

ĐỀ THI, ĐÁP ÁN/RUBRIC VÀ THANG ĐIỂM
THI KẾT THÚC HỌC PHẦN
Học kỳ 2, năm học 2024-2025

I. Thông tin chung

Tên học phần:	Developmental Psychology 1		
Mã học phần:	72PSY130043	Số tín chỉ:	3
Mã nhóm lớp học phần:	242_72PSY130043		
Hình thức thi: Tự luận	Thời gian làm bài:	90	phút
<input type="checkbox"/> Đề thi có sử dụng phần mềm riêng	GV ghi cụ thể tên phần mềm:		
Thí sinh được tham khảo tài liệu:	<input checked="" type="checkbox"/> Có	<input type="checkbox"/> Không	

III. Nội dung câu hỏi thi

Read the scenario and answer the questions:

Tony, a 4-year-old boy, is energetic, curious, and eager to explore the world around him. He always wants to be the best, climb the highest, and run the fastest. When asked how high he can jump, he confidently raises his hand to shoulder level. However, when attempting to jump, he never reaches that height—but he remains convinced that he will on his next try.

At home, Tony's favorite activity is wrestling with his dad every evening. He sees this as a special bonding time between them. He also spends most afternoons watching TV while waiting for his father to come home. His favorite shows include crime-fighting superhero cartoons and wrestling matches, and he enjoys reenacting scenes by pretending to fight pillows, furniture, or sometimes even his younger cousin.

Tony enjoys outdoor physical play. At the playground, he is always the fastest runner, the one climbing the highest on the jungle gym, and the most competitive in bike races. He tends to play rougher than his peers, often bumping into others during ball games or pushing while playing tag. When his parents are reminded about this, they respond, "*Boys are supposed to be strong!*" However, during group play, Tony tends to dominate decision-making, insisting that others follow his ideas and becoming frustrated when things don't go his way. Recently, Tony accidentally knocks over a classmate while playing tag.

At preschool, Tony's teacher has encouraged him to participate in role-playing activities, such as pretending to be a doctor or a chef. Initially, Tony resisted, but when assigned the role of a police officer in a "hospital game," he eagerly participated, excited about "catching bad guys" and "protecting people".

Câu hỏi 1: (3 điểm)

- Explain the sense of initiative vs guilt in Erikson's psychosocial theory.
- Discuss Tony's developing sense of initiative accordingly.

Câu hỏi 2: (4 điểm)

- What are the risks for developing Tony's aggressive behaviours?
- In light of ecological theory: How might ecological systems contribute to aggressive tendencies?

Câu hỏi 3: (3 điểm)

How role-playing activities foster Tony's emotional regulation and encourage his sense of cooperation rather than competition?

ĐÁP ÁP VÀ THANG ĐIỂM

Phần câu hỏi	Nội dung đáp án					Thang điểm	Ghi chú
I. Tự luận							
Câu 1						3.0	
Nội dung a	Sense of initiative vs guilt					1.5	
Nội dung b	Tony is energetic, curious, and eager to explore the world					0.5	
	He is confident and set ambitious goals					0.5	
	He is excited in pretending role-playing					0.5	
Câu 2						4.0	
Nội dung a	Provide evidences for risk of developing aggressive behaviours					1.0	
Nội dung b	Discuss the issues in light of ecological theory. The ecological systems are consistently demonstrated					3.0	
	Excellent	Good	Average	Poor	Non-adaptive		
	Addresses ≥ 80% of stated issues	Addresses ≥ 60% of stated issues	Addresses ≥ 40% of stated issues	Addresses ≥ 20% of stated issues	Addresses < 20% of stated issues		
Câu 3						3.0	
Nội dung a	Role-playing activities foster Tony’s emotional regulation					1.0	
Nội dung b	Role-playing activities encourage Tony’s sense of cooperation rather than competition					1.0	
Nội dung c	Critical reflections on the case					1.0	
	Điểm tổng					10.0	

TP. Hồ Chí Minh, ngày 21 tháng 03 năm 2025

Người duyệt đề



ThS. Trần Thư Hà

Giảng viên ra đề



ThS. Đinh Thảo Quyên