



TECH SEMINAR 2017



BY

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ILEP FELLOW 2017 (US DEPARTMENT OF STATE)

UNDER SUPERVISION OF

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JOINT COMMISSIONER (ACADEMIC)

NVS HEAD OFFICE

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MINISTRY OF HUMAN RESOURCE DEVELOPMENT
DEPARTMENT OF SCHOOL EDUCATION AND LITERACY
GOVT. OF INDIA

TECH SEMINAR 2017

AGENDA

Time	Section	Description	Facilitator
9 :00 – 9 :15	Welcome and Introduction	Introduction of use of technology in interactive classroom	ILEP Fellow
9 :15 – 10 :15	Demo Session	Student Side of tools were be perofomed by participant	ILEP Fellow
10 :15 – 10 :30	BREAK AND DISCUSSION		
10 :30 – 11 :30	Prepartion for Hands on Session	Preparation of lessson and quiz question for next session	FCSA
11 :30 – 12 :15	Kahoot.	Hands on session on Kahoot to preapare their own quiz.	ILEP Fellow
12 :15 – 12 :30	SIGNUP FOR NEARPOD		
12 :30 – 1 :30	Nearpod	Hands on work on Nearpod to deliver the lesson	ILEP Fellow

INTRODUCTION

Education is a two-way process—teachers teach and students learn. Teaching, though, is not an easy task to carry-out. Teachers should be very critical to the things they ask their students to do. In addition, students' willingness is a significant factor in learning. Teachers cannot force students to learn if they don't want to. Hence, it is important for teachers to be very critical in designing and delivering creative lessons because students' development depends on the hands of the teachers. Teachers hold the steering wheel inside the classroom. They direct where the boat should sail. Accordingly, teachers hold a big part in molding the future of the students.

This Seminar targets Navodaya teachers and aims to improve their skills in using tech-based tools in the interactive classroom to enhance the 4Cs, which are a common desired learning objective across grade levels and contexts.

This seminar gives the participants a recommendation on how to make learning interactive and fun. Specifically, by the end of this seminar, participants from various disciplines are expected to

- A. demonstrate willingness to incorporate the web tools by creating one lesson that uses any of the tools they selected.
- B. apply the knowledge they gained from the seminar to design classroom activities that use web tools.
- C. prepare appropriate lessons by using Nearpod and kahoot and share with facilitator.

HOW TO JOIN THE DEMO SESSION ?



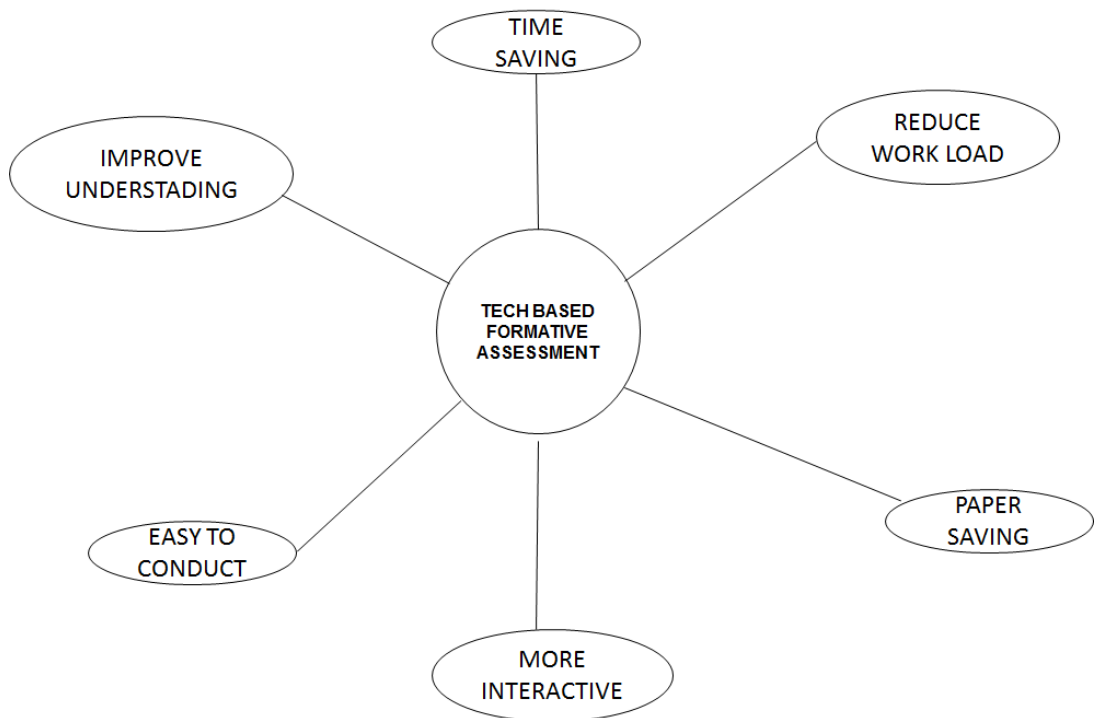
- In this session, the participant will be asked to join the live interactive session either in group or individual level.
- The facilitator will present the comparison of Classroom, students and teachers of US with JNVs.
- They will participate in the open-ended questions in the Nearpod like the major difference in the education system of US and INDIA.
- And in the end, they will be sent a link of Kahoot.it in the live session to participate a general quiz on any topic.
- Facilitator will switch the tab immediately in which he is already signed in to Kahoot, as a teacher.

