

Default for ECE223

The default category for questions shared in context 'ECE223'.

Fill in the Blank (FBQs)

FBQ1

The urge in children to always find out why certain things are the way they are is called

\_\_\_\_\_

\*inquisitiveness\*

1.0000000

\*curiosity\*

1.0000000

FBQ2

Children are biologically prepared to learn about the \_\_\_\_\_

\*world\*

1.0000000

\*environment\*

1.0000000

0.0000000

FBQ3

Children learn best from \_\_\_\_\_

\*personal experience\*

1.0000000

0.0000000

FBQ4

Science teaching at the preschool level requires a lot of \_\_\_\_\_

\*practice\*

1.0000000

0.0000000

FBQ5

The two basic concepts underlying human growth and development are maturation and

\_\_\_\_\_

\*learning\*

1.0000000

0.0000000

FBQ6

A relatively permanent change in behaviour arising from experience is \_\_\_\_\_

\*learning\*

1.0000000

0.0000000

FBQ7

An important thing that a teacher must consider in a child's learning capacity is \_\_\_\_\_

\*readiness\*

1.0000000

0.0000000

FBQ8

The direction of a child's growth is from the general to the \_\_\_\_\_

\*specific\*

1.0000000

FBQ9

Growth refers to increase in size, weight and \_\_\_\_\_

\*height\*

1.0000000

0.0000000

0.0000000

0.0000000

FBQ10

The surrounding of a child which affects his/her growth and development is called \_\_\_\_\_

\*environment\*

1.0000000

0.0000000

FBQ11

Child growth and development can be influenced by the interplay of \_\_\_\_\_ and environment.

\*heredity\*

1.0000000

0.0000000

FBQ12

\_\_\_\_\_ helps children in managing different heights and body control.

\*climbing\*

1.0000000

0.0000000

FBQ13

The outdoor \_\_\_\_\_ allows adequate freedom for exploration and social interactions among children.

\*environment\*

1.0000000

0.0000000

FBQ14

The surrounding outside the classroom is called \_\_\_\_

\*environment\*

1.0000000

\*outdoor\*

1.0000000

FBQ15

Maria Montessori was of the view that education was the only remedy for children's

\_\_\_\_\_

\*retardation\*

1.0000000

0.0000000

FBQ16

Pre-school children are also referred to as \_\_\_\_ school children.

\*nursery\*

1.0000000

0.0000000

0.0000000

FBQ17

Operant conditioning was popularised by an American psychologist called \_\_\_\_

\*B. F. Skinner\*

1.0000000

\*Skinner\*

1.0000000

FBQ18

Children experience complex behavioural responses at successive stages of \_\_\_\_

\*maturation\*

1.0000000

0.0000000

FBQ19

Children learn best when they engage in \_\_\_\_ activities.

\*play\*

1.0000000

0.0000000

0.0000000

FBQ20

All the pre-academic skills supposed to be acquired by children should be at the age of \_\_\_\_ years.

\*4\*

1.0000000

\*four\*

1.0000000

FBQ21

Montessori method is based on \_\_\_\_ teaching methods.

\*activity-based\*

1.0000000

0.0000000

FBQ22

A child playing alone with his or her hands, hair, toys, toes and other objects around him/her is engaging in \_\_\_\_ type of play.

\*solitary\*

1.0000000

0.0000000

FBQ23

The type play that children engage in when they interact with others is called \_\_\_\_ play.

\*associated\*

1.0000000

0.0000000

FBQ24

In children, parallel play may also lead to \_\_\_\_ play in the form of playing games together.

\*cooperative\*

1.0000000

0.0000000

FBQ25

The process of manipulation and interaction with objects and socialization with others facilitates \_\_\_\_

\*learning\*

1.0000000

0.0000000

0.0000000

FBQ26

The basic factors that affect learning are organismic and \_\_\_\_ traits.

