

FEDERAL REPUBLIC OF SOMALIA

GRADE 12 EXAMS, 2024

ENGLISH



OFFICE OF EXAMINATIONS AND CERTIFICATION



Ministry of Education, Culture & Higher Education
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Form Four National Examinations.

JUNE 2024

SUBJECT: ENGLISH

TIME: 2 HOURS

INSTRUCTIONS: Answer all questions in the ANSWER BOOKLET

SECTION 1: READING COMPREHENSION: EDUCATIONAL TECHNOLOGY [30 MARKS]

Educational technology, also known as EdTech, refers to the use of technology to enhance teaching and Learning experiences. It encompasses a wide range of tools, strategies, and resources that aim to improve educational outcomes through the integration of technology into the classroom.

EdTech has gained significant popularity in recent years due to the increasing availability and affordability of digital devices such as computers, tablets, and smartphones. These devices offer new opportunities for educators to engage students and deliver content in innovative ways.

The integration of educational technology can take various forms. One common **implementation** is the use of interactive whiteboards or smart boards in classrooms. These large touch-sensitive screens allow teachers to display multimedia content, annotate lessons, and engage students in interactive activities. Smart boards enable educators to create dynamic and immersive learning experiences that cater to different learning styles.

Another popular EdTech tool is online learning platforms. These platforms provide a virtual learning **environment** where students can access educational resources, complete **assignments**, and interact with teachers and peers. Online learning platforms offer flexibility in terms of time and location, allowing students to learn at their own pace and from anywhere with an internet connection.

Adaptive learning technology is another **significant** development in EdTech. Adaptive learning platforms use artificial intelligence algorithms to personalize the learning experience for each student. These platforms gather data on students' strengths and weaknesses and deliver tailored content and assessments to address their individual needs. Adaptive learning technology can help students' progress at their own pace, fill knowledge gaps, and challenge them with appropriate learning materials.

Gamification is another trend in educational technology. Gamified learning environments incorporate game elements, such as points, badges, and leaderboards into educational activities. The goal is to increase student engagement, motivation and participation. Gamified learning can make the learning process more enjoyable and immersive, fostering a sense of achievement and competition among students.

While educational technology offers **numerous** benefits, it also presents challenges that need to be addressed. One concern is the potential for increased screen time and its impact on students' health and well-being. Additionally, there is a digital divide that exists between students who have access to technology at home and those who do not. This gap can exacerbate educational inequalities and hinder the learning opportunities for disadvantaged students.

A. Answer the following questions according to the passage. (10 marks)

- 1) What is the main goal of educational technology?
- 2) State three examples of digital devices mentioned in the passage.
- 3) What are some Benefits of integrating educational technology into the classroom?
- 4) How can online learning platforms help students?
- 5) What are some challenges associated with the use of educational technology?

B. Circle the correct answer in the following sentences. (10 marks)

6) What does EdTech refer to?

- | | |
|---|---|
| a. The use of technology in entertainment | b. The integration of technology into education |
| c. The development of new technologies | d. The study of educational theories |

7) Which of the following is an example of EdTech?

- | | |
|--|--|
| a. Watching educational videos on YouTube | b. Reading books in a traditional library |
| c. Using paper and pencils for note-taking | d. Participating in a physical education class |

8) How can smart boards enhance the learning experience?

- | | |
|--|--|
| a. By providing access to the internet | b. By enabling interactive activities |
| c. By reducing the need for textbooks | d. By replacing teachers with technology |

9) What is the main advantage of online learning platforms?

- | | |
|--|---|
| a. They allow students to learn at their own pace. | b. They eliminate the need for teachers. |
| c. They provide physical interaction with peers. | d. They require expensive computer equipment. |

10) What is the purpose of adaptive learning technology?

- | | |
|---|---|
| a. To increase student engagement in learning | b. To personalize the learning experience |
| c. To replace traditional teaching methods | d. To replace human teachers with AI algorithms |

11) What is gamification in educational technology?

