#### **Aga Khan University Examination Board**

Notes from E-Marking Centre SSC-II Computer Science Annual Examinations 2023

#### Introduction

This document has been prepared for the teachers and candidates of Secondary School Certificate (SSC) Part II (Class X) Computer Science. It contains comments on candidates' responses to the 2023 SSC-II Examination indicating the quality of the responses and highlighting their relative strengths and weaknesses.

#### **E-Marking Notes**

This includes overall comments on candidates' performance on every question and *some* specific examples of candidates' responses which support the mentioned comments. Please note that the descriptive comments represent an overall perception of the better and weaker responses as gathered from the e-marking session. However, the candidates' responses shared in this document represent some specific example(s) of the mentioned comments.

Teachers and candidates should be aware that examiners may ask questions that address the Student Learning Outcomes (SLOs) in a manner that requires candidates to respond by integrating knowledge, understanding and application skills they have developed during the course of study. Candidates are advised to read and comprehend each question carefully before writing the response to fulfil the demand of the question.

Candidates need to be aware that the marks allocated to the questions are related to the answer space provided on the examination paper as a guide to the length of the required response. A longer response will not in itself lead to higher marks. Candidates need to be familiar with the command words in the SLOs which contain terms commonly used in examination questions. However, candidates should also be aware that not all questions will start with or contain one of the command words. Words such as 'how', 'why' or 'what' may also be used.

#### **General Observations**

Most candidates achieved success in constructing good responses specifically in the following topics.

- Programming in C
- Fundamentals of Input and Output Handling in C
- Computer Security and Ethics
- Trace Table of Loop Structures
- Algorithms and Flowcharts

Nonetheless, it is essential for teachers to concentrate on the following concepts and provide candidates with more practice to foster a solid understanding.

- Control Structure
- Loop Structure (ERQ)
- Computer Logic and Gates

Note: Candidates' responses shown in this report have not been corrected for grammar, spelling, format, or information.

#### **Detailed Comments**

### **Constructed Response Questions (CRQs)**

	Question No. 1					
<b>Question Text</b>	Write the name and draw the flowchart symbol in front of each description in the given table.					
	Description Name Flowchart Symbol					
	All the calculations appear inside this symbol.					
	It is used to connect various flowchart symbols.					
SLO No.	7.3.3					
SLO Text	Identify the flowchart symbols for the following					
	a. input b. process c. decision making d. or connectors.	utputs e. ten	minator/ termi	nal point f.		
Max Marks	2					
Cognitive Level	U*					
Checking	1 mark for each correct identification of name ar	•	WO required).			
Hints	1 mark will be awarded if only names are 1 mark will be awarded if only symbols a	are drawn.				
Overall	The overall performance in this question was exc		•			
Performance	a clear understanding of the topic and provi			•		
	responses were inadequate, where candidates were not able to represent the correct					
	symbol against the name and description of flowchart. To improve further, candidates should focus on accurate symbolic representation of a flowchart.					
<b>Description of</b>	The candidates' responses to the flowchart			impressive		
Better	understanding and proficiency in flowchart co	-		-		
Responses	named, and their symbolic representations were aligned precisely with the given					
	description. This showcased the candidates' strong grasp of the subject matter and their					
Imaga of	ability to use concepts of flowchart effectively.					
Image of Better		Albacan Islando Asia	Data Marcal Delife	execution 1		
Response	Description	Nai	ne Flow	275 A27 M603 V 900 H		
-						
	All the calculations appear inside this symbol.	proces	88			
	It is used to connect various flowchart symbols.	CL				
	it is used to connect various nowchart symbols.	flow	ines —			
	4					
Description of	The condidator' regnerates displayed some inco	annagias is 4	ha aggasistica	of different		
Description of Weaker	The candidates' responses displayed some inac symbols within the flowchart and writing the v					
Responses	flowchart, arrows, rectangle and various flowcha	-	-	-		
1	focus on enhancing their understanding of flowchart concepts and ensuring the accurate					
	use of symbols to represent the logical sequence	of steps.				