\*phenotypic\*

1.0000000

0.0000000

0.0000000

FBQ27

the act asking questions and making enquiry about something is called learning by \_\_\_\_

\*inquiry\*

1.0000000

0.0000000

FBQ28

The cognitive theory of learning has room for \_\_\_\_

\*movement\*

1.0000000

\*motion\*

1.0000000

FBQ29

The constant state of growth and change in children is otherwise called \_\_\_\_

\*metamorphosis\*

1.0000000

0.0000000

FBQ30

Classical conditioning as a kind of learning was first observed and demonstrated by \_\_\_\_

\*Ivan Pavlov\*

1.0000000

\*Pavlov\*

1.0000000

0.0000000

FBQ31

The use of \_\_\_\_ leads to pain and unpleasantness while discouraging a given behaviour.

\*punishment\*

1.0000000

0.0000000

FBQ32

The phenomenon where the same response is learned for an entire class of situation is called \_\_\_\_\_

\*concept learning\*

1.0000000

0.0000000

FBQ33

Learning about the relationship between two or more concepts is called \_\_\_\_\_

\*rule learning\*

1.0000000

FBQ34

\_\_\_\_\_ method infuses activities with learning.

\*play\*

1.0000000

0.0000000

FBQ35

The Nigerian public school education is traditionally \_\_\_\_\_

\*age graded\*

1.0000000

0.0000000

0.0000000

Multiple Choice Questions (MCQs)

MCQ1

A term that describes the activities and strategies adopted in learning is called \_\_\_\_\_

Theory

0.0000000

Model

0.0000000

Approach

0.0000000

learning style

1.0000000

MCQ2

Learning is through the following except \_\_\_\_\_

Summary

1.0000000  
Exploration

0.0000000  
Discovery

0.0000000  
Experimentation

0.0000000  
MCQ3  
Referential association facilitates the following but \_\_\_\_\_

Rhymes

0.0000000  
Play

1.0000000  
Songs

0.0000000  
Anecdotes

0.0000000  
MCQ4  
Learning that is enhanced by meaningful stories entrenched in a learning task is \_\_\_\_\_

questioning technique

0.0000000  
learning technique

0.0000000  
anecdote technique

1.0000000  
rhyme technique

0.0000000  
MCQ5  
Which of these makes new events and experiences more meaningful to children?

Anecdote

0.0000000  
rhymes and songs

1.0000000  
Questioning

0.0000000  
Interview

0.0000000  
MCQ6  
Children learn best when they are \_\_\_\_\_

Arguing

0.0000000  
Debating

0.0000000  
Playing

1.0000000  
Singing

0.0000000  
MCQ7  
Preschool children should be allowed to play with these except \_\_\_\_\_

Water

0.0000000  
Sand

0.0000000  
Clay

0.0000000  
Stick

1.0000000  
MCQ8  
Growth in individuals involves the following except \_\_\_\_\_

Size

0.0000000  
Height

0.0000000  
Weight



0.0000000  
Development

1.0000000  
MCQ9  
Movement towards mature and competent level of functioning is \_\_\_\_

Development

1.0000000  
Growth

0.0000000  
maturity level

0.0000000  
Learning

0.0000000  
MCQ10  
A relatively permanent change in behaviour arising from experience is called \_\_\_\_

Development

0.0000000  
Learning

1.0000000  
Growth

0.0000000  
Exploration

0.0000000  
MCQ11  
Preschool children are also referred to as \_\_\_\_ pupils.

primary school

0.0000000  
nursery school

1.0000000  
secondary school

0.0000000  
Crèche

0.0000000

MCQ12

A behavioural phenomenon that leads to permanent change in a child's behaviour is called \_\_\_\_

Behaviour

0.0000000

Play

0.0000000

Learning

1.0000000

pre-school

0.0000000

MCQ13

A child's own active participation in manipulation of objects enhances \_\_\_\_

Play

0.0000000

Learning

1.0000000

quick walking

0.0000000

cooperation behaviour

0.0000000

MCQ14

The act of playing side by side with other children is called \_\_\_\_

solitary play

0.0000000

cooperative play

0.0000000

associated play

0.0000000

parallel play

1.0000000

MCQ15

Which of the following facilitates the achievement of preschool learning goals?

