

SYLLABUS FOR THE WRITTEN EXAM TOWARDS EDUCATION TECHNOLOGY POSITION PUBLISHED VIDE ADVERTISEMENT NO.2024/01 & 2024/02 DATED 08/02/2024

English (Grammar, Comprehension, Communication)

- **Grammar:** Parts of speech, tenses, subject-verb agreement, sentence structure, punctuation, and common grammatical errors.
- **Comprehension:** Reading comprehension strategies, identifying main ideas, summarizing, inferencing, and critical analysis of texts.
- **Communication:** Effective communication skills, verbal and non-verbal communication, public speaking, and presentation skills.
- **Writing Skills:** Essay writing, report writing, letter writing, and creative writing.

General Knowledge, Current Affairs

- **World Geography:** Continents, countries, capitals, major physical features, and climate.
- **History and Politics:** Key historical events, political systems, world leaders, and international organizations.
- **Economics:** Basic economic principles, global trade, and major economic organizations.
- **Science and Technology:** Innovations, discoveries, and the impact of technology on society.
- **Current Affairs:** Major global events, environmental issues, and emerging trends.

Logical Reasoning, Critical & Creative Thinking, Problem Solving

- **Logical Reasoning:** Patterns, sequences, analogies, classifications, and puzzles.
- **Critical Thinking:** Analyzing arguments, evaluating evidence, identifying biases, and reasoning.
- **Creative Thinking:** Brainstorming, mind mapping, and innovative problem-solving techniques.
- **Problem Solving:** Steps in problem-solving, case studies, and real-world problem-solving scenarios.

Education (Philosophy, Psychology, Pedagogy)

- **Educational Philosophies:** Essentialism, progressivism, perennialism, and constructivism.
- **Psychological Theories:** Piaget's stages of cognitive development, Vygotsky's social development theory, and Gardner's multiple intelligences.
- **Teaching Methods:** Inquiry-based learning, project-based learning, differentiated instruction, and experiential learning.
- **Assessment Strategies:** Formative and summative assessments, rubrics, and feedback techniques.

Technology (Editing, Recording, Content Creation)

- **Digital Literacy:** Basics of digital tools and platforms, internet safety, and responsible use of technology.
- **Content Creation:** Video editing, audio recording, graphic design, and multimedia presentations.
- **Software Skills:** Proficiency in tools such as Adobe Photoshop, Audacity, Prezi, and video editing software.
- **Project Management:** Planning, executing, and managing digital projects.

STEAM Pedagogy

- **Integration of STEAM:** Principles of integrating science, technology, engineering, arts, and mathematics.
- **Project-Based Learning:** Steps and benefits of project-based learning, designing STEAM projects.
- **Interdisciplinary Learning:** Benefits and examples of interdisciplinary approaches in STEAM.
- **Innovative Practices:** Use of technology and creative methods to enhance STEAM education.