

**THE UNITED REPUBLIC OF TANZANIA
NATIONAL EXAMINATION COUNCIL OF TANZANIA
DIPLOMA IN SECONDARY EDUCATION EXAMINATION**

750

EDUCATIONAL MEDIA AND TECHNOLOGY

Time: 3 Hour.

ANSWERS

Year: 2000

Instructions

1. This paper consists of sections **A** and **B**.
2. Answer all questions in sections **A** and **four (4)** questions from section **B**.
3. Read each question carefully before you start answering it.
4. Cellular phones and other unauthorized materials are **not** allowed in the examination room.
5. Write your **Examination Number** on every page of your answer booklet(s).

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1. Identify four features that make visual media effective in delivering classroom instruction.

One key feature that makes visual media effective is clarity. Visual aids such as charts, maps, and diagrams must be clearly visible and legible from all parts of the classroom to ensure that all learners can access the information being presented.

Another important feature is relevance. The content displayed using visual media must directly relate to the lesson objectives. Irrelevant or overly complex visuals can confuse students rather than support learning.

A third feature is simplicity. Effective visual media avoids overcrowding of text and images. It focuses on the essential points, which allows students to grasp concepts more easily and prevents distraction.

The fourth feature is attractiveness. Well-designed visual media uses appropriate colors, layouts, and designs to capture learners' attention and maintain their interest throughout the lesson.

2. Briefly describe two limitations and two advantages of using video materials in classroom teaching.

One limitation of using video materials is the requirement for technological equipment. Teachers need access to functioning video players, projectors, or computers, which may not always be available in all schools, especially in rural areas.

Another limitation is time consumption. Finding, previewing, and preparing suitable video content can be time-consuming for teachers, and playing long videos may take away from active learning time if not properly managed.

One advantage of video materials is their ability to bring real-life situations into the classroom. Videos can demonstrate processes, events, or places that students might not be able to experience firsthand, thus enriching understanding.

Another advantage is increased engagement. Video materials often capture students' attention more effectively than spoken lectures alone, especially when accompanied by sound, animation, or real-life examples.

3. Give four reasons why improvisation is important in educational media and technology.

Improvisation is important because it reduces costs. Many schools face budget constraints, and teachers can use locally available materials to create teaching aids instead of relying on expensive commercial ones.

Improvisation enhances creativity among teachers. It challenges them to think outside the box and design materials that suit their specific teaching needs and student levels.

It also increases relevance. Improvised materials are often designed to reflect local culture, language, and environment, making them more relatable and understandable to students.

Lastly, improvisation ensures availability of materials. In cases where standard teaching aids are not accessible, improvised resources fill the gap and ensure that teaching and learning continue effectively.

4. Mention two factors to consider when arranging media resources in the classroom.

One factor is accessibility. Media resources should be placed where both the teacher and students can easily access them during lessons. This helps minimize time wasted during instruction and keeps students engaged.

Another factor is safety. Equipment such as projectors, extension cords, or display boards must be arranged in a way that avoids accidents or obstruction. Proper storage also ensures the durability of teaching aids.

5. State four limitations teachers may face when using radio broadcasts in the teaching process.

One limitation is lack of interactivity. Radio broadcasts are one-way communication tools, which means students cannot ask questions or seek clarification in real time during a lesson.

Another limitation is scheduling conflicts. Educational radio programs may be broadcast at times that do not align with the school timetable, causing teachers to miss or skip planned lessons.

A third challenge is signal reception. Poor radio signals or lack of electricity in some areas can prevent schools from accessing educational programs effectively.

Lastly, teachers have limited control over content. Since radio broadcasts are created externally, teachers cannot always ensure that the material aligns with the curriculum or the learning pace of their students.

6. Mention four uses of audio media in classroom instruction.

Audio media can be used to teach pronunciation and listening skills, especially in language subjects. Hearing native speakers can improve students' accent, tone, and understanding of spoken language.

It is also useful in storytelling. Audio recordings of stories or poems can stimulate imagination and enhance comprehension, especially for younger learners.