Play

1.0000000

Toy

0.0000000

Exercise

0.0000000

Talking

0.0000000

MCQ16

Adequate and well-designed play materials help children to \_\_\_\_

acquire knowledge

1.0000000

Walk

0.0000000

Play

0.0000000

relate to others

0.0000000

MCQ17

A situation where children spend most of their time watching others is called \_\_\_\_

solitary behaviour

0.0000000

parallel behaviour

0.0000000

onlooker behaviour

1.0000000

cooperative behaviour

0.0000000

MCQ18

Which of the following is not a stage of play in the pre-school years?

solitary play

0.0000000

creativity play

1.0000000  
parallel play

0.0000000  
cooperative play

0.0000000  
MCQ19  
Through playful activities, a child is learning \_\_\_\_  
personality differences

1.0000000  
Poetry

0.0000000  
Indolence

0.0000000  
Grammar

0.0000000  
MCQ20  
As a child starts to walk, he/she demonstrates the following except \_\_\_\_  
Mobility

0.0000000  
less dependence

0.0000000  
active play

0.0000000  
useless play

1.0000000  
MCQ21  
Childhood play is not a mere pleasure but a \_\_\_\_ in nature

Right

0.0000000  
Show

0.0000000  
Creativity

1.0000000

Goof

0.0000000

MCQ22

The act of learning in children is usually through \_\_\_\_\_

Crying

0.0000000

Play

1.0000000

Imitation

0.0000000

Creativity

0.0000000

MCQ23

Which of these is not water playing toy for the children?

climbing sticks

1.0000000

Jars

0.0000000

Cups

0.0000000

Sieve

0.0000000

MCQ24

Which of the following is not a learning centre in outdoor learning environment?

fire area

1.0000000

kitchen area

0.0000000

science area

0.0000000

mud area

0.0000000

MCQ25

These are materials in the day care institutions except \_\_\_\_\_

first aid box

1.0000000

music box

0.0000000

green plants

0.0000000

record player

0.0000000

MCQ26

As children grow older, they require a \_\_\_\_\_ for learning.

Playground

0.0000000

Stadium

0.0000000

Dormitory

0.0000000

conducive environment

1.0000000

MCQ27

teaching of science in the nursery schools is dependent upon children's willingness to engage in \_\_\_\_\_

Play

0.0000000

working together

0.0000000

Practice

1.0000000

Talking

0.0000000

MCQ28

The surrounding of a school is the \_\_\_\_\_

Premises

0.0000000

Environment

1.0000000

Playground

0.0000000

Classroom

0.0000000

MCQ29

One of the activities that help children in managing heights and body control is \_\_\_\_

Walking

0.0000000

Playing

0.0000000

Climbing

1.0000000

Fighting

0.0000000

MCQ30

Human growth and development hinges on \_\_\_\_

learning and play

0.0000000

maturation and learning

1.0000000

walking and playing

0.0000000

height and age

0.0000000

MCQ31

One of the important characteristics of learning is \_\_\_\_

Playing

0.0000000

Arguing

0.0000000  
Generosity

0.0000000  
Generalisation

1.0000000  
MCQ32  
Learning in children can be done through the following mens except \_\_\_\_

Anecdotes

0.0000000  
Rhymes

0.0000000  
Songs

0.0000000  
Fighting

1.0000000  
MCQ33  
These are stimulus-response (S-R) sub-theories of learning except \_\_\_\_

Motion

1.0000000  
Stories

0.0000000  
Inquiry

0.0000000  
Curiosity

0.0000000  
MCQ34  
One of the objectives of this course (ECE 223) is to \_\_\_\_

explain the relationship between play and learning

1.0000000  
discuss play as a dangerous concept

0.0000000  
show the relevance of education



0.0000000

identify the features of education

0.0000000

MCQ35

Predictability in environmental issues assists children in developing stability and \_\_\_\_

Knowledge

0.0000000

Creativity

0.0000000

Play

0.0000000

Confidence

1.0000000

19/11/2019, 15:05 - Seniorman: ðŸ‘

20/11/2019, 08:36 - New TMA Agent Martins: top

Default for CIT215

The default category for questions shared in context 'CIT215'.

top

Default for CIT215

The default category for questions shared in context 'CIT215'.

zzPreview

No questions imported because the language of the labels in the Word file does not match your current Moodle interface language. "" != "en" No questions imported

because the language of the labels in the Word file does not match your current Moodle interface language. "" != "en"

