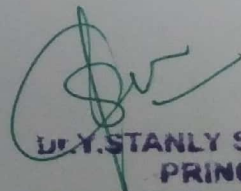


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USE OF MEDIA FOR VARIOUS ASPECTS OF EDUCATION



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Report for the Value Added Course on Transformation
of Classroom from Blackboard To Digital

The value added course on Transformation of Classroom from B To D was conducted from 09.12.2022 to 15.12.2022. Modules were framed for the course. It was provided to all the first year B.Ed. and M.Ed. students on a mandatory basis. The course was conducted offline mode

Details of the sessions handled by experts

S.No.	Date	Topic	Name of the Expert
2.	09.12.2022	Google Classroom	Mr.K.Sivakumar
5.	12.12.2022	Google Doc, Google Forms, Google Sheets	Mrs. Kumari
7.	13.12.2022	Kahoot & Quizizz	Mr. C. Perumal
8.	14.12.2022	Google Slide	Mr. C. Sasikumar
9.	15.12.2022	Zoom Meet, Google Meet	Mr. R. Anbuarasu

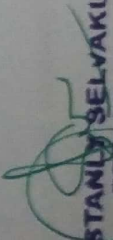
Tasks and assignments were assigned for students to enhance their ICT skills which were evaluated by assignment works given for record work in EPC3. The student were given Hands-on-training for each session. After the completion of the course, course completion certificates were provided to the students.

Short Briefing of the sessions

The teacher introduced with a gaming App to learn vocabulary with the help of their mobile phones. The teacher asked the students to download the App prior to the class. The students played the game level by level and learnt vocabulary words. Then the teacher introduced ZOHO slides for online collaborative word by demonstrating it to the students.

Mr. C. Perumal handled a session on Quizizz and Kahoot apps in the Value Added course on Transformation of Classroom form B to D. Quizizz is a student engagement platform that allows teachers to conduct interactive lessons and quizzes with their students. It allows the teachers and students to create and use one another's quizzes. After providing students with a unique access code, a quiz can be presented live as a timed competition or used for homework with a specific deadline. After the quizzes have been completed, students can review their answers. Furthermore, the resulting data is compiled into a spreadsheet to give the instructor a clear visual of the students' performance in order to analyze trends in which areas might need the most focus in the future. This immediate feedback can be used by teachers to revise future learning activities and alter the focus of material by putting a larger emphasis on concepts that students are struggling with.

1. Go to Quizizz.com and hit "GET STARTED".
2. If you want to use an existing quiz) you can use the "Search for quizzes" box and browse. Once you have selected a quiz, skip to step 8. If you want to create your own quiz, select the "Create" panel, then the "Sign Up" panel and fill in the form.
3. Enter a name for the quiz and an image if you like. You can also select its language and make it either public or private.
4. Fill in a question, as well as answers, and be sure to click the "incorrect" icon next to the correct answer in order to change it to "correct". You can also add a corresponding image if you would like.
5. Select "+ New Question" and repeat step 4. Do this until you have made all of your questions.
6. Hit "Finish" in the top right corner.
7. Select the appropriate grade range, subject(s), and topic(s). You can also add tags to make it easier to search for.
8. You can either select "PLAY LIVE!" or "HOMEWORK" or choose the desired attributes.
9. Students can go to Quizizz.com/join and type in the 6 digit code to participate in the live quiz or complete the homework. They will be asked to enter a name to be identified by.


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10. Once the students are finished, refresh your page and you will be able to view the results of the quiz. Click the "+" next to a name to expand and get more detailed, question-by-question results.

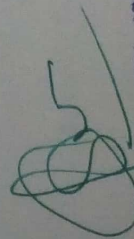
Kahoot is a free student-response tool for administering quizzes, facilitating discussions, and collecting survey data. It is a game-based classroom response system played in real time. Questions are projected on a screen, while players answer the questions with their smart phone, tablet, or computer. Creating a social, fun and game-like environment. Kahoot allows for the design of multiple-choice quizzes as well as polls and surveys that populate on-the-spot data; the quiz questions and polls stimulate quick instructional decisions as well as whole-class discussion.

The students were taught to use video conferencing to be used in their classroom along with the Google Classroom. The students were introduced to use Google forms, google doc, Google Sheets, Google Slides and Certifyem.

The following tasks and assignments were given to be submitted as Practical record work.

Tasks and Assignments

1. ICT tools identification
2. Explore Educational website
3. Create Photo Albums
4. Create Google forms with Certifyem.
5. Prepare Info graphics Presentation
6. Collaborative Board usage
7. Sharing educational content in WhatsApp groups
8. Schedule Video conferencing using Zoom, Google Meet
9. Creating a Blog and posting a presentation. Youtube Link, document and picture.
10. Develop an e-content for their pedagogic subject.



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