Assessment Activity:

(This activity will evaluate whether participants have successfully achieved the desired learning objective of demo session)

The participants will be engaged in a mind mapping activity where they will give the differences in terms of effectiveness between tech based interactive classroom and normal classroom.

Example of mind map



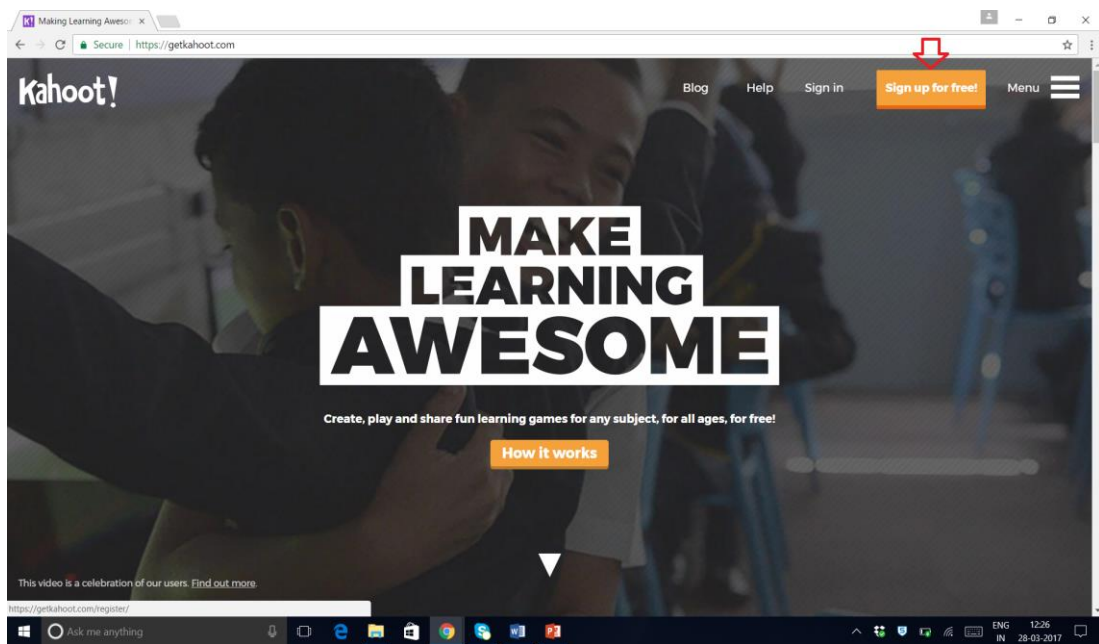
PREPARATION OF HANDS ON SESSION:-

The participants will be asked to write down five multiple choice demo questions in any discipline or content areas that will be used in the practice session of Kahoot (e.g., “Which one is a modal verb?”, “Which of the following is a vegetable?”, “How many sides are there on a triangle?”, etc.)