No questions imported because the language of the labels in the Word file does not match your current Moodle interface language. "" != "en" No questions imported

because the language of the labels in the Word file does not match your current Moodle interface language. "" != "en"

Fill in the Blank (FBQs)

FBQ1

Typically, the \_\_\_\_ language is the only language understood by computers

\*Machine\*

1.0000000

0.0000000

FBQ2

The Decision \_\_\_\_ is frequently used in flow charts

\*Box\*

1.0000000

0.0000000

0.0000000

FBQ3

The inventor of the first mechanical adding machine was \_\_\_\_\_ Pascal

\*Blaise\*

1.0000000

0.0000000

FBQ4

The \_\_\_\_\_ level language does not go through interpreter, compiler and Assembler

\*low\*

1.0000000

0.0000000

FBQ5

The Language used to solve Computer mathematical Computations is termed as \_\_\_\_\_

\*FORTRAN\*

1.0000000

0.0000000

FBQ6

Unsigned integers in C++ are Non-\_\_\_\_\_ Numbers

\*Negative\*

1.0000000

0.0000000

0.0000000

FBQ7

The precise HTML tag for the largest heading is written as \_\_\_\_\_

\*

\*

1.0000000

\*H1\*

1.0000000

\*H1\*

1.0000000

FBQ8

A series of step-by-step instructions that provides a solution to a particular problem and directs the computer on what to do is referred to as a \_\_\_\_\_

\*PROGRAM\*

1.0000000

0.0000000

FBQ9

One of the major strengths of a computer is its ability to repeat selected instructions with different \_\_\_\_\_.

\*data\*

1.0000000

0.0000000

FBQ10

\_\_\_\_\_ Programs are those that perform specific computational tasks or data processing to solve user's problems

\*Application\*

1.0000000

0.0000000

FBQ11

An \_\_\_\_\_ is a prescribed set of well-defined rules or instructions for the solution of a problem in a finite number of steps

\*Algorithm\*

1.0000000

0.0000000

FBQ12

The \_\_\_\_\_ statement is simply a comment statement that provides information about the program or any of its segments to the programmer

\*REM\*

1.0000000

\*REMark\*

1.0000000

FBQ13

A set of variables with the same name and different subscripts is called an \_\_\_\_\_

\*ARRAY\*

1.0000000

0.0000000

FBQ14

Errors in programs are usually called bugs and the process of removing errors in your programs is called \_\_\_\_\_.

\*debugging\*

1.0000000

0.0000000

FBQ15

The need to represent instructions in one form of code or the other gave birth to the notion of Programming Language and the first form of these codes became what is called the \_\_\_\_\_ Language

\*Machine\*

1.0000000

0.0000000

FBQ16

In flowchart, the rectangular symbol represent \_\_\_\_\_

\*Process\*

1.0000000

0.0000000

0.0000000

FBQ17 The first tag in any HTML document is written as ?

\*\*

1.0000000

\*HTML\*

1.0000000

FBQ18

Translator which is used to convert codes of assembly language into machine language is termed as \_\_\_\_\_

\*Assembler\*

1.0000000

0.0000000

FBQ19

Higher-order functions are not built into the \_\_\_\_\_ language

\*structural\*

1.0000000

0.0000000

0.0000000

FBQ20

In a flowchart, the diamond symbol implies a \_\_\_\_\_

\*decision\*

1.0000000

0.0000000

FBQ21

The MathCad \_\_\_\_\_ is an Interpretive application capable of solving a wide range of mathematical and statistical problems

\*software\*

1.0000000

\*program\*

1.0000000

FBQ22

\_\_\_\_\_ unit retains processed information until it can be placed on output devices by output

\*memory\*

1.0000000

0.0000000

FBQ23

The ADA language is based on \_\_\_\_

\*Pascal\*

1.0000000

0.0000000

FBQ24

Procedural languages contain systematic order of \_\_\_\_\_

\*Statements\*

1.0000000

0.0000000

FBQ25

Receiving section obtains information from \_\_\_\_\_ devices

\*input\*

1.0000000

0.0000000

0.0000000

FBQ26

Dividing a program into functions and modules is one of main feature of \_\_\_\_\_ language

