



Province of the
EASTERN CAPE
EDUCATION

DIRECTORATE SENIOR CURRICULUM MANAGEMENT (SEN-FET)

HOME SCHOOLING SELF-STUDY WORKSHEET ANSWER SHEET 31

SUBJECT	COMPUTER APPLICATIONS TECHNOLOGY	GRADE	12	DATE	20/05/20
TOPIC	Social Implications: Scenario based questions	TERM 1 REVISION		TERM 3 CONTENT	✓

Question 1: Scenario-based questions

Ntuli has been given a big project that needs within a few days. This project has left him stressed because he has to do a lot of research, before he can complete the five main parts of his project. After doing his re-search Ntuli found that he had approximately 326 pages worth of research to go through.

a. What could Ntuli suffer from as a result of this project? (1)

Answer: Information overload. ✓

b. What four things can Ntuli do to prevent or reduce this problem. (4)

Answer: Possible answers:

- *Prioritise tasks ✓*
- *Group tasks ✓*
- *Do not multitask ✓*
- *Take breaks ✓*

c. When Ntuli completes his school project he is very proud of it. He decides he wants to share it online so he can get people's opinion of his work. What could he use to do this? (1)

Answer: Social media ✓

d. Mention four things Ntuli should be cautious of when sharing his project online. (4)

Answer: Use the following as an assessment guideline:

Some possible answers:

- *Social media can create a false sense of relationships. ✓*
- *Social media can affect his privacy. ✓*
- *Social media can lead to unwanted peer pressure. ✓*
- *Social media can affect his actions and behaviour. ✓*

Question 2: Categorisation questions

Which of the following statements are negative side effects of social media, technology and virtual reality?

Answer:

- 2.1 *It can lead to peer pressure. – Social media ✓*
- 2.2 *It can cause cybersickness. – Virtual reality ✓*
- 2.3 *It can create a false sense of relationships. – Social Media ✓*
- 2.4 *It can lead to crime and abuse. – Technology ✓*
- 2.5 *It can lead to information overload. – Technology ✓*
- 2.6 *It can affect your privacy. – Social Media ✓*
- 2.7 *It can lead to addiction. – Virtual reality ✓*
- 2.8 *It can affect your productivity. – Social media ✓*
- 2.9 *It can affect your actions. – Social media ✓*
- 2.10 *It can affect the environment. – Technology ✓*

TOTAL: [20]