behaviour that result in preferences</li></ul>		
		4. Learning styles are determined by approaches and orientation to learning		
		A1:1		
		A2:2 A3:3		
		A4:4		

	ective Quest	ion		
	11732013	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	1.0	0.00
		A1:1 A2:2		
		A3:3 A4:4		
Ohi	ective Quest	ion		
	11732014	Which of the following in not OER licensing mechanism?  1. Creative Commons 2. GNU Public License 3. Copyright Laws 4. NASA Open Source Agreement	1.0	0.00
		A1:1 A2:2 A3:3 A4:4		
Obj	ective Quest	ion		
15	11732015	An online system with learner tracking system is referred to as:  1. Content Management System 2. Learner Content Management System 3. Information Management System 4. Learning Management System  A1:1	1.0	0.00
Obi	ective Quest	A3:3 A4:4		
	11732016		1.0	0.00
10	11/32010		1.0	0.00

		An online course where participation in a face-to-face situation is compulsory is termed as		
		Developmental Learning		
		2. Synchronous Learning		
		3. Asynchronous Learning		
		4. Blended Learning		
		A1:1		
		A2:2		
		A3:3		
		A4:4		
(	bjective Quest	ion		-
1	7 11732017		1.0	0.00
		More of synchronous methods of online teaching improves		
		1. Cognitive Presence		
		Teacher Presence		
		3. Social Presence		
		4. Support Presence		
		n. eapport i reconce		
		A1:1		
		A2:2		
		A3:3		
		A4:4		
	bjective Quest	ion		
1	8 11732018		1.0	0.00
		In a situation, where your students have huge experiences what technology you will use to facilitate learning is called		
		1. Blog		
		2. Learning Management System		
		3. Discussion Forum		
		4. Online Quiz		
		A1:1		
		A2:2		
		A2 . 2		
		A3:3		
		A4:4		
	Objective Quest	ion		
	9 11732019		1.0	0.00
	11			11

		Social software refers to software that supports		
		Read-Write Web		
		2. Group interaction		
		3. Feedback		
		4. Networking		
		A1:1		
		A2:2		
		A3:3		
		A4:4		
Ohi	ective Quest	ion		
	11732020		1.0	0.00
		Elluminate is an example of:		
		Instant messaging technology		
		Really Simple Syndication		
		3. Audio and Video streaming		
		4. Web Conferencing		
		A1:1		
		A2:2		
		A3:3		
		A4:4		
Obj	ective Quest	ion		
	11732021		3.0	0.00
		Describe the mental process in cognitive domain.		
		A1 Subjective Type Question		
		Subjective Type Question		
		A2:		
	ective Quest			
22	11732022	Explain the role of memory in Learning.	3.0	0.00
		Explain the fole of memory in Learning.		
		A1 : Subjective Type Question		
		A2:		
	ective Quest			
III Mari				

23	11732023	Why should be visually handicapped children know about Burner?	3.0	0.00
		A1 Subjective Type Question		
		A2:		
Obj	ective Quest	ion		
24	11732024	Why is 'Discovery Learning' is associated with Piaget?	3.0	0.00
		A1 Subjective Type Question		
		A2:		
Obj	ective Quest	ion		-
25	11732025	What is intellectual skill?	3.0	0.00
		A1 Subjective Type Question		
		A2:		
	ective Quest	ion		
26	11732026	Mention any two benefits of Group Learning.	3.0	0.00
		A1 Subjective Type Question		
		A2:		
	ective Quest	ion		1
27	11732027	What kind of support is expected from Faculty by students?	3.0	0.00
		A1 Subjective Type Question		
		A2:		
	ective Quest	ion	2.0	0.00
28	11732028	Explain the difference between instruction and learning.	3.0	0.00

		A1 Subjective Type Question		
		A2:		
Ob	ective Quest	ion		
29	11732029	Mention any two characteristics of advanced learning.	3.0	0.00
		A1 Subjective Type Question		
		A2:		
Ob	ective Quest	ionl		
30	11732030	Explain importance of concept map.	3.0	0.00
		A1 Subjective Type Question		
		A2:		
Ob	ective Quest	ion		
31	11732031	Describe use of technologies in education, explain any one of the technologies with suitable example?	10.0	0.00
		A1 Subjective Type Question		
		A2:		
	ective Quest		10.0	0.00
32	11732032	What kind of support do you offer to students (tech support, teacher's assistance, etc.)in e-learning?	10.0	0.00
		Subjective Type Question		
		A2:		
	ective Quest			
33	11732033	Describe Bloom's Taxonomy.	10.0	0.00
		A1 Subjective Type Question		

		A2:		
Ob	jective Ques	ion	-11	
34	11732034	With suitable example explain scenario-based learning.	10.0	0.00
		A1 Subjective Type Question		
		A2:		
	jective Ques	ion	1400	10.00
33	11732035	Describe Cognitive Load Theory (CLT) in detail.	10.0	0.00
		A1 Subjective Type Question		
		A2:		
	jective Ques	ion		11
	ijective Quesi	Select a 2-credit online course of your discipline. Prepare an instructional design document which should include the following:  (i)Title of the course; (ii) Target Audience; (iii) Course overview; (iv) Course Objectives; (v) Description of the Teaching, Learning.  A1  Subjective Type Question  A2:	10.0	0.00
	11732037	1011	10.0	0.00
37	11732037	Prepare an instructional design document for a 2-credit online course of your discipline which should include  (i)Media Analysis; (ii) Interactive Elements; (iii) Assessment Strategies; (iv) Implementation Plan; (v) Course Evaluation.	10.0	0.00
		A1 Subjective Type Question A2:		