



Avinashilingam Institute for Home Science and Higher Education for Women
Deemed to be University Estd. u/s 3 of UGC Act 1956, Category A by MHRD [now MoE]
Re-accredited with an 'A++' Grade by NAAC CGPA 3.65/4, Category I by UGC
Coimbatore - 641 043, Tamil Nadu, India

Continuous Internal Assessment Test II – October 2025
I Semester

Class : I M.Ed.

Max. Marks: 60
Time: 2 Hrs

25MEDCO5 – ICT in Education

Course outcomes

- CO1 Demonstrate emerging technologies and gadgets in teaching, learning and research.
CO2 Implement curriculum methods and strategies that use technology to maximize student learning.
CO3 Develop technology-enabled assessment and evaluation strategies.
CO4 Compare and contrast social, ethical, and legal issues surrounding technology.
CO5 Facilitate instruction in the new literacies that emerge within digital/interactive learning environment.

PART – A

Choose the correct answer

6 x 1 = 6

1. In higher secondary education, ICT practicum emphasizes
a. digital literacy
b. integration of advanced technologies
c. textbook knowledge
d. theoretical discussions
CO3K2
2. *Tux Paint* is a tool used for
a. Creating stories
b. Creating virtual trips
c. Creating digital drawing
d. Creating educational games
CO3K1
3. Example for hardware tool
a. Mentimeter
b. Podcast
c. Moodle
d. Tablet
CO4K2
4. EdPuzzle is connected with
a. Interactive video lessons
b. MOOC video lectures
c. Lecture-based videos
d. Simulation videos
CO4K1
5. The main difference between online worksheets and model public tests is
a. Worksheets are practice-oriented; model tests simulate real exam conditions
b. Worksheets are formal exams; model tests are informal activities
c. Worksheets are not interactive; model tests are interactive
d. No difference exists between them
CO5K2
6. What is a primary ethical concern in game development?
a. Ensuring fair monetization practices
b. Overlooking diversity in character design
c. Maximizing in-game purchases
d. Focusing solely on graphics quality
CO5K1

PART – B

Answer ALL questions

3 x 6 = 18

Each answer should not exceed 200 words

7. a. Discuss the objectives of ICT practicum in schools.
(or)
b. Explain the importance of hands-on experience in ICT practicum.
CO3K4
8. a. What are CIA packages? Mention two advantages in school education.
(or)
b. Explain the educational benefits of animations in ICT-based TLMs.
CO3K3
9. a. Describe the role of online question banks in ICT-based examinations.
(or)
b. Online courses ensure flexibility in examination and evaluation – Comment.
CO4K4
- CO5K3

PART – C

Answer ALL questions

3 x 12 = 36

Each answer should not exceed 800 words

10. a. Explain the technologies used at various levels of education with suitable examples.
(or)
b. Describe the different kinds of technical assistance provided to students during ICT practicum. How does it support effective integration of ICT in education?
CO3K4
11. a. Discuss the role of computers as ICT-based teaching-learning materials. How do they improve the effectiveness of classroom teaching?
(or)
b. "Interactive boards and smart boards transform traditional classrooms into dynamic digital classrooms." – Discuss with suitable examples.
CO4K5
12. a. Evaluate the challenges and benefits of preparing online study materials for ICT-based subjects.
(or)
b. The integration of ICT transformed the traditional examination system into a digital and student-friendly model– Justify.
CO5K6

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