

Instructions:

1. The question paper contains 01 to 06 questions spread across 02 pages.
2. All questions are compulsory.
3. Figures to the right in brackets indicate maximum marks.

Answer the following questions.

- Q1.** What do you mean by Communication? Explain the process of Communication with a neat labelled diagram, indicating clearly the role of each Component. **(10 marks)**

OR

Define Visual Communication. Why are Visual Communication Skills important?
How to improve Visualisation?

- Q2.** What do you mean by learning to learn? Write in detail about CAI with its advantages and disadvantages. **(10 marks)**

OR

What is the Cone of Experience? Explain in brief Dale's Cone of Experience with a neat labelled diagram.

- Q3.** Define SLM. Explain the steps in designing worksheets. Mention other factors to be kept in mind while designing worksheet **(10 marks)**

OR

Define Online and Offline Resources. Write in brief about the characteristics and guidelines to use, merits, and limitations of online and offline resources.

- Q4.** What do you mean by F.O.S.S? Write in detail the types of F.O.S.S that can be applied to Education. **(10 marks)**

OR

Write any four characteristics of the Library. Discuss in brief the importance of the Library in school and the role of the teacher in managing it.

Q.5) Answer any three of the following questions.

(3X5 = 15)

- a) Describe any five domains for developing effective writing skills.
- b) Define the terms
 - (i) Three-Dimensional Media
 - (ii) Puppet and why are Puppets important in the classroom?
- c) Define Visual media. Write two points of difference between Projected and Non-Projected Media.
- d) Define Language Laboratory. Write in brief the components of the Language Laboratory.
- e) Discuss in brief about Simulation Technique.

Q.6) Write short notes on any five in about 100 words.

(5X3=15)

- a) Reflective Communication
- b) Audio-Visual Media
- c) Learning Centres
- d) Blended Learning
- e) Computer as learning resources for Presentation.
- f) Educational games
- g) Video conferencing