Novelty in Facilitating Teaching through Technology

M. Prabavathi*(Author)*
Department of Science and Humanities
Karpagam Institute of Technology
Coimbatore -105,India
prabhamadhi@gmail.com

***Abstract*—As quoted by David Geurin, "Classrooms don't need tech geeks who can teach; we need teaching geeks who can use tech"[1]. The days of "chalking and talking" the two ever accessible aids in teaching have not gone; but have certainly been abridged to a great extent. The purpose of this study is to discuss about the Uniqueness in Expediting Teaching through Technology and the Conceivability in accomplishing it in the Indian Edification System through the web sources NEARPOD and PLICKERS. Nearpod is a collaborative classroom tool for teachers to engross students with interactive lessons. On the other hand, Plickers is designed for formative assessments. It is a commanding tool, but rivals its contenders in its easiness. It assembles real-time formative assessment data, which can then be used by teachers to streamline or tailor their lessons. Shakespeare says, "Though this be madness, yet there is a method in it" [2]. So there is always a method in executing every activity. This document argues that if the teacher makes the student to love learning, the learning process will never ends which can be done only by creating learning experience into life experience through technology.**

IndexTerms*—Nearpod, Plickers, Technology, Assessment, Learning Experience.(Keywords)***

INTRODUCTION

"One of the most important aspects of technology in education is its ability to level the field of opportunity for students." -John King, U.S. Secretary of Education.[3] "Just because kids know how to use Twitter, Snap chat, and Instagram doesn't mean they know how to use technology to enhance their learning". The explicit knowledge that was accessed should be able to use efficiently. For this it is required to make sure that the data gathered is offered in a constructive manner. The teachers should make the students to acquire knowledge and not to acquire content or the grammar. The main aim of the facilitator is to give life experience and not the learning experience.

The intent of this document is tosuggest on the web sources, NEARPOD & PLICKERS that can be used in the classroom as an effective tool to enhance teaching-learning process.Thisstudy presents how these web sources can be effectively endow thestudents with the learning environment and can avail as a formative assessment tool for the teacher. "At Nearpod, **we strive** to **empower educators** to **create learning experiences** that **engage** and **inspire millions** of **students around** the **world**," states Guido Kovalskys, Co – founder, CEO. [4]

NEARPOD

A. *What is Nearpod?*

- Nearpod is an interactive presentation and assessment tool that can be used to create an amazing effect in the classroom.
- A lecturer can construct presentations that can embrace Quiz's, Polls, Videos, Images, Drawing-Boards, Web content and so on.
- Student's can access the teacher's presentation through a code.
- The app is 'web-based' and is reachable on a 'log in' basis. This means that you can access your nearpod versionall the way through any gadget that bonds to the internet.

B. *Benefits of Nearpod:*

- **Easily generate Interactive classes**: Simply upload a pdf or start a novel presentation and include interactive features.
- **Download Ready-to-use, CCSS (Common Core State Standards) aligned lessons**: Find free and paid interactive multimedia presentations from distinguished educators.
- **Engage and Amaze**: Multimedia content detains students' concentration, keeping them focused and reducing off task behavior.
- **Share Content and assessments in real time**: Include quizzes, slideshows, videos and other activities in the lessons.
- **Scrutinize your students**: Observe classroom activity and easily have power over students' devices.

C. *Creating an Interactive Lesson in Nearpod:*

1. Sign in to www.nearpod.com.
2. Click 'Create'.
3. The following page will appear (see figure 1).
4. Click 'Settings' (See figure 1) and enter the lesson details (see figure 2). Clicks submit.
5. Click 'Add slide'. You will get three options to choose (See Figure 3).

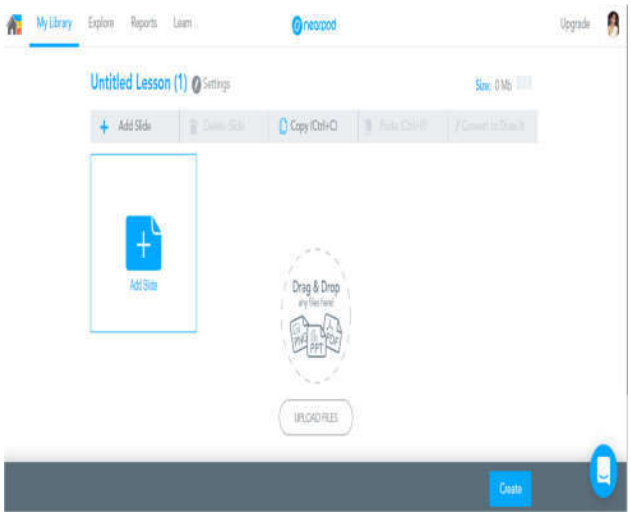

Figure 1. Creating a new class page [5]

