



FINAL EXAMINATION
MARCH 2024

COURSE TITLE	PLAY IN EARLY CHILDHOOD EDUCATION
COURSE CODE	EPDV1143
DATE/DAY	20 JUNE 2024 / THURSDAY
TIME/DURATION	02:00 PM - 04:00 PM / 02 Hour(s) 00 Minute(s)

INSTRUCTIONS TO CANDIDATES :

1. Please read the instruction under each section carefully.
2. Candidates are reminded not to bring into examination hall/room any form of written materials or electronic gadget except for stationery that is permitted by the Invigilator.
3. Students who are caught breaching the Examination Rules and Regulation will be charged with an academic dishonesty and if found guilty of the offence, the maximum penalty is expulsion from the University.

(This Question Paper consists of 7 Printed Pages including front page)

DO NOT OPEN THE QUESTION PAPER UNTIL YOU ARE TOLD TO DO SO

This question paper consists of FIVE (5) questions. Answer ALL questions in the answer booklet. [50 MARKS]

Terdapat LIMA (5) soalan di dalam kertas peperiksaan ini. Sila jawab SEMUA soalan dalam buku jawapan yang disediakan. [50 MARKAH]

QUESTION 1

(10 Marks)

Lev Vygotsky, a classical developmental theorist, suggests that learning leads to development. For Vygotsky, play is not just a reflection of a child's stage of biological development, it is also the pathway by which children learn (Vygotsky 1978; Wertsch 1985).

- a) Explain why play is a leading force for children's development. (6 marks)
- b) Elaborate the process of a zone of proximal development (ZPD) in pretend play. (4 Marks)

SOALAN 1

(10 Markah)

Lev Vygotsky, seorang ahli teori perkembangan klasik, mencadangkan bahawa pembelajaran membawa kepada pembangunan.

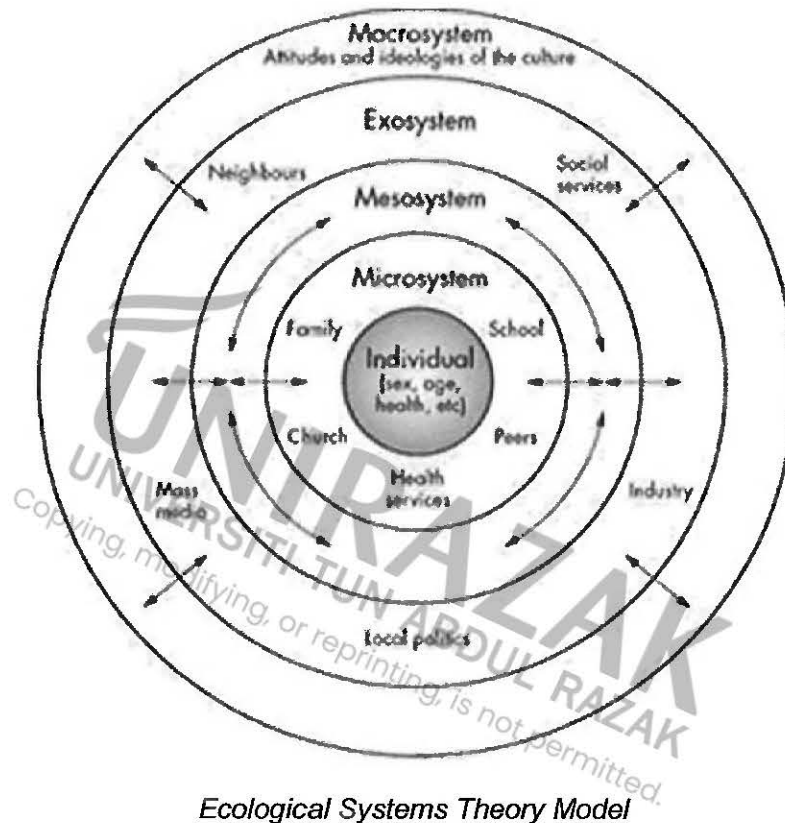
Bagi Vygotsky, bermain bukan sahaja mencerminkan peringkat perkembangan biologi kanak-kanak, ia juga merupakan laluan di mana kanak-kanak belajar (Vygotsky 1978; Wertsch 1985).