Image of Weaker	Description	Name <sup>®</sup>	Flowchart Symbol
Response	·All the calculations appear inside this symbol.	Flow Chast	
	It is used to connect various flowchart symbols.	Various flow chast	

How to Approach SLO	Pedagogy** Used for that SLO	Assessment Strategies
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Questioning Technique (Socratic approach)</li> <li>Practical Demonstration</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>
Tor extra resources	** For description of each pedagogy, refer to	
	Annexure A	

#### **Any Additional Suggestion:**

Teachers are advised to show a practical demonstration of the topic using different mockup tools such as Microsoft visio or balsamiq mockup etc. It will help them to understand the topic in depth.

\*K = Knowledge U = Understanding A = Application and other higher-order cognitive skills

Question No. 2			
<b>Question Text</b>	A C program is written to take three integers with different values as an input and also		
	identify the largest number amongst them.		
	Write the missing code in the given box to achieve the mentioned task.		

	#include <stdio.h> int main () { int n1, n2, n3; printf("Enter three different numbers:\n"); scanf("%d %d %d", &amp;n1,&amp;n2, &amp;n3);  return 0;</stdio.h>
	}
SLO No.	10.1.8
SLO Text	Write C programs for the problems mentioned in 7.2.3 involving the use of if-else-if statement.
Max Marks	3
Cognitive Level	A
Checking Hints	1 mark for writing each correct condition (THREE required).
Overall Performance	The overall performance of the entire cohort in this question was above average. The majority of candidates displayed a strong understanding of programming concepts, showcasing their ability to apply programming logic to construct the missing conditional statements. However, a small number of candidates faced challenges in completing the code, highlighting the importance of reinforcing programming concepts. It is noteworthy that some candidates demonstrated proficiency by effectively utilising if-else-if statements to arrive at correct solutions. To further enhance the cohort's overall performance, encouraging additional practice and providing comprehensive explanations of programming constructs will be invaluable.
Description of Better Responses	Such responses exhibited a high level of competence as the candidates skilfully utilised the ifelse-if structure to determine the largest among three numbers. The logical operator used was appropriate in if statements, ensuring the desired output is achieved upon implementing this program. The candidates demonstrated a strong grasp of programming concepts and effectively applied them to solve the problem.

#### Image of Better Response

```
#include <stdio.h>
int main() {
  int n1, n2, n3;
  printf("Enter three different numbers: \n");
  scanf("%d %d %d", &n1, &n2, &n3);

if ((n1 > n2) && (n1 > n3))
  Printf ("Largest number is: /d", n1);
  else if ((n2 > n1) && (n2 > n3))
  Printf ("Largest number is: /d", n2);
  else
  printf ("Largest number is: /d", n3);

return 0;
}

return 0;
}
```

#### Description of Weaker Responses

Such responses displayed areas for improvement in the candidates' program code. The absence of operators in the conditional statements resulted in the program's inability to evaluate the given conditions accurately, leading to incorrect outcomes. To enhance the code's effectiveness, the candidate should ensure that appropriate logical operators are used in the conditional statements to correctly assess the input values.

#### Image of Weaker Response

```
#include <stdio.h>
int main() {
  int n1, n2, n3;
  printf("Enter three different numbers: \n");
  scanf("%d %d %d", &n1, &n2, &n3);

if (n17n2)
  printf("xd"; s the largest, & n1);

clse-if (n27n3)
  printf("xd" is the largest, & n2);

else
  printf ("xd" is the largest, & n3);

return 0;
}
```

#### **Suggestions for improvement (Highlighted part)**

How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>

- required like analysing or evaluating)
- Go through the past paper questions on that particular concept
- xRefer to the resource guide for extra resources
- Questioning Technique (Socratic approach)
- Practical Demonstration

#### **Any Additional Suggestion:**

Teachers are advised to give more practice programs to the candidates specifically on real-life scenarios for better understanding of the conditional statements.