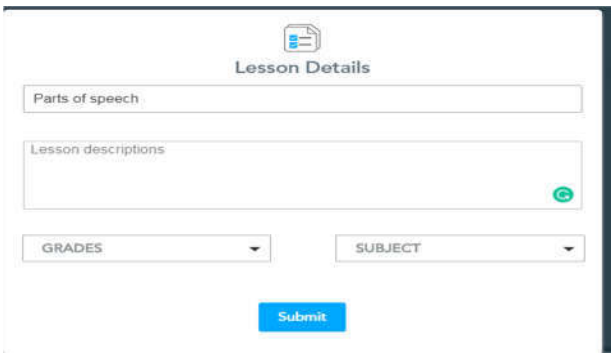

Figure 2. Lesson details[5]

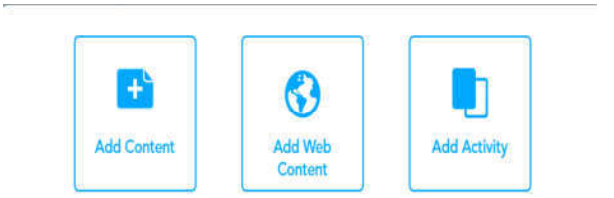

Figure 3. Activities to be added[5]

6. If you choose 'Add Content', you will further get the following list of resources to add to your lesson (see figure 4).

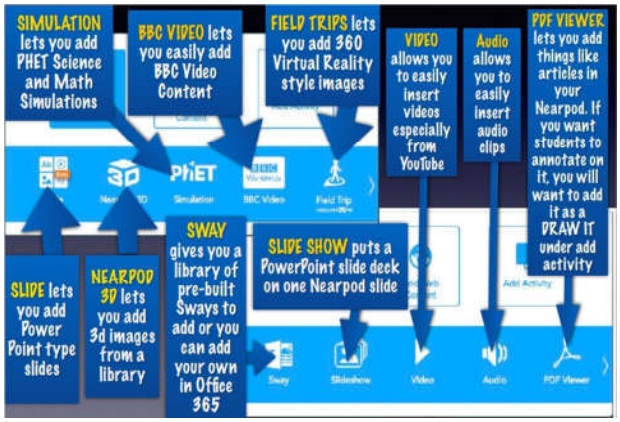

Figure 4. Add content screen [6]

7. If you choose 'Add web content', you will get a dialogue box where you need to enter the website address (see figure 5).

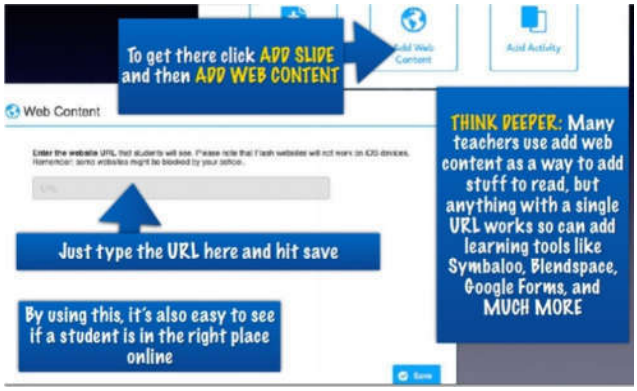

Figure 5. Add web content screen[6]

8. If you choose 'Add Activity', you will get a list of activities that can be used to your lesson (see figure 6).

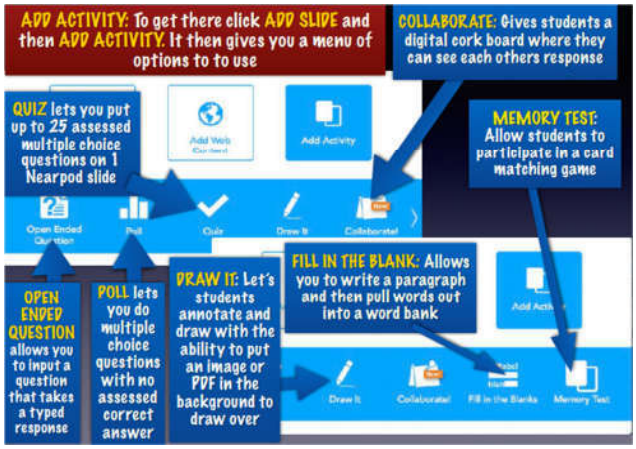

Figure 6. Add Activity screen [6]

9. After adding all contents, click 'Save and Exit' (see figure 7). It is possible to edit the lesson later.

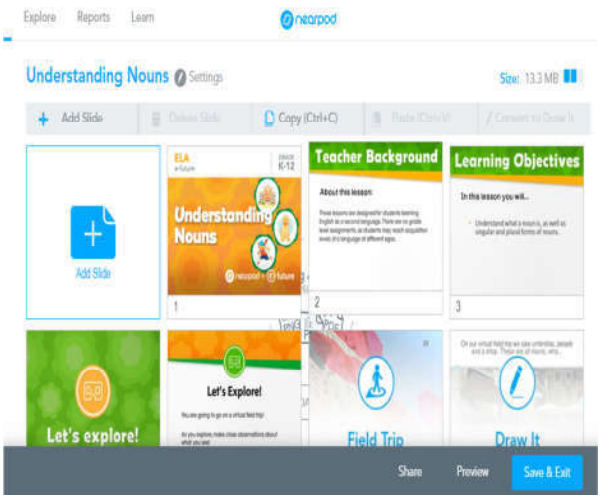

Figure 7. Content of the lesson screen [5]