- a) Terangkan mengapa bermain adalah peneraju perkembangan kanak-kanak. (6 markah)
- b) Huraikan proses zon perkembangan proksimal (ZPD) dalam permainan pura-pura. (4 Markah)

QUESTION 2

(10 Marks)

Urie Bronfenbrenner's ecological systems theory frames an understanding of how a child's development occurs in nested, multilayered contexts (Bronfenbrenner, 1977). As this model relates to playing, the factors in each layer influence if and how children play, the types of play they engage in, as well as how play is seen to support children's learning and development.

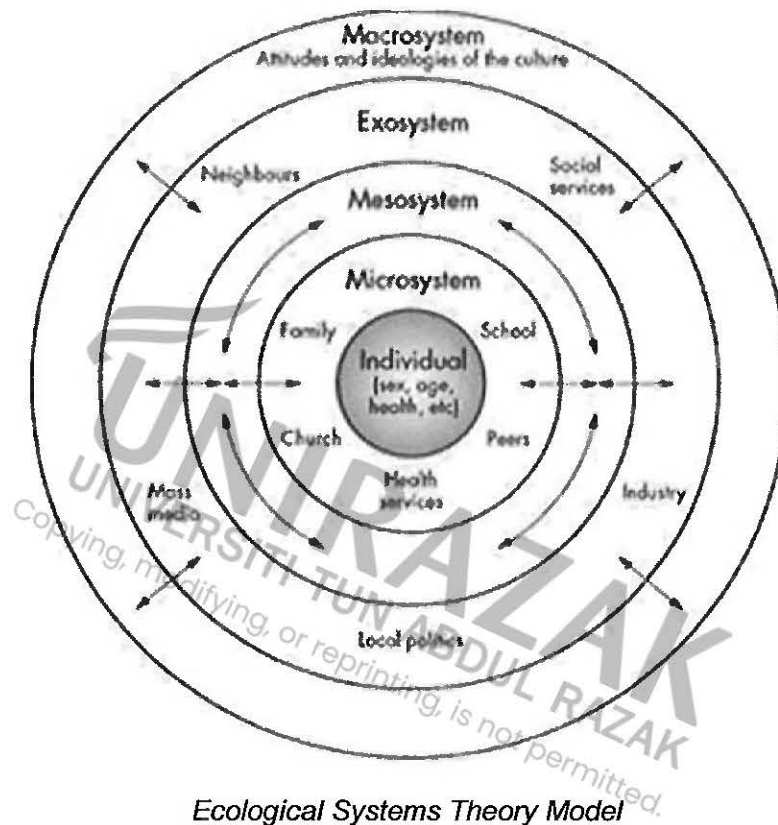


a) As children get older, the ways in which they play also change. These changes are often represented as stages of play. Explain the **FIVE (5)** stages of children's play. (10 marks)

SOALAN 2

(10 Markah)

Teori sistem ekologi Urie Bronfenbrenner merangka pemahaman tentang bagaimana perkembangan kanak-kanak berlaku dalam konteks bersarang, berbilang lapisan (Bronfenbrenner, 1977). Memandangkan model ini berkaitan dengan bermain, faktor dalam setiap lapisan mempengaruhi cara kanak-kanak bermain, jenis permainan yang mereka ceburi, serta cara bagaimana bermain dilihat menyokong pembelajaran dan perkembangan kanak-kanak.



Ecological Systems Theory Model

- a) Apabila kanak-kanak semakin membesar, cara mereka bermain juga semakin berubah. Perubahan ini sering diwakili sebagai peringkat permainan. Terangkan **LIMA (5)** peringkat permainan kanak-kanak.

(10 Markah)

QUESTION 3

(10 Marks)

"Play is usually characterized by focusing on the process rather than the outcome, emphasizing mastery and spontaneity. However, despite children often being described as 'playing with the computer', many digital toys, games, and apps marketed to them as lack opportunities for spontaneous activity or individual choice."

- a) Discuss **TWO (2)** ways technologies can foster digital learning activities that lack the elements of play. (4 marks)
- b) Describe **THREE (3)** forms of learning when children engage with digital technologies. (6 marks)

SOALAN 3

(10 Markah)

"Bermain biasanya dicirikan dengan memberi tumpuan kepada proses dan bukannya hasil, menekankan penguasaan dan spontan. Walau bagaimanapun, walaupun kanak-kanak sering digambarkan sebagai 'bermain dengan komputer,' banyak mainan digital, permainan dan aplikasi yang dipasarkan kepada mereka kekurangan peluang untuk spontan. aktiviti atau pilihan individu."

- a) Bincangkan **DUA (2)** cara teknologi boleh memupuk aktiviti pembelajaran digital yang tidak mempunyai unsur permainan. (4 markah)
- b) Huraikan **TIGA (3)** bentuk pembelajaran apabila kanak-kanak melibatkan diri dengan teknologi digital. (6 markah)

QUESTION 4

(10 Marks)

Teachers have many options for supporting young children's play that range from indirect to very direct roles. Effective early childhood teachers are flexible and responsive to the changing developmental needs and interests of individual children and rely on using a wide range of strategies in dynamic and flexible ways

- a) Explain **THREE** (3) teacher roles to support and guide children's play. (6 marks)
- b) Describe the importance of the environment to children's learning (2 Marks)
- c) Suggest **ONE** (1) strategy to design a play space (2 marks)

SOALAN 4

(10 Markah)

Guru mempunyai banyak pilihan untuk menyokong permainan kanak-kanak kecil yang terdiri daripada peranan tidak langsung hingga sangat langsung. Guru awal kanak-kanak yang berkesan adalah fleksibel dan responsif kepada keperluan dan minat perkembangan yang berubah-ubah setiap kanak-kanak dan bergantung pada penggunaan pelbagai strategi dalam cara yang dinamik dan fleksibel.

- a) Terangkan **TIGA** (3) peranan guru untuk menyokong dan membimbing permainan kanak-kanak (6 markah)
- b) Huraikan secara ringkas kepentingan alam sekitar kepada pembelajaran kanak-kanak (2 Markah)
- c) Cadangkan **SATU** (1) strategi untuk mereka bentuk ruang permainan (2 markah)

QUESTION 5

(10 Marks)

Children between the ages of 0 and 4 years are provided for in the TASKA or childcare centre. In implementing early childhood education programmes, TASKA provides a framework curriculum. TASKA has created an environment of teaching-oriented "learning through playing" to promote the development of the personalities and minds of children for teaching. In a nursery, you are a caretaker assigned to take care of a 3-year-old child.

- a) Plan an effective play activity to develop the socio-emotional skills of children (10 Marks)

SOALAN 5

(10 Markah)

TASKA atau taman asuhan kanak-kanak merupakan tempat untuk menjaga kanak-kanak di antara umur 0 hingga 4 tahun. TASKA menggunakan kurikulum bersepadu dalam melaksanakan program pendidikan awal kanak-kanak. Bagi cara pengajaran, TASKA telah menyediakan suasana pengajaran yang berorientasikan 'belajar melalui bermain' bagi merangsang perkembangan personaliti dan minda kanak-kanak.

- a) Rancang satu aktiviti permainan yang bersesuaian bagi meningkatkan lagi kemahiran sosio-emosi kanak-kanak. (10 markah)

***** END OF QUESTION PAPER *****