\*structural\*

1.0000000

0.0000000

0.0000000

FBQ27

computer is a device that can perform computations and make \_\_\_\_\_ statements

\*logical\*

1.0000000

0.0000000

FBQ28

Main memory of computer is termed as \_\_\_\_\_ memory

\*primary\*

1.0000000

0.0000000

FBQ29

Open source operating system includes

\*Linux\*

1.0000000

0.0000000

FBQ30

Data which are not actively being used by particular units are placed on \_\_\_\_\_ storage unit

\*secondary\*

1.0000000

0.0000000

0.0000000

FBQ31

Systems that make computers more convenient to use by users, application developers and system administrators etc. is termed as \_\_\_\_\_ system

\*operating\*

1.0000000

0.0000000

FBQ32

\_\_\_\_\_ programming language has been fundamentally derived from the original C language which was published by B.W. Kernighan and D. M. Ritchie in 1978

\*C++\*

1.0000000

0.0000000

FBQ33

HTML tags are surrounded by \_\_\_\_\_ type of brackets?

\*Angle\*

1.0000000

0.0000000

FBQ34

HTML is what type of language?

\*Markup\*

1.0000000

\*Mark up\*

1.0000000

\*Mark-up\*

1.0000000

FBQ35

Ordinarily, the \_\_\_ tag is used to display a picture in a HTML page.

\*img\*

1.0000000

0.0000000

0.0000000

Multiple Choice Questions (MCQs)

MCQ1

Which of the following represents the acronym COBOL?

Common Business Oriented Language

1.0000000

Coupled Business Oriented Language

0.0000000

Communication Business Oriented Language

0.0000000

Common Base Oriented Language

0.0000000

MCQ2 The Bit is a \_\_\_\_

hexadecimal digit

0.0000000

octal digit

0.0000000

binary digit

1.0000000  
decimal digit

0.0000000  
MCQ3 Typically, the programming language which is used to teach structured programming is the \_\_\_\_

FORTRAN

1.0000000

COBOL

0.0000000

Pascal

0.0000000

Ada

0.0000000

MCQ4 Digits, letters and special symbols are known as

Bits

0.0000000

Characters

1.0000000

Fields

0.0000000

Records

0.0000000

MCQ5 C++ uses the \_\_\_\_\_ type of Code

ASCII

1.0000000

BSCII

0.0000000

FSCII

0.0000000

GSCII

0.0000000

MCQ6 FORTRAN was developed by \_\_\_\_\_

Apple

0.0000000

Google

0.0000000

IBM

1.0000000

Black berry

0.0000000

MCQ7

Several related fields can be used to compose a \_\_\_\_\_

bit

0.0000000



character

0.0000000

field

0.0000000

record

1.0000000

MCQ8 A particular machine language of a specific computer can be used on \_\_\_\_

various computers

0.0000000

that computer only

1.0000000

memory

0.0000000

ALU

0.0000000

MCQ9 A group of related records is termed as \_\_\_\_

File

1.0000000

character

0.0000000

field

0.0000000

record

0.0000000

MCQ10

Which of the following is an Operating System?

Word Processing Software

0.0000000

Database

0.0000000

Electronic Spread sheet

0.0000000

Linux

1.0000000

MCQ11

Which of the following completes the set of a computer system?

Hardware

0.0000000

Operating System Software

0.0000000

Application Software

0.0000000

All of the options

1.0000000

MCQ12

The complete computer programming is majorly comprised of:

System Programming

0.0000000

Application Programming

0.0000000

None of the options

0.0000000

All the options

1.0000000

MCQ13

\_\_\_\_\_ programs constitute the driving force behind 'tile operations of the Computer System

Editing

0.0000000

Application

0.0000000

System

1.0000000

Queued

0.0000000

MCQ14

Which of the following options is not one of the basic principles of programming?

Reliability and Performance

0.0000000

Maintainability and Portability

0.0000000

None of the options

1.0000000

All of the options

0.0000000

MCQ15

Which of the following is not an advantage of a Machine Language?