Audio media can deliver content to large groups. Teachers can use loudspeakers or recorders to deliver lessons to many students at once without straining their voices.

Lastly, it supports revision. Teachers can record important parts of a lesson and allow students to replay them later for better understanding and reinforcement.

7. Differentiate between instructional media and teaching aids, giving two points.

Instructional media refer to all forms of communication tools used to deliver and enhance teaching, such as projectors, videos, and radio. They involve technology and often provide a wider range of functions beyond the classroom.

Teaching aids, on the other hand, are physical materials or objects that help in illustrating concepts directly in the classroom. Examples include flashcards, charts, and models. They are usually simple, low-tech, and used directly by the teacher.

8. Mention any four types of project-based teaching media and explain their relevance.

One type is models. These are physical or 3D representations of real objects, such as the human heart or solar system, and help students visualize structures they cannot see directly.

Another type is portfolios. These are collections of students' work over time and are useful for evaluating progress and encouraging self-reflection.

Posters are also common. They allow students to summarize and creatively present research findings or group work, making learning more engaging.

Finally, presentations using PowerPoint or flipcharts help students organize and share their understanding on a topic while building their communication skills.

9. Outline four procedures teachers should follow in selecting instructional materials.

First, the teacher must identify the learning objectives. The chosen material should help achieve the specific goals of the lesson.

Second, the teacher should evaluate the content for accuracy and relevance to the topic. Outdated or unrelated material should be avoided.

Third, the teacher needs to consider the learners' level. Materials should match students' age, language ability, and prior knowledge to be effective.

Lastly, the teacher must assess the availability and accessibility of the material. If the media cannot be easily accessed or operated in the school environment, it should not be selected.

10. Briefly describe four possible dangers of poor media selection in the teaching and learning process.

Poor media selection can lead to confusion. If the media does not clearly present the intended message, students may misunderstand key concepts.

It can cause disengagement. Boring, irrelevant, or overly complex media may make students lose interest in the lesson.

It wastes time and resources. Using the wrong media may not only fail to meet the lesson objective but also consume valuable class time and effort.

Lastly, it may demotivate learners. If students find it hard to relate to the material due to poor media choice, their confidence and participation in learning may decline.

11. Describe five challenges teachers face when integrating Information and Communication Technology (ICT) in Tanzanian schools.

One major challenge is limited access to ICT infrastructure. Many schools in Tanzania lack computers, projectors, internet connectivity, or electricity, making it difficult for teachers to integrate ICT tools in their teaching.

Another challenge is lack of teacher training. A significant number of teachers are not adequately trained in the use of ICT tools for educational purposes, which hinders their confidence and effectiveness in using these tools during instruction.

There is also the problem of insufficient technical support. Even when equipment is available, breakdowns may take a long time to fix due to the absence of technicians or maintenance services in remote areas.

Resistance to change is another issue. Some teachers are reluctant to shift from traditional methods of teaching to modern ICT-based approaches due to fear of technology or lack of interest.

Lastly, lack of locally relevant content is a barrier. Most available digital educational content may not align with the Tanzanian curriculum, making it hard for teachers to find suitable resources for their subjects.

12. Discuss five qualities that instructional materials must have to be considered effective for use in secondary classrooms.

Instructional materials must be accurate. The information they contain should be correct and aligned with the national curriculum to prevent the spread of misinformation.

They should also be age-appropriate. The content, language, and design must suit the level of understanding of the learners to ensure the material is accessible and meaningful.

Another essential quality is clarity. The materials must be easy to read or view, with legible text, clear audio, or vivid visuals to support comprehension.

Durability is also important. Since teaching materials are often used repeatedly, they must be strong enough to withstand regular handling without damage.

Lastly, instructional materials should be adaptable. Good materials can be used in different teaching situations or adjusted to cater to different learning styles and classroom needs.

13. Suggest five ways through which teachers can promote the proper use and care of teaching aids in a school environment.

Teachers can begin by organizing orientation sessions to train both students and fellow staff on how to handle and use teaching aids correctly.

They should also develop a check-in/check-out system for managing the borrowing of teaching aids, ensuring accountability and tracking their use.