D. *Why Nearpod?*

- To create Personalized Lessons
- Increase student participation
- Incorporate formative assessment
- Use VR for field trips
- Find quality lesson to use
- Make your own interactive lessons
- Digital Collaboration
- Formative assessment

E. *There are two ways of delivering your Nearpod lesson to your students:*

Live lesson	Student – paced Lesson
• Helps to teach your students face-to-face in the classroom. • The teacher has the control over what students see/do in the lesson.	• Allows the teacher to assign a lesson as homework or as a revision. • The students have the control over the content.

F. To present a live lesson or a student-paced lesson:

1. Go to "My Library".
2. Hover your mouse over your lesson.
3. Choose 'Live lesson' or 'Student – paced' (see figure 8).

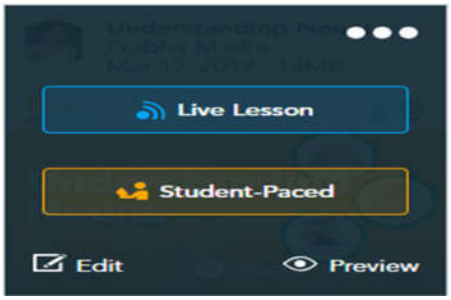

Figure8[5]

4. Now, you will see a code for your session (see figure 9).

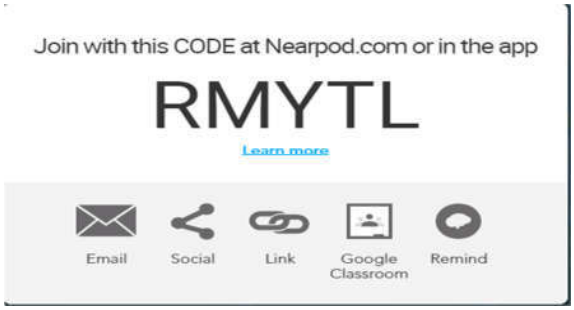

Figure 9. CODE generated for log in purpose [5]

5. Share the code with your students.
6. Your students can join your session using the code (see figure 10) from their smartphones or tablets (Nearpod app/www.nearpod.com) or their laptops (www.nearpod.com).

While delivering a live lesson, you will see the following options.



Figure 10. Live session screen[5]

PLICKERS

What is Plickers?

Plickers is an evaluation tool made by a instructor who was looking for a rapid and easy way to ensure student understanding. This assessment tool permits teachers to accumulate on-the-spot formative assessment data without the need to have students make use of devices or paper and pencil. Teachers can utilize this tool with prior planning or on the go as needed. This tool affords the teachers with the data needed to let somebody know their instruction. "It affords students with the prospect to contribute and employ in learning without feeling self-conscious." (Plickers.com) It's a data compilation device that's supportive for teachers and pleasurable for the students.

Features of Plickers:

- Accessibility: Students of all ages use this tool. Students with learning and physical disabilities can also use this device. Modifications would have to be made for the visually impaired. Plickers cards with larger fonts for younger students and in larger sizes for large classroom.
- Type of Learning: Learning takes place through online games and lessons. Students stay occupiedall through the assessment because they find the Assessment activity to be fun.
- Price: Plickers is free to use.
- Access: Plickers accounts can be administered from the web but teachers need the plickers mobile app in order to scan students' cards and see their answers.
- Class size: Up to students can be assigned per class. Modifications can be made foe larger size classes.

Benefits of Plickers:

It saves teachers' time. It is easy to use, simple to set up, only have need of one electronic smart device which disseminates risk of failure or technical difficulties. All students have to do is pull out their Plicker card and answer when they are prepared for the questions.

Teacher's are able to give instant feedback to all and any student, since he/she can see all students answers, correct or incorrect, in real-time.

Using data as a pre-assessment.

Can be used to check students' understanding of material learned in a previous lesson or just learned in the current lesson.

Benefits of Plickers in learning:

Can be use to evaluate students erudition.

Economical and avaricious way to review their students' performance.

Polling students to congregate information.

Increase students rendezvous in leaning.

No smartphone devices require.

How to use Plickers???

Steps to integrating Plickers:

- Go on the website and generate a teacher account on plickers.com.
- Choose the tab labeled classes at the top of the sheet and type in your class list. It will assign all your students to an individual plicker card. You can add additional classes and students afterward as well.
- Choose the tab on the website named cards to print out the students' plicker cards. Strongly recommended to print the cards on cardstock so that they are more long-lasting. Also, do not imply to laminating the plickers because it will be inflexible for the tablet or smart phone device to be acquainted with the cards due to glare. Plickers are printed in sets of two to a