Fast execution speed

0.0000000

Totally machine-dependent

1.0000000

Programmer's full control of the Computer and its capabilities

0.0000000

None of the options

0.0000000

MCQ16

The hierarchy of languages that is closer to the Machine Language is the \_\_\_\_\_  
Language

High level

0.0000000

Low level

0.0000000

Assembly

1.0000000

All of the options

0.0000000

MCQ17

Mnemonic means a \_\_\_\_\_ aid

memory

1.0000000

Input

0.0000000

Output

0.0000000

Scanner

0.0000000

MCQ18

\_\_\_\_\_ is specially designed to facilitate the use of the hardware and to make the Computer System function efficiently and run quickly.

Monitor

0.0000000  
application

0.0000000  
system

1.0000000  
keyboard

0.0000000  
MCQ19

The basic characteristic layers of a simple 4GL are the following EXCEPT:

Database

0.0000000  
Data Communication

0.0000000  
Data Processing and End User Facilities (EUF)

0.0000000  
None of the options

1.0000000  
MCQ20

The following are the merits of Assembly Language: EXCEPT

It is efficient in processing time and in the use of memory space.

0.0000000  
It encourages Modular Programming, where programs are broken into modules

0.0000000  
It provides an error listing which is useful in debugging

0.0000000  
Assembly Language is machine-dependent

1.0000000  
MCQ21

A programming paradigm based on concept of "objects", which may contain attributes and code in form of procedures is called ?

object oriented programming

1.0000000

Structured Query programming

0.0000000

Procedural Programming

0.0000000

All of the options

0.0000000

MCQ22 Variable declared outside of a function or a block is called  
local variable

0.0000000

global variable

1.0000000

variable

0.0000000

string

0.0000000

MCQ23

Which of the following is a mark -up language?

HTML

1.0000000

Java

0.0000000

SQL

0.0000000

All of the options

0.0000000

MCQ24

Which of the following is an object-oriented language?

HTML

0.0000000

Java

1.0000000

SQL

0.0000000

All of the options

0.0000000

MCQ25

Essentially, the \_\_\_ is a query Language

HTML

0.0000000

Java

0.0000000

SQL

1.0000000

All of the options

0.0000000

MCQ26

The following are iterative structures in Pascal: EXCEPT ?

FOR loop

0.0000000

WHILE loop

0.0000000

REPEAT loop.

0.0000000

None of the options

1.0000000

MCQ27

The attractive features of C++ is ?

that the language is procedural

0.0000000

That the language query language

0.0000000

that the language offers good facilities for Object-Oriented Programming

1.0000000

All of the options

0.0000000

MCQ28

The network of sub-networks of computers across the world is called the \_\_\_\_\_

WWW

0.0000000  
Web Browser

0.0000000  
INTERNET

1.0000000  
Web Page

0.0000000  
MCQ29  
The following are Web Browsers EXCEPT?

Microsoft internet Explorer

0.0000000  
Safari

0.0000000  
Netscape Navigator

0.0000000  
Mozzarella Firefox

1.0000000  
MCQ30  
Visual Basic is a tool that allows you to develop application in a \_\_\_\_

Real Time

0.0000000  
Graphical User Interface

1.0000000  
Character User Interface

0.0000000  
None of the options

0.0000000  
MCQ31  
In Visual Basic, a variable name cannot be more than \_\_\_\_\_ characters

255

1.0000000

300

0.0000000

355

0.0000000

400

0.0000000

MCQ32

The variable that does not change the value during execution of program is \_\_\_\_\_

Numeric

0.0000000

String

0.0000000

Constant

1.0000000

None of the options

0.0000000

MCQ33

In Visual Basic \_\_\_\_\_ is the extension to represent project file

.frm

0.0000000

.vbp

1.0000000

.cls

0.0000000

.vb

0.0000000

MCQ34 What is the output of the following code?  $A = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 9 & 0 \\ 1 & 2 & 3 \end{bmatrix}$ ;  $\text{nnz}[A]$

4

0.0000000

5

0.0000000

3

0.0000000



Error

1.0000000

MCQ35

MathCad is a very powerful tool capable of doing the following, EXCEPT ?

Animation and Data Analysis

0.0000000

Plotting Graphics and Solving Equations

0.0000000

Programming

0.0000000

None of the options

1.0000000