

# Advantage - IT

Best Teaching Practices Showcase / Award 2007

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## My work

Reaching the 'ZERO GARBAGE TARGET' for Sanskriti school is my premier project on which I have been working for last four year. It is not an easy task to motivate all and make every individual understand the importance of segregation and protect the environment from further degradation. But I strongly believe that one should NEVER give up and continue with the small effective homeopathic doses of environmental education, because it eventually shows positive results.

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## **Integrating technology with Environmental Education (EE):**

- The EE is imparted to all members of the school – students, teachers, non teachers, technical staff, assistance and even the cleaners. This is possible by lectures, interaction sessions, films, ppt presentations, videos, posters, handouts, workshops, demonstrations etc.

## **Advantage**

- This helps all to **get an overall view of the concept.**
- **Motivate** all.
- Provides the young minds with the prospect of extending **learning beyond the classroom by practical and effective method.**
- **Breaks the tedium** of classroom teaching.
- It **reinforces** the process of learning.
- **Augment skills** in problem solving & visual discrimination.
- Technology is used very effectively to **clarify abstract concepts & enhance research skills through the use of Internet.**
- It encourages active learning.
- The teacher & student together embark on a **unique learning experience.**
- It makes **learning FUN.**

## **Opportunities given to students**

- Students use all their knowledge in reusing, recycling and reducing
- They surf the Internet to collect more data and find more innovative ways to create products from waste.
- Students expressed their skills better
  - Impact on student learning:
    - Active learning
    - It expands the curiosity
    - Motivates the students to complete their work
    - Interest develops in tedious topics
    - Expands their creativity

- Enhances research skill
- Desire to learn more & raise their level of excellence
- Easier for all students to comprehend
- Makes learning simpler & fun

### **Impact of technology in classroom learning:**

- Better **understanding**
- Better **co-relation**
- Better **reasoning**
- Better **comprehension**
- Better **grades**
- Makes dry, boring, & dull topics **interesting**.
- **Motivates** the students to learn more.
- **Reinforces** the process of **learning** in the classroom.
- Abstract concepts can be explained easily
- It is an effective measure to **take care of the needs of the weaker students**.

### **Impact on student learning:**

- Active learning
- It expands the curiosity
- Expands their creativity
- Enhances research skill
- Desire to learn more & raise their level of excellence
- Better classroom discussions
- Easier for all students to comprehend
- Makes learning simpler & fun
- Students are more responsible:
- Students use all their technical knowledge in making their presentation, because they have a platform to show their work to other children.

- Students are interested in creating more presentation.
- Submission of work is prompt.
- They surf the Internet to collect more data.
- To break the **tedium** of classroom teaching for both student & teacher.
- Helps the student to **correlate & focus**.
- It **reinforces** the process of learning in the classroom.
- It provides the young minds with the **prospect of extending learning beyond the classroom**.
- **Augment skills** in problem solving & visual discrimination.
- Access to wider range of data
- The teacher & student together embark on a **unique learning experience**