



**ROBERT MUGABE SCHOOL OF EDUCATION
AND CULTURE**

DEPARTMENT OF CURRICULUM STUDIES

BACHELOR OF EDUCATION HONOURS DEGREE

LEVEL 1 SEMESTER 1

EXAMINATION QUESTION PAPER

MODULE CODE: PGDCS311

MODULE NARRATION: GRAD DE COMPUTER SCIENCE

DATE 2025

DURATION 3 HOURS

INSTRUCTIONS TO CANDIDATES:

- 1. Answer any FOUR questions**
- 2 All questions carry equal marks**

Question-1

Analyse the use of using multimedia resources in the classroom, and how facilitators can effectively integrate them into their instruction. [25]

Question-2

Discuss the following approaches used in teaching and learning of Computer Science

- (i) Gamification
- (ii) Collaborative learning
- (iii) Virtual Field trip
- (iv) Problem Based Learning
- (v) Flipped classroom [25]

Question-3

Discuss the benefits of a syllabus and schemes of work in teaching computer science, and how do they contribute to effective curriculum delivery and student learning outcomes. [25]

Question-4

Analyse the use of using e-learning platforms and digital resources in teaching computer science. [25]

Question-5

Discuss how AI technologies can enhance teaching and learning experiences for computer science students. [25]

-----END OF PAPER -----