- | | |
|---|---|
| a. The use of game elements in educational activities | b. The study of video game design |
| c. The development of educational video games | d. The use of technology for physical education |

12) What is one potential challenge of educational technology?

- | | |
|--|--|
| a. Decreased screen time for students | b. Lack of access to technology for all students |
| c. <u>L</u> imited availability of educational resources | d. Ineffective integration of technology in classrooms |

13) How can gamified learning environments benefit students?

- | | |
|--|--|
| a. By increasing competition among students | b. By reducing student engagement in learning |
| c. By replacing traditional assessments with games | d. By making the learning process more enjoyable |

14) What is the digital divide in educational technology?

- a. The gap between students who enjoy using technology and those who don't
- b. The difference in educational outcomes between rural and urban schools
- c. The inequality in access to technology among students
- d. The lack of support for technology integration in schools

15) What is one potential disadvantage of adaptive learning technology?

- It makes students emotionally attached to artificial intelligence
- It requires expensive equipment and software.
- It limits students' creativity and critical thinking skills.
- It can lead to a loss of personalized instruction.

C. Give the meaning of the words Below as they are used in the passage. (10 marks)

- Implementation _____
- Environment _____
- Assignment _____
- Significant _____
- Numerous _____

SECTION 2: VOCABULARY

(20 marks)

A. Give the opposites of the words below.

(5 marks)

- Ignorance _____
- heavy _____
- man _____
- inside _____
- increase _____

B. Match the words in column A with their definition in column B. (5 marks)

A	B
1) Recycle	a) to get rid of impurities by or as if by washing.
2) Cleansing	b) withdrawal from one's occupation or from active working life.
3) Refuse	c) having a right to certain benefits.
4) Retirement	d) Reuse of things that have been used before
5) Entitled	e) To stop doing or using something

C. Use the most suitable word from the box below to fill in the gaps in the following sentences. (5marks)

instructed, costed, anticipated, learns, agreed,

- The two sides _____ to solve their differences.
- The school _____ students' registration each year.
- The child was _____ to lower his head until he was told to raise it.
- I bought this watch last night, it _____ me thirty-five dollars.
- Halima _____ at Hill secondary school.

C. Join the following sentences choosing the correct conjunction from the table Below.
(10 marks)

Whereas, And, Otherwise, But, Yet

- 11) Take your pen. Write down what I say _____.
- 12) Hurry up. You will be late for the class. _____.
- 13) Chicken meat is white. Camel meat is red. _____.
- 14) We saw the fire on the top floor. We could do nothing to put it out. _____.
- 15) The bus was half empty. It did not stop. _____.

SECTION 4: LITERATURE/POETRY

(10 marks)

A. Circle the correct word in the following statement.

(6marks)

- 1) Hand is to glove as foot is to boot, this is an example of
a) idiom b) analogy c) simile d) proverb
- 2) Rhythm in poetry is created by the following **EXCEPT** for:
a) sound pattern b) word repetition c) length of lines d) stanza lines
- 3) 'The sun is smiling at us' this is an example of:
a) imagery b) personification c) hyperbole d) metaphor
- 4) Making a comparison of two things by using words 'like or as' is called:
a) simile b) style c) rhyme d) metaphor
- 5) 'Ali is a lion' this is a figure of speech with example of:
a) metaphor b) personification c) simile d) symbolism
- 6) which of the following is a feature of style in literature:
a) irony b) poet c) author d) phonetics

B. Read this poem carefully and answer the questions. (4 marks)

*This is the debt I pay
Just for one riotous day
Year of regret and grief
Sorrow without relief
Pay it, I will to the end
Until the grave, my friend.*

- 7) How many Lines does this poem consist of?
- 8) What is the letter 'I' in line 5 called in Literature?



SECTION 5: WRITING

(10 marks)

In one page, write a composition by choosing one of the following topics.

- a) Importance of regular exercise
- b) Your Memorable childhood experience.
- c) Advantages of social media