# Question Text Consider the following C program. #include <stdio.h> int main() { int m=27; int n=36; do { printf("\n%d", n); n-=3; } while (m<n); return 0; }

Complete the trace table for the given program.

m	n	Output
27	36	

SLO No.	11.1.7
SLO Text	Write C programs for the problems mentioned in 7.2.3 involving use of do while loop.
Max Marks	3
Cognitive	A
Level	
Checking	1 mark for writing correct value of n and output of each iteration. (THREE required)
Hints	No marks will be awarded if either n or output is missing
Overall	The majority of the cohort attempted this question, and their performance was very good.
Performance	Many candidates exhibited a clear understanding of the programming concepts, resulting
	in a significant number of them earning full marks. However, a few candidates faced
	challenges, primarily due to limited exposure to programming and trace tables.
	Encouraging these candidates to practice more with a compiler and utilise trace tables will
	be beneficial in enhancing their understanding and strengthening their programming skills.

#### Description of Better Responses

Some candidates' responses were exemplary as they efficiently populated the trace table with accurate values derived from executing the correct program. The calculated values in the "n" column aligned precisely with the expected output. Moreover, the candidates demonstrated proficiency in completing the remaining columns, showcasing a strong comprehension of the underlying process.

#### Image of Better Response

m	a i i i i i i i i i i i i i i i i i i i	Output II
27	36	36
27	33	33
27	30	30
27	27	

#### Description of Weaker Responses

Such responses demonstrated inaccuracies in the execution, leading to incorrect values in the trace table. A common misunderstanding was that of the loop counter and the number of iterations in the do-while loop. To enhance their understanding, the candidates should revisit the topic, focusing on the loop structure and its control flow. Encouraging the candidates to practice more with trace tables and carefully analysing the code execution will aid in grasping the concept effectively. Additionally, providing guidance through examples and additional exercises can strengthen their comprehension and problem-solving skills.

#### Image of Weaker Response

m tal	n cal	Output
27	36	36
21	36	36
27	36	36

#### **Suggestions for improvement (Highlighted part)**

How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Knowledge Platform videos</li> <li>Questioning Technique (Socratic approach)</li> <li>Practical Demonstration</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>

#### **Any Additional Suggestion:**

Teachers are advised to give more practice programs to the candidates for better understanding of the loop structures. Teachers can use different weblinks such as <a href="https://www.101computing.net/using-trace-tables/">https://www.101computing.net/using-trace-tables/</a>

#### **Question No. 4**

#### **Question Text**

Two switches, L and M, send values of 0 and 1 to a logic circuit respectively. Value X is the output of the logic circuit.



Output X has a value of 1 with the following conditions:

Switch L sends value 1 AND switch M sends value 0

OR

Switch L sends value 0 AND switch M sends value 0

OR

Switch L sends value 1 AND switch M sends value 1

- i. Draw the logic circuit to represent the given conditions.
- ii. Complete the truth table for the logic circuit drawn in part i.

(**Note**: Show your working in the given working space. Without working NO mark will be awarded.)

L	M	Working Space	X
0	0		
0	1		
1	0		
1	1		

#### SLO No.

12.2.6

#### **SLO Text**

Construct truth table for logic circuits.

Construct logic circuit to solve a given real life problem.

## Max Marks Cognitive

5

#### Level

A

#### Checking Hints

- i. 1 mark for correctly placing NOT gates1 mark for correctly placing OR gates
  - 1 mark for correctly placing any AND gates
- ii. 1 mark for writing either both pairs of working space and value of X for TWO or attempting either working space or value of X for any TWO values.

1 mark will be awarded if only the values of X are written or only the working is shown.

# Overall Performance

The responses to this question indicated that a considerable number of candidates faced challenges in understanding logic circuits. Many inaccurately shaped the gates and depicted incorrect connections in their diagrams. Furthermore, a significant portion of candidates did not complete the truth table, leading to incorrect outputs. Considering the inclusion of a similar practice question in the model paper, it is evident that reinforcing the concepts of logic circuits is essential. Encouraging candidates to practice more with different circuit configurations, providing step-by-step explanations, and offering

#### additional resources can greatly assist in improving their understanding and performance in this area. **Description of** In better responses, the candidates accurately depicted the symbols of gates, ensuring their **Better** correct representation. The flow of the logic circuit was accurately shown, demonstrating a clear understanding of how inputs and outputs are connected. Moreover, the candidates Responses effectively demonstrated the working of the truth table, providing step-by-step calculations to arrive at the correct output. Overall, better responses showcased a strong understanding of logic circuits and effectively communicated the necessary concepts. Image of Space for Logic Circuit **Better** Response UM+TM LM + LM + LM ᅜᄍ L Working Space L M X M LM , 0, 0 1 1.,. 0. 0 1 1 0 0 1; 0 0 0 0 0 1 $I_{\gamma\gamma^{(i)}}$ 0 1 0 ٥. 1 0 -Q<sup>°</sup> 1. 0 0 1 1 1

Weaker responses demonstrated various shortcomings. Many candidates used incorrect

symbols in the circuit diagram, leading to inaccurate representation. Lack of proper connection between the gates indicated misunderstanding of how inputs and outputs

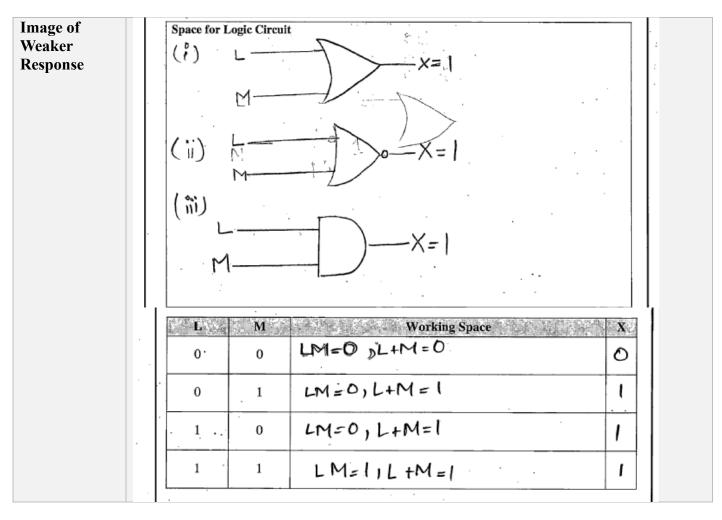
should be linked. Additionally, the truth table lacked to show working or calculations, which resulted in an incorrect output. Such deficiencies highlighted a need to effectively

understand logic circuits and effectively communicate the concepts.

**Description of** 

Weaker

Responses



How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies	
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Questioning Technique (Socratic approach)</li> <li>Practical Demonstration</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>	

#### **Any Additional Suggestion:**

Teachers are recommended to familiarise candidates with the practical demonstration of the logic circuits using simulation tools such as multisim.

#### **Extended Response Questions (ERQs)**

These questions offered a choice between part **a** and **b**.

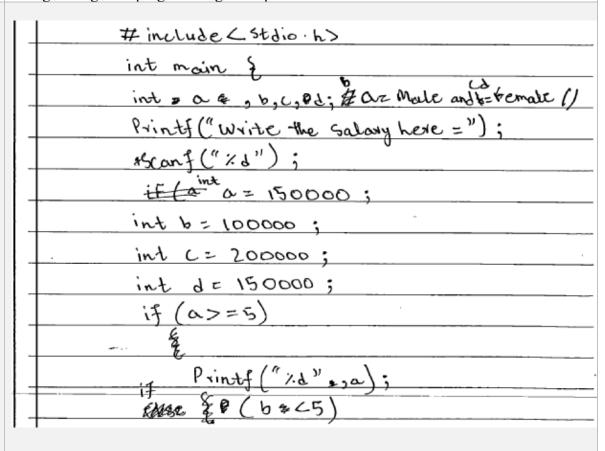
O 4. T		Question No. 5a			
<b>Question Text</b>	Write a C program to print the salary of an employee according to the given conditions.				
	( <b>Note</b> : Take years	of service and gender as an in	nput.)		
	Gender	Years of Service	Salary		
		>=5	150000		
	Male	<5	100000		
		>=5	200000		
	Female	<5	150000		
SLO No.	10.1.8				
SLO Text		for the problems mentione	d in 7.2.3 involving the use of if	-else-if	
	statement.				
Max Marks	6				
Cognitive	A				
Level Checking	1 mark for declaring	ng the correct variable.			
Hints	1 mark for taking t	2			
		1	g correct operators. (FOUR required	d)	
Overall	1		empted this part. The overall perfor		
Performance	of the candidates in	n this question was good. Ma	ny candidates demonstrated correc	et logic	
	by utilising the if-	else structure in their code s	solutions. However, there were ins	stances	
	where some cand	idates made errors in usir	g operators and character decla	aration.	
	_		nderstanding by effectively employ	_	
		switch case statement which displayed high level of clarity in their program structure.			
	Encouraging candidates to practice more programs using conditional structures can				
Description	enhance their progr	amming skills.	grams using conditional structur	es can	
-	enhance their progr In the better respons	amming skills. ses, the candidates effectively	grams using conditional structur generated the desired output using	proper	
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Blse if ((gender = = F) Irh (years_of_service >=5))
printf ("hiloursalary is 200,000");
else if ((gender == F) Irb (years_ of_service < 5))
printf (" In Your salary is 150,000");
getch(); }

#### Description of Weaker Responses

Weaker responses indicated a need for improvement in basic programming concepts, as candidates did not take the required input for the task. Additionally, the candidates were unable to showcase the use of if-else structure and logical operators, highlighting a gap in understanding conditional structures. Encouraging the candidates to practice more with conditional statements, logical operators, and input-output handling will be beneficial in strengthening their programming concepts.

# Image of Weaker Response:



#### **Suggestions for improvement (Highlighted part)**

How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Questioning Technique (Socratic approach)</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>

<ul> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	Practical     Demonstration	
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Any Additional Suggestion:

Teachers are advised to focus on the basic programming concepts by providing some more practice programs of conditional structures to the candidates such as identification of a prime number etc.

	Question No. 5b
<b>Question Text</b>	Write a C program to i. take a number 'n' as an input. ii. print 'n' even numbers. iii. print the sum of those even numbers.
SLO No.	11.1.3
SLO Text	Write C programs for the problems mentioned in 7.2.3 involving use of for loop.
Max Marks	6
Cognitive Level	A
Checking Hints	<ul> <li>1 mark for declaring correct variables.</li> <li>1 mark for taking input.</li> <li>1 mark for writing correct for loop.</li> <li>1 mark for writing print statement inside loop.</li> <li>1 mark for the formula for adding even numbers.</li> <li>1 mark for writing the output.</li> </ul>
Overall Performance	It was an ERQ, almost half of the cohort attempted this part. The overall performance of the entire candidates in this question was average, reflecting a mix of concepts. Some candidates lacked in implementing corrected looping statements, indicating a need for further understanding of looping structures. On the other hand, some candidates showed clear comprehension of programming structures and demonstrate a strong conceptual understanding of iterative structures. Encouraging candidates to practice more with loops will enhance their proficiency. Providing additional examples and exercises can support the cohort in strengthening their programming skills.
Description of Better Responses	In better responses, candidates successfully incorporated correct looping statements, a counter statement to calculate even numbers, proper variable declarations, and appropriate input and output statements. These elements demonstrated a sound understanding of programming concepts and effectively achieved the desired outcome.

Image of	
Better	int main () {
Response	int a 38 n . Sum = 08.b=23
	Printf ("Enter number of even numbers required");
	Scanf (" 1-d", En);
	for $(a=1;az=n;a++)$ $\xi$
	Pointf ("\n 1/d", b);
	b+ 2 Sum+= bi
	b+=2 <i>i</i>
	3
	Prints (" \n % d" & Sum) s
	Printf("In Sum of these numbers is "od", Sum);
	return 0 3 3
<b>Description of</b>	Weaker responses displayed several shortcomings, such as not utilising an iterative
Weaker	statement and including irrelevant input and print statements. Such issues highlighted a
Responses	lack of understanding and proficiency in applying fundamental programming concepts.
	To enhance the performance, the candidates should focus on incorporating appropriate iterative structures, to calculate even numbers.
Image of	
Weaker	C Program (b)
Response	
	#include(stdio.h)
	int main ()
	thi main ()
	1. 2 7. 2 7.
	int n3, n7: , n3+n7:
	Printf ("Enter the even numbers \n");
	\$ \( \( \( \) \( \
	Day Color of City 100
	Print+ (SHOW RESULTS 10):
	retuin O:

How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies	
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Questioning Technique (Socratic approach)</li> <li>Practical Demonstration</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>	

#### **Any Additional Suggestion:**

Teachers are advised to focus on the basic programming concepts and provide candidates several practice programs of iterative structures such as printing the geometrical shape using loops etc.

	Question No. 6a
<b>Question Text</b>	i. Describe authentication and authorisation.
	ii. Describe TWO methods for Two Factor Authentication (2FA).
SLO No.	14.3.1
	14.3.2
SLO Text	Differentiate between authentication and authorisation.
	Differentiate between Two Factor Authentication (2FA) and Multifactor Authentication (MFA).
Max Marks	6
Cognitive	U
Level	
Checking	1 mark each for the description of authentication and authorisation.
Hints	1 mark will be awarded for only stating authentication and authorisation.
	1 mark for writing the names of authentication methods of 2FA. (Any TWO required)
	1 mark for the describing each authentication methods of 2FA. (Any TWO required)
Overall	As this was an ERQ question, majority of the candidates attempted this part. The overall
Performance	responses in this question were commendable, as the candidates demonstrated a good
	understanding of authorisation and authentication methods by relating them to general life
	practices. The candidates' familiarity with concepts such as two-factor verification for Gmail and the criteria for biometrics, which are commonly practiced in daily life, enabled
	them to provide relevant and well-structured responses. Moreover, the use of two-factor
	authentication methods positively influenced the candidates' ability to address this
	question with confidence.
<b>Description of</b>	In better responses, the candidates showed a good understanding of authentication methods
Better	and their significance in ensuring secure access to systems and data. The candidates
Responses	displayed adequate knowledge of various authentication techniques like multi model
	biometric system and cardex system with PIN authentication method. Many such
	responses went beyond mere familiarity with common practices and demonstrated a comprehensive understanding of the topic.

### Image of a) i) Authentication: Authentication means identifying a person based upon on the **Better** bases of different authenticiation methodologies; which include: password and Response osername, PIN (personal identification number), Access cards and Biometric. Authorisation: Authorisation refers to gluing some one permission to do something. To carry out a task after recieving the oser's consent is could (1) Following are two methods for Two factor Authentication (2FA): (11) Fingerprint and face recognition can be combined to create a multimodal <u>biometric authoritication system. Forging such a system is almost impositsible</u> because it is dependent upon the physical characteristics of the indivival. Such systems are used for electronic banking, financial transactions and (2) PIN and Access cards can be harmonized to create such a two factor buttentication system which would be benefical in opening security gates hotel rooms and protection par barriers in parking areas. A PIN's contidentic numeric password and an Access Card's authoriticity would create sucia safe and secure authentication system. **Description** Weaker responses showed inaccuracy and lack of precision in describing authorisation and of Weaker authentication methods. Candidates wrote general answers showing a lack in understanding Responses of the concepts. Some candidates wrote google chrome and its 2FA as an authentication method, some candidates responded authentication methods as locking the door with two types of keys which was incorrect. Candidates should use appropriate keywords and terminologies to provide a comprehensive explanation of these important concepts. Image of Weaker i) 1) 均 authentication: To vexify the consect code of Response answer. the authority of certain 2年) authorisation: To take account # etc. Mehtods of Two factor: Through google account. - Privacy factor Authentication.

How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Questioning Technique (Socratic approach)</li> <li>Practical Demonstration</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>

Any Additional Suggestion:
Teachers are advised to show the practical demonstration of this topic such as use of 2FA by social media sites to get access to the account etc.

	Question No. 6b
<b>Question Text</b>	Describe the following types of hackers:  i. White Hat Hacker  ii. Black Hat Hacker  iii. Green Hat Hacker
SLO No.	14.1.3
SLO Text	Differentiate among the types of hackers, i.e. script kiddie, white hat hackers, black hat hackers, grey hat hacker, green hat hackers, red hat hackers, blue hat hackers.
Max Marks	6
Cognitive	U
Level	
Checking Hints	1 mark for each highlighted point of white hat hacker (Any TWO required) 1 mark for each highlighted point of black hat hacker (Any TWO required) 1 mark for each highlighted point of green hat hacker (Any TWO required)
Overall Performance	As this was the ERQ, few candidates attempted this part. The overall performance of the candidates in this question was impressive, as it pertained to a commonly discussed and observed topic in daily life. Hacking is frequently shown in videos and shared on social broadcasting channels, making it a familiar concept. The candidates' excellent performance can be attributed to their prior knowledge and understanding of hacking, enabling them to provide accurate answers.
Description of Better Responses	In better responses, candidates showed commendable understanding of the three types of hackers, providing accurate definitions and clear distinctions between each category. Such candidates clearly differentiated white hat hackers as ethical hackers, black hat hackers as criminals and green hat hackers as learners of cybersecurity.

Image of Better	in while had hackers -> they are also called "ethical hackers"
Response	because they don't how / distriby or damage anything of don't have malicious purpose there aim isto find any vulnerabilities of Security problem in Current system of to Correct them.
	into systems of voilable of harm system or network with bad or malicious intensions.
	iii Gheen hat hackers -> They're not as professional hackers with bad intensions they are hackers who learn the slopes
	of hadling by different hadlers. They are learning in process
Description of Weaker Responses	Weaker responses provided incorrect and inappropriate information, indicating a misunderstanding of the topic. Such responses indicated white hat hackers as the bes hackers, black hat hackers as the most dangerous hackers and green hat hackers as not too dangerous hackers, these responses seemed too general. To enhance the response, the candidate should conduct further research and refer to reliable sources to provide accurate definitions and distinctions between the types of hackers.
Image of Weaker Response	White Hat Hacker: White hat hacker is the error data of computer by personal detail I no one permission to onwer the transfer of clata.

	Black Hat Hacker:
	Black hat backer is a One of Jamour
	preservered & website locked & other thing things to
	preservered & website locked & other thing things to
	do hacking.
	in Green Hat Hacker.
	Green hat hacker is a small things
	to do backing example anyone person to distribute
-	to the plant me is not a by tissue crowne

How to Approach SLO	Pedagogy Used for that SLO	Assessment Strategies
<ul> <li>Understand the expectations of the command words</li> <li>Look at the cognitive level</li> <li>Identify the content that is required to answer that question (both in terms of understanding of concepts and any skills that may be required like analysing or evaluating)</li> <li>Go through the past paper questions on that particular concept</li> <li>Refer to the resource guide for extra resources</li> </ul>	<ul> <li>Story Board</li> <li>Cause and Effect</li> <li>Fish and Bone</li> <li>Concept mapping</li> <li>Audio Visual resources</li> <li>Think, pair and share</li> <li>Questioning Technique (Socratic approach)</li> <li>Practical Demonstration</li> </ul>	<ul> <li>Past paper questions</li> <li>Discussion on E-Marking Notes</li> <li>AKU-EB Digital Learning Solution powered by Knowledge Platform</li> </ul>

Any Additional Suggestion:

Teachers are advised to discuss real-life applications and case studies of cybersecurity to the candidates for clear and comprehensive understanding of the concept.

#### Annexure A: Pedagogies Used for Teaching the SLOs

Pedagogy: Storyboard

**Description:** A visual pedagogy that uses a series of illustrated panels to present a narrative, encouraging creativity and critical thinking. It helps learners organise ideas, sequence events, and comprehend complex concepts through storytelling.

**Example:** In a Literature class, students are tasked with creating storyboards to visually retell a novel. They draw key scenes, write captions, and present their stories to the class, enhancing their reading comprehension and fostering their imagination.

#### Pedagogy: Cause and Effect

**Description:** This pedagogy explores the relationships between actions and consequences. By analysing cause-and-effect relationships, learners develop a deeper understanding of how events are interconnected and how one action can lead to various outcomes.

**Example:** In a History class, students study the causes and effects of the Industrial Revolution. They research and discuss how technological advancements in manufacturing led to significant societal changes, such as urbanisation and labour reform movements.

#### Pedagogy: Fish and Bone

**Description:** A method that breaks down complex topics into main ideas (the fish) and supporting details (the bones). This visual approach enhances comprehension by highlighting essential concepts and their relevant explanations.

**Example:** During a Biology class on human anatomy, the teacher uses the fish and bone technique to teach about the human skeletal system. Teacher presents the main components of the human skeleton (fish) and elaborates on each bone's structure and function (bones).

#### **Pedagogy:** Concept Mapping

**Description:** An effective way to visually represent relationships between ideas. Learners create diagrams connecting key concepts, aiding in understanding the overall structure of a subject and fostering retention.

**Example:** In a Psychology assignment, students use concept mapping to explore the various theories of personality. They interlink different theories, such as Freud's psychoanalysis, Jung's analytical psychology, and Bandura's social-cognitive theory, to see how they relate to each other.

#### **Pedagogy:** Audio Visual Resources

**Description:** Incorporating multimedia elements like videos, images, and audio into lessons. This approach caters to different learning styles, making educational content more engaging and memorable.

**Example:** In a General Science class, the teacher uses a documentary-style video to teach about the solar system. The video includes stunning visual animations of the planets, interviews with astronomers, and background music, enhancing students' interest and understanding of space.

#### Pedagogy: Think, Pair, and Share

**Description:** A collaborative learning technique where students ponder a question or problem individually, then discuss their thoughts in pairs or small groups before sharing with the entire class. It fosters active participation, communication skills, and diverse perspectives.

**Example:** In a Literature in English class, the teacher poses a thought-provoking question about a novel's moral dilemma. Students first reflect individually, then pair up to exchange their opinions, and finally participate in a lively class discussion to explore different viewpoints.

#### **Pedagogy:** Questioning Technique (Socratic Approach)

**Description:** Based on Socratic dialogue, this method stimulates critical thinking by posing thought-provoking questions. It encourages learners to explore ideas, justify their reasoning, and discover knowledge through a process of inquiry.

**Example:** In an Ethics class, the instructor uses the Socratic approach to lead a discussion on the meaning of justice. By asking a series of probing questions, the students engage in a deeper exploration of ethical principles and societal values.

#### **Pedagogy:** Practical Demonstration

**Description:** A hands-on approach where learners observe real-life applications of theories or skills. Practical demonstrations enhance comprehension, skill acquisition, and problem-solving abilities by bridging theoretical concepts with real-world scenarios.

**Example:** In a Food and Nutrition class, the instructor demonstrates the proper technique for filleting a fish. Students observe and then practice the skill themselves, learning the practical application of knife skills and culinary precision.

(**Note:** The examples provided in this annexure serve as illustrations of various pedagogies. It is important to understand that these pedagogies are versatile and can be applied across subjects in numerous ways. Feel free to adapt and explore these techniques creatively to enhance learning outcomes in your specific context.)

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