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SUB THEME:

Grooming Students towards Emerging technologies

TITLE OF THE TOPIC

Technology as a medium of Teaching Learning Process for High school students

Introduction:

Technology is the skills, methods, and processes used to achieve goals. People can use technology to: Produce goods or services. Carry out goals, such as scientific investigation or sending a spaceship to the moon. Solve problems, such as disease or famine.

The following are common types of technology.

- Information Technology. A broad class of technology based on machines that process data and performs calculations at high speed known as computers , Networks. , Sensors, Robotics. ... Artificial Intelligence e.t.c

Objectives:

To know how Technology is useful for Teachers.
To know how Technology can be useful for Students.
To know about the various assessment applications.

<u>Technology for Teachers:</u>

- Technology provides various tools that Teachers can use in and out of the classroom to enhance student learning.
- Technology enables the teacher to achieve the desired objectives of the lesson.
- Teacher can bring the society to school with the help of technology.
- Teachers can provide the direct experiences to the students with the help of technology.
- Technology enables the Teachers to provide learning experiences based on the students ability and performance.
- Teachers normally use the tools like Microsoft Power point presentations to give direct experiences to students.

Teachers can use all these software/ Applications for effective classroom teaching

GeoGebra - Mathematics

GeoGebra is: a transformative tool in mathematics because it allows learners to visualize and manipulate. an open source application with a very active developer community. available to all learners using any type of computer.

KHangman – English

KHangMan is the classical hangman game. **HangMan** is an educational computer game designed for young children based on the classic Hangman game. It is part of the KDE **Software** Compilation, ...

Kalzium – Chemistry

Kalzium is an application which allows an exploration of elements and properties, their classification and is based on the Periodic Table of Elements. It is possible to group and visualize elements based on various physical and chemical properties.

GIMP (/gɪmp/ GHIMP; **GNU** Image Manipulation Program)
is a free and open-source raster **graphics editor** used for image retouching and editing, free-form drawing, converting between different image formats, and more specialized tasks.

Anatomy 4D
is a software application that uses the Android operating system. It uses AR technology and features to allow learners to freely interact with the anatomical fea- tures of the human body.

PhET
is a suite of research-based interactive computer simulations for teaching and learning physics, chemistry, math, and other sciences. ... They emphasize the connections between real-life phenomena and the underlying science, and help make the visual and conceptual models of expert scientists accessible to students.

Kahoot!
is a game-based learning platform, used as educational technology in schools and The results did not show any statically **significant** reductions in students' ... International Conference on **Software** Engineering and Application

Classkick

is a free digital formative assessment tool that allows teachers to create lessons and assignments that students work through on their devices at their own pace. Teachers can observe student progress in real time and provide immediate feedback. In addition to receiving help and feedback from the teacher, Classkick allows students to anonymously request help from their peers

Technology for Students

- In Science it is difficult tosee the process of explosions, functions of celestial bodies, but by the use of technology we can observe the process of the above in practical way rather than theoretical way..
- Earlier we learnt theoretically about heart beat, blood cells, but today by the advancement of technology we are able to see the live structure of heart bold cells and structure of the body.
- Students can gain the experiences by using various types of student centered applications, which are discussed below.

Udemy.

Udemy is an online service that offers a vast array of courses on everything from web development to personal development. ...

Khan Academy:

Students practice at their own pace, first filling in gaps in their understanding and then accelerating their learning.. With Khan Academy, teachers can identify gaps in their students' understanding, tailor instruction, and meet the needs of every student.

TED

Touting itself as a repository of, "Knowledge in dangerously addictive short ideas," TED is another non-profit organization dedicated to the spread of intriguing or inspirational thoughts, usually in videos of 18 minutes or less. These videos, dubbed "TED Talks" can be on a diverse range of subjects, from art, to science, to global issues. The TED mobile app gathers the entire TED video library into one place for your education and enjoyment, and all content is free to view.

LUMOSITY

If you want to build muscle, you go to the gym and hit the weights. But, what do you do if you want to work out your brain? The Lumosity app provides one solution by offering several series of brain-training "games" designed with the help of scientific experts and game developers.

Lumosity's brain exercises focus on improving your mental faculties, helping you learn new things, sharpen your focus, increase your retention, and solve problems faster and more efficiently.

Technology for Assessment

Technology can be used to support **assessment** in many different ways; such as to track student progress over time. However even more compelling. The following are the applications to do the assessment.

Nearpod

is a presentation software tool that provides access to students on their individual computers and devices. As you build your Nearpod presentation with content, you can embed open-ended and multiple-choice questions throughout the presentation to check for understanding along the way. The teacher can control the pace of the presentation, or set it up in homework mode to allow students to work through it at their own pace. The teacher dashboard is easy to access and provides all of the analytics and reports you will need.

Padlet

is an electronic bulletin board where you and your students can upload documents, text, videos, images, and so much more. Padlet has colorful background options and layouts to help organize content. There are so many ways to use a Padlet wall—it's the perfect way to allow students a choice in how they demonstrate their knowledge, all collected in one easily accessible place.

Classkick

is a great whiteboard-type app that allows the teacher to monitor students' work in real time. You can create a lesson using any subject area content and simply screen clip right onto the slide, add links, a recording, video, and any needed additional text—then it's ready for your students! As students work though the lesson on their device, you can see thumbnails of their work, which can be expanded to full screen

Socrative

is a quick and easy formative assessment tool. The teacher can use Quick Questions for on-the-fly checking for understanding or create polls, questions (multiple-choice, true/false, and short-answer), exit tickets, and even a fun space race. Results are available in real time through a live results table. Quizzes can also easily be shared with colleagues for use in their classroom.

Recap

is a new and different way to not only monitor student learning, but also to build toward it through questioning that taps into student curiosity. It is a Q&A platform where students demonstrate their understanding with a video response. Recap has recently released Recap 2.0, which builds in a process for teachers and students to ask and respond to questions though the "Queue," engage and learn through the teacher-created "Journey," and demonstrate their understanding with a video response. Well worth checking out!

Conclusion.

Technology plays a vitol role in teaching learning process. The teacher can render services in effective manner with the help of technology. Technology can be used for all over development of the students.

References:

ICT for students published by NCERT.