Another way is to store teaching aids properly in secure and labeled cabinets or storerooms to prevent damage and facilitate easy retrieval.

Teachers can also encourage the culture of responsibility by assigning student monitors to assist in handling and returning teaching materials after lessons.

Finally, regular inspection and maintenance should be scheduled to ensure that worn-out or broken materials are repaired or replaced in time, thus extending their lifespan.

14. “Effective use of modern technology can improve classroom participation.” Justify this statement by giving five reasons.

Modern technology captures students' attention through visual and interactive content, which stimulates curiosity and keeps learners more engaged during lessons.

It allows for personalized learning. Students can interact with materials at their own pace through educational apps and digital platforms, leading to increased involvement and confidence.

Technology encourages collaboration. Tools such as discussion forums, group projects using digital media, and online quizzes promote teamwork and participation.

It also facilitates real-time feedback. Teachers can use digital tools to instantly assess understanding and respond to students' queries, encouraging more active contribution from learners.

Lastly, technology makes learning more accessible. Students with different learning needs can benefit from audio, visual, or text-based materials, ensuring more inclusive participation in the classroom.

15. Explain five educational values of using simulations and games in the learning process.

Simulations help in developing problem-solving skills. Students are placed in realistic scenarios where they must think critically and make decisions, enhancing their analytical abilities.

They increase motivation and interest. Games introduce competition and fun into the learning environment, which can stimulate learners' enthusiasm for a subject.

Simulations provide experiential learning. Students can practice procedures or observe complex processes (like chemical reactions or weather patterns) that may not be possible to replicate in real life.

They support safe experimentation. Learners can make mistakes and try out ideas without real-world consequences, encouraging risk-taking and innovation.

Finally, they enhance memory retention. Learning through action and experience often leads to better recall compared to passive forms of instruction like lectures.

16. Evaluate the impact of integrating multimedia teaching tools in subject areas such as Science and Geography.

Multimedia tools such as animations, videos, and interactive simulations make abstract scientific concepts (like cell division or tectonic movement) more concrete and understandable.

They enrich content delivery in Geography by showing real-time weather patterns, maps, and satellite images, allowing learners to explore the physical world more vividly.

Multimedia enhances student engagement through sound, visuals, and interactive elements, making lessons more dynamic and reducing boredom or distraction.

It supports differentiated instruction. Teachers can use varied multimedia formats to cater to different learning styles—visual, auditory, and kinesthetic—thereby reaching more students.

However, it can also present challenges, such as overreliance on technology or the temptation to entertain rather than educate. Teachers must balance the use of multimedia with pedagogical goals to maintain academic rigor.

17. Analyse five disadvantages of relying heavily on a single type of instructional media in the classroom.

Heavy reliance on one type of media may lead to limited learning experiences. Students are not exposed to diverse methods of understanding content, which can affect comprehension.

It reduces flexibility. A single medium may not be suitable for all topics or all students, especially those with different learning preferences or special needs.

Overuse of one media form can cause learner fatigue or boredom. For example, using only PowerPoint slides repeatedly may disengage students over time.

It may hinder critical thinking. If the same media form always presents information in a fixed way, students may become passive recipients rather than active participants in learning.

Lastly, technical failures can disrupt lessons. Depending on a single technological tool, like a projector or video, can be risky if equipment malfunctions or power cuts occur.

18. Examine five ethical considerations a teacher should observe when using media materials with students.

Teachers must ensure age-appropriateness. All media content shown or used should be suitable for the students' age group to avoid exposing them to harmful or disturbing material.

They must respect copyright laws. Media materials should be used legally, with proper permission or licensing, to model respect for intellectual property.

Teachers should avoid bias or stereotypes. Educational media must be selected carefully to prevent reinforcing gender, racial, or cultural discrimination.

They should also maintain student privacy. When using digital tools that collect data, teachers must ensure that students' personal information is protected.

Lastly, transparency is essential. Teachers must explain the purpose and relevance of any media used so that students understand how it connects to the lesson and learning objectives.