

Conference on Best Teaching Practices using ICET

Paper Title-- ICT LEARN IT CHEERFULLY

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Abstract-- This project is intended to impart the knowledge of the following topics to the Class XI students:

- 1) The importance of technology towards the overall growth of a student.
- 2) The hazards associated with prolonged interaction with ICT tools.
- 3) The knowledge and management of E-Garbage.

The students collaborating in small groups and shall be using the online Project platform for this purpose. At the time when the students arrive to class XI they are already aware of various aspects of ICT and knowingly or unknowingly they are exposed to the dark side of technology. This project shall provide them a controlled environment to explore the various facets of technology and learn from the mistakes they are already committing.

Key words----ICT, E- garbage, Internet, technology Boon or Bane, collaboration, Learning Hazard with VDU

Main paper

Objectives

- To give hands on experience to advance ICT tools
- To acquaint the students with hazards associated with ICT Tools
- To manage E –Waste
- To make better Nitezens

Methodology adopted-

The parameters to be decided are-

Team formation

criteria that will be used to form student teams and how this maps to the goals of the project is that the Teams comprised groups of 6 students of mixed gender, and mixed ability and skills. One of the goals is to promote teamwork in mixed ability groups so that higher ability students get opportunities for peer instruction, and lower ability students benefit from the more advanced collaboration that will arise from this.

Work Space—

The School's Computer lab used as the work area for the teams. There will be a public display area commissioned to display the paper work of the teams during their research on the project. The teams will be conducting an online research on the various topics of the project. Their work will also be published on an educational website

Assessment Approach

The assessment strategy must be planned so as to have an insight into student working pattern and to judge the learning taken place. The students will be working on all tools of web designing.

Rubrics

Teacher will design a rubric for the project to judge the learning of students, to monitor the work pace of students too. I will monitor the types of ICT Tools and its effective use by each student in the group, their team spirit, management of resources, and adherence to Time line.

Project grades will be based on :

- Weekly assessment on the progress of the individual teams. Rubric shall be prepared for this.
- Cumulative grading of the teams at the middle of the project time line.
- Final grades on the basis of their performance on the summative activity and the previous evaluations.

Separate Rubrics shall be prepared for each stage of evaluation.

Steps to develop the lesson --

1. Learning creative use of ICT tools:
 - a) Learning Photoshop

- b) Learning Web Designing
 - c) Learning basics of Animation
 - d) Learning to integrate graphics, media and animation in to websites.
2. Learning the hazards associated with ICT tools:
 - a) Learning the hazards associated with VDU.
 - b) Learning the hazards associated with violent gaming
 - c) Learning the hazards associated with unsafe Internet browsing.
 3. Survey:
 - a) Conducting a survey among the students and community on the extent of exposure to VDU at school and home.
 - b) Conducting a survey on the amount of time spend on Computer gaming and the type of games played.
 - c) Conducting a survey on what students are looking for in the internet.
 4. Activity:
 - a) Conducting Seminar on E-hazards.
 - b) Conducting seminar on effective use of Internet.
 5. Presentation:
 - a) Website on the project "Technology boon and bane"

Special Activities to be under taken while working

Seminar 1: E-hazards

Seminar 2: E-waste management

Sufficient time will be given for Learning [ICT tools for web applications](#):

- PhotoShop, Flash Animation, GIF animation, Static Web designing, customizes readymade Javascripts.
- Learning to conduct online surveys.

Sufficient time shall be given to students to perform comprehensive practice. Follow up action will include the review of their learning assignments.

The list of Arfiticats create are-

- Banners for the Thinkquest project pages in Photoshop.
- Animated sequence relating Safe Browsing of internet, E-hazards
- Videos of interviews conducted during survey.
- PowerPoint presentation on related topics.

Culminating product is the website created by the students and will be uploaded into my school website www.kv1jalahalli.org

My reflections—

I shall be closely monitoring the progress of the project and keep special notes to help me to summarize the teaching learning cycle. I shall prepare a report based on the following guidelines:

- Why I started the project

- The challenges faced
- The success story.
- The impact on the community
- The future scope and modifications.

Students' research notes, prototypes, artifacts, surveys and outlines will receive formative feedback before the finished product is needed to ensure that students are on the right track.

I shall be personally working in tandem with the students at the beginning of the project so that my ideas and technical skills are quickly delivered to the students. This scaffolding will help the students to take up the challenge without hesitation.

I shall be continuously monitoring the progress and acquire feedback from the daily/weekly work posted by the students on Thinkquest project space. Since the students shall be learning some new and untouched ICT skills, there is a chance of a few groups lagging behind the project schedule. There is 10% time allowed to the students to catch up the leaders. Students shall be motivated to work beyond school hours and also at home.

References

Kamal Petre--- oracle education initiatives
Ramachandran—Principal KV 1 Jalahalli

ANNEXURE I

Authentic assessment

- The students should learn to effectively use ICT tools like PhotoShop, Flash, GIF Animator and Movie Maker.
- The students must grade the Video Games in to categories – Utility, Recreational and Violent.
- The students must learn to safely browse the Internet.
- The students must learn the ways of effective E-waste management

Formative assessment

- Weekly work assessment on the project space in ThinkQuest.org.
- Creating PowerPoint shows on Managing E-Waste
- Performing Survey among the students on safe use of ICT tools.
- Conducting weekly Seminar on any one topic of the project.

Summative assessment

- Creating a static website on the project and integrating ICT tools like PhotoShop, Adobe Flash Animations, JavaScripts, audio and video in to the project. (Group assessment)

Annexure II

Tools for web designing learning

- Click the ink and get set gooooo (FOR REGISTERED USERS OF www.thinkquest.org only)

<http://www.thinkquest.org/pls/html/think.page?p=318117817&m=>

also see

<http://www.thinkquest.org/pls/html/think.page?p=408854875&m=EDIT>

- For rest all
www.tenderminds.org