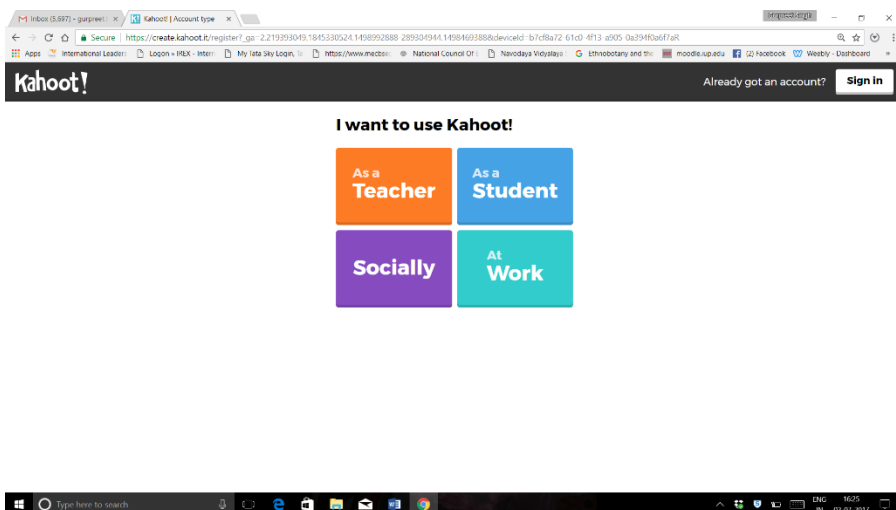
The participant will be asked to create five slides on PowerPoint for the live session on Nearpod under the guidance of FCSA.

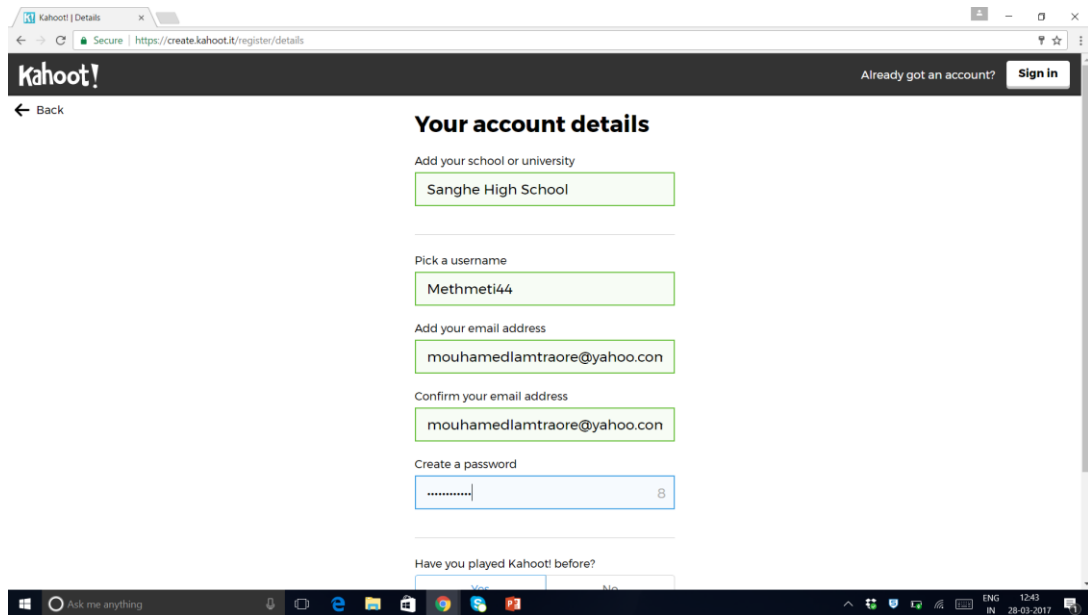
KAHOOT

- Show the participants how to **Sign up for free** on Kahoot online on <https://getkahoot.com/>

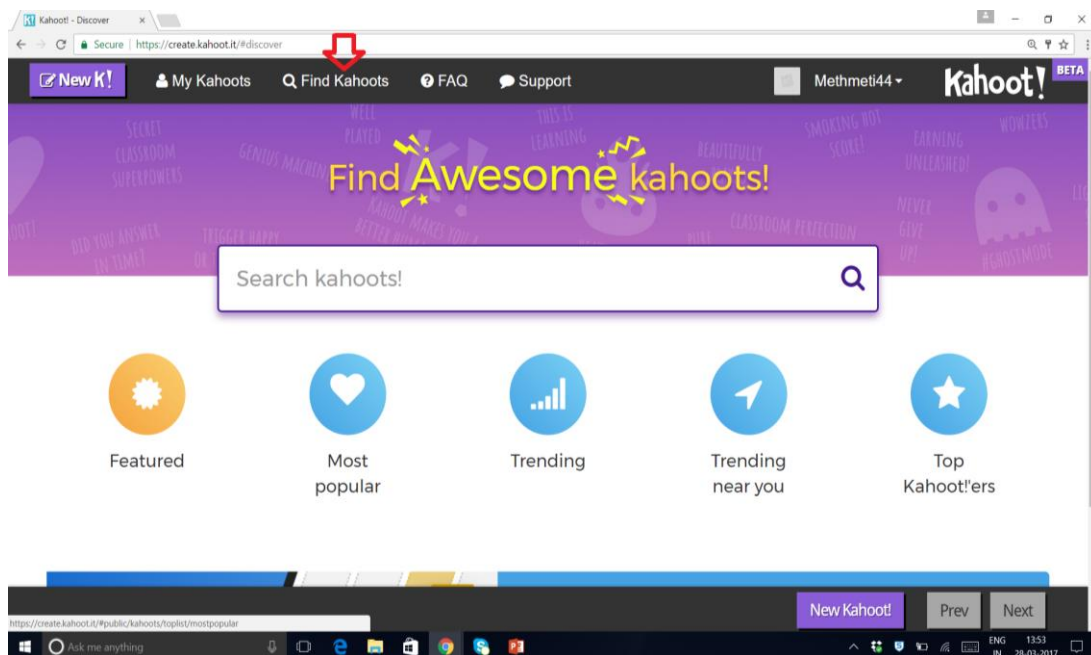


- Select the account type **As a Teacher** and add the account details, as shown below and click the button **Join Kahoot** at the bottom page.



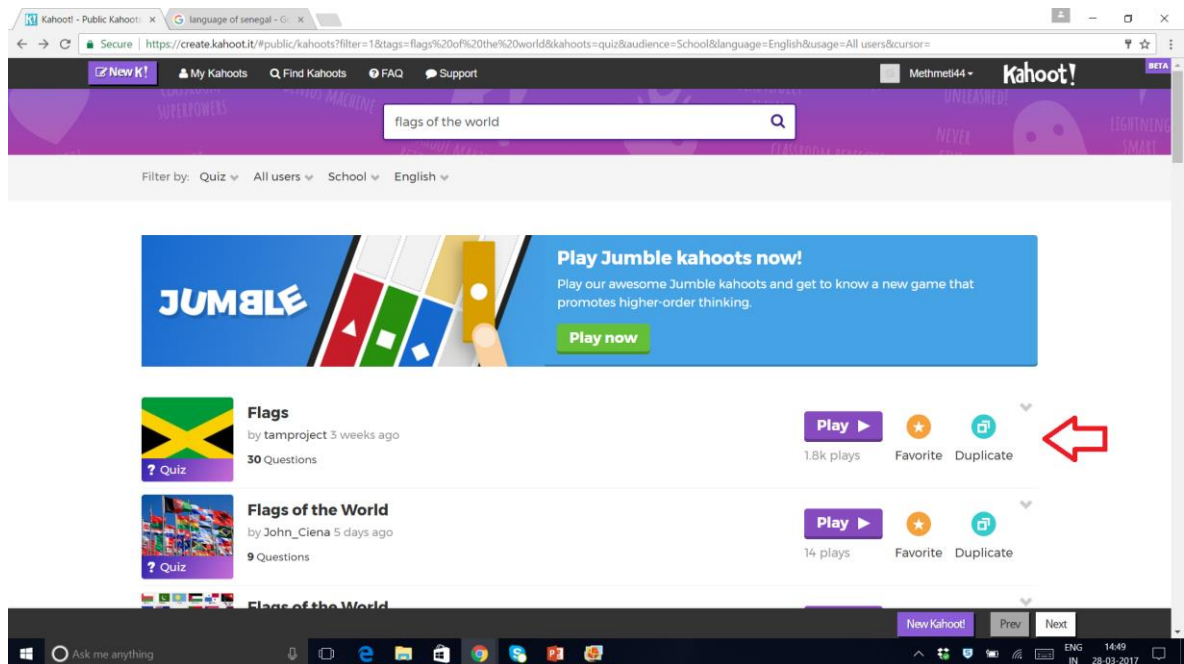


- The trainer will show how to use the menu bar display **Find Kahoot** as a source of public kahoot library.

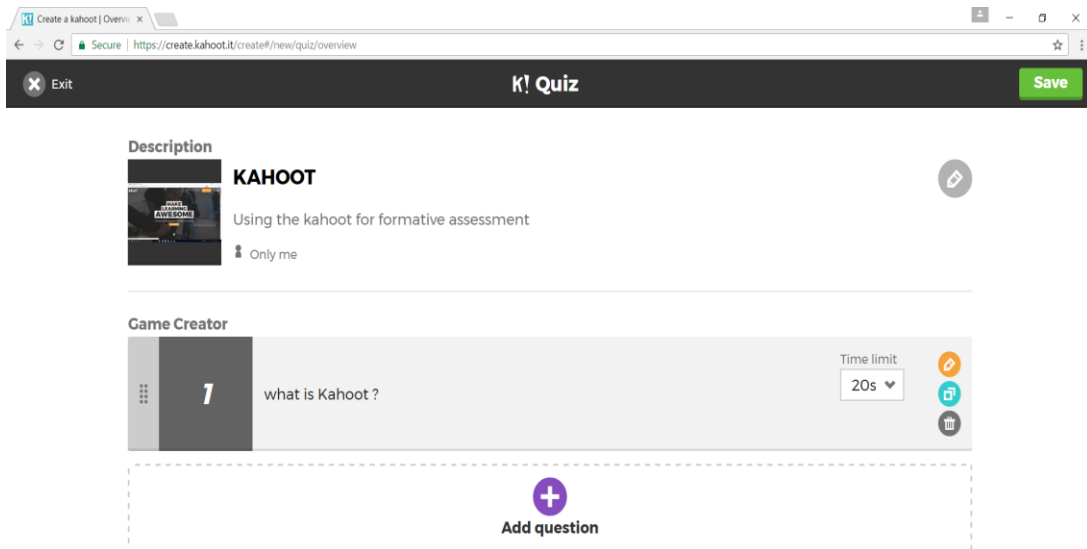


- After click on **Find Kahoot** either they can type in **Search Kahoots** with a title or subject to find the relevant kahoot or they can use tabbed list : **Featured**, **Most popular**, **Trending**, **Trending near you** or **Top kahooters**.

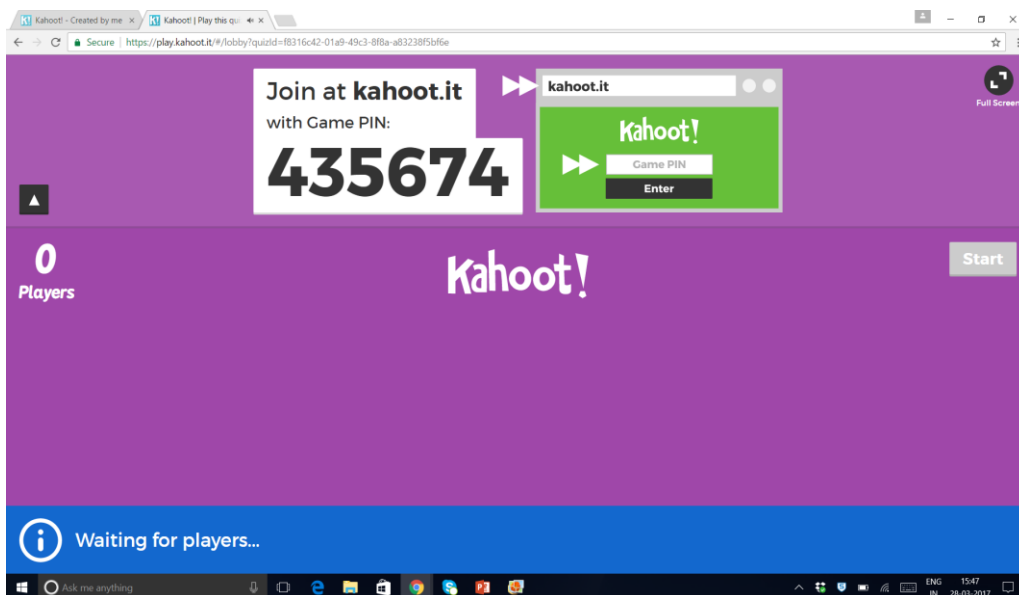
- Filter your search by **Kahoot type** (quiz, survey, jumble and discussion), **User** (teacher, student, business and social), **Audience** (school, university, training, business) and **Language** (English, French, Hindi etc.).
- After getting the list the user can click Play button for direct use for audience and can click Duplicate button to edit that kahoot.



- During editing the user can delete the question, edit the question and change the time limit.
- User can create the new Kahoot by click the option of NEW K! on the left most side of menu bar display and then selecting the type of Kahoot : Quiz, Jumble, Discussion or Survey.
- User need to add the Title, Image and preference of Visible to (only me or every one), Language, Audience and need to write short Description and click the button OK GO on the top right side. And find the link Add Questions on the new opened page.
- Add as many questions as you want set the time limit for each question and click the Save button on top right side.



- User can use it any time by clicking the button MY Kahoot on the menu bar and can share with the other teachers.
- In classroom, the user needs to select his Kahoot and the click PLAY button in that Kahoot. Then instruct the audience to join the kahoot on <https://kahoot.it> on their devices and add the game pin.



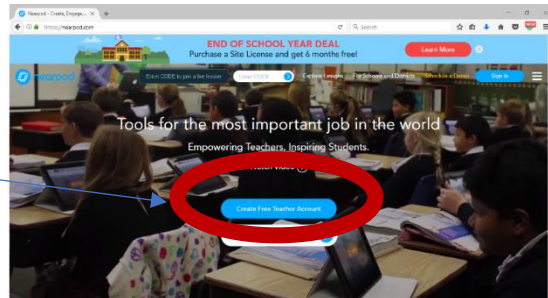
- After getting the name of the players, click **Start** button. Click next when you get the answer of all participants. The user will get a list of participants with their scores after each question answered and then finally he will get the result and download it as an Excel file.

NEARPOD

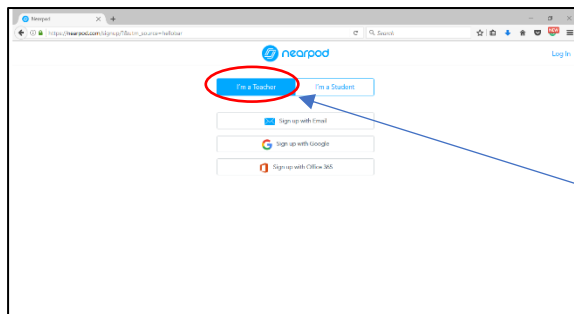
A. Guide the participants in creating their own Nearpod accounts.

1. Go to the Nearpod site: <https://nearpod.com/>

Click create free teacher account.

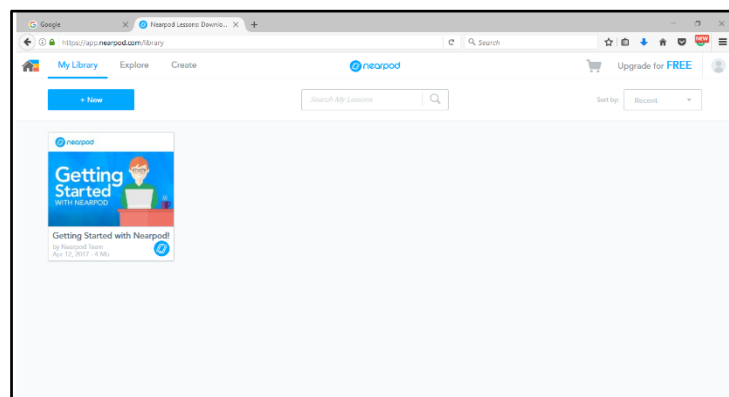


2. Let them sign up using their existing account. Follow the prompts in creating new account.



Click here

3. Show the participants how to upload the powerpoint presentations and to create the new live session.



Assessment activity:

(This activity allows participants to apply new teaching methods or content.)

- The participants will be divided into groups and a quiz first on kahoot and practice it in a typical classroom situation.
- The participant will be allowed to work in group to create the live session on Nearpod in a real classroom situation

REFERENCES

Roy Clariana., Patricia Wallace (2002). Paper-based versus computer-based assessment: key factors associated with the test mode effect. British Journal of Educational Technology.

M. Yasar Özden, Ismail Ertürk, and Refik Sanli (2004). Students' Perceptions of Online Assessment: A Case Study. Journal of Distance Education.

Alf Inge Wang, Meng Zhu, and Rune Saetre (2016). The Effect of Digitizing and Gamifying Quizzing in Classrooms. Academic Conference and publishing International limited.

Trish Harvey, Vivian Johnson; the Scholarly Teacher (2015). Leveraging Digital Tools for Formative Assessment. The Scholarly Teacher.

Mark A. McDaniel, Ruthann C. Thomas, Pooja K. Agarwal, Kathleen B. McDermott, Henry L. Roediger (2013). Quizzing in Middle-School Science: Successful Transfer Performance on Classroom Exam. Applied Cognitive Psychology.

USEFUL LINKS

<https://kahoot.com/>

<https://nearpod.com/>

<http://www.oecd.org/site/educeri21st/40600533.pdf>