

BEST TECHING PRACTICES CONFRENCE

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INTRODUCTION

Change is imperative in this fast moving world .And can the shapers of the future be far behind? Who better than educators can be targeted towards achieving the aim of IT Education in schools?

OBJECTIVES

1. **Primary Framework** : Support and increase all children's access to excellent teaching, leading to exciting and successful learning.
2. The **Secondary National Strategy** aim at transforming secondary education to enable children and young people attend and enjoy school, and achieve personal and social development.

What is Technology Integration ?

Viewing technology as an instructional tool for delivering subject matter in the curriculum already in place.

IMPORTANCE OF TECHNOLOGY

The Use of Instructional Technology positively affects student learning

- 1."It facilitates teaching to students of all learning styles.
2. Supplements teaching & enriches with extra activities."
- 3."Provides a visual learning source ."
4. Increases Student Interest and Satisfaction
5. Change the rigid structure of conventional classrooms to envision alternative forms of instruction that enable more fulfilling relationships with pupils

TEACHINHG STRATEGIES

1. Animations
2. Power point
3. Internet
4. Online games
5. Multimedia

- 6.LCD Projectors
- 7.OHP
- 8.White board or Interactive smart board

Following are the examples carried out in the classroom...

POWERPOINT & ANIMATION

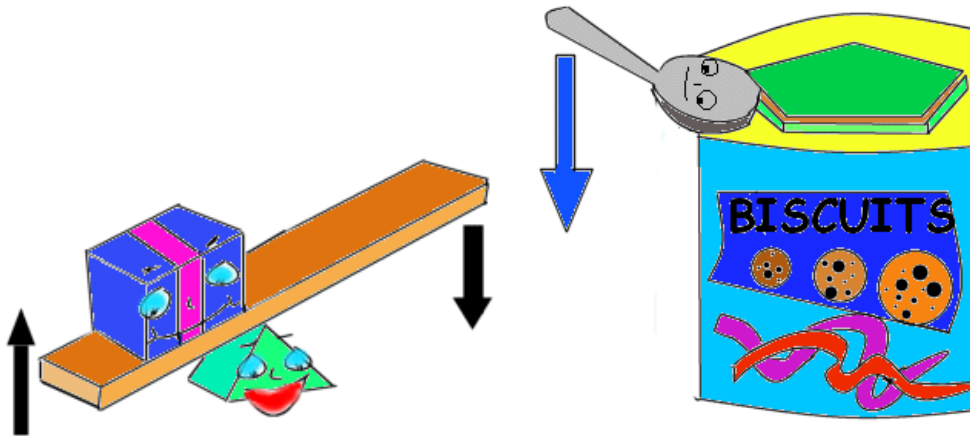
TOPIC: SIMPLE MACHINES

CLASS: V

AIM: Application of simple machines used in daily life

eg. Lever, Inclined Plane, Pulley , gears..

RESULT :Quick grasp and understanding of the concept.



LCD PROJECTOR

TOPIC : PLANTS OF DESERT & HILLY AREAS

WEBSITE :

CLASS: IV

METHODOLOGY :Garden of Mussorie and various plants found in Desert and Hilly areas and Botanical Garden of Mussorie were shown directly from the website through LCD Projector.

AIM : To understand adaptive features in plants of hilly and desert areas.

Activity: Quiz to recapitulate the lesson

INTERNET

TOPIC: ADAPTATION IN ANIMALS

CLASS : IV

WEBSITES : www.woodlands-junior.kent.sch.uk/homework/adaptation.htm

**MATERIALS USED : Different websites of internet
Printed Information from net
Books from Library**

OBJECTIVE : To understand Adaptation & adaptive features found in various animals in order to survive

ACTIVITY I : Imagine the shift of habitat of the Camel to the Polar Region & talk about its survival

This was followed by Role Play / script writing

CONCLUSION : 1.Understood the concept of useful and useless adaptive features of animals.

2.To draw a picture to illustrate that what they imagined

3.A debate whether or not camel could actually adapt to survive.

ACTIVITY II : Discuss and find out differences and similarities in Penguin and common bird

Students are asked to draw a Venn diagram to show all the features.

MATERIALS USED: Names of websites given to them

www.woodlands-junior.kent.sch.uk/homework/adaptation/penguine.htm

Printed materials (all information from net)

RESULT : Students understood Common features and special features of Penguin

ONLINE GAMES

CLASS :IV & V

TOPIC: ADAPTATION IN ANIMALS AND WASTE MANAGEMENT

CLASS : IV

WEBSITES : www.ecokids.ca/pub/eco_info/topics/climate/adaptation

www.ecokids.ca/pub/eco_info/topics/waste/waste/qiuz/index.fm

MULTIMEDIA

MATERIAL : Video CD'S

CLASS : IV

TOPIC:CLIMATE CHANG

OHP (OVER HEAD PROJECTOR)

TOPIC : SKELETAL SYSTEM
MATERIALS USED: TRANSPARENCY SLIDES

INTERACTIVE WHITE BOARD:

TOPIC: TEETH

CLASS: IV

Diagram of internal structure was drawn and various layers were labeled in the slides made in the power point.

Used following features:

- A. Spotlight (Highlighting various layers of of teeth)
- B. Highlighter pens (to highlight some important parts)
- C. Curtain effect (certain areas were hidden & certain Areas were shown while recapitulation)

ACTIVITIES:

- A. Interactive Puzzles
- B. Labeling of diagram
- C. Quizzes

RESULT :

- 1. Making the lesson interactive, enhanced learning as there was maximum participation
- 2. Visual learning help sustain recall
- 3.Quick grasp and understanding of the concept

CONCLUSION : Information Technology is here to stay and progress further.The kids of today are the citizens of tomorrow, and as we all know ,they are IT champs, the netizens of the future.So why not make IT an integral part of the teaching learning process, as education is the vast field of exploration that can encompass IT to make an **IMPACT** on the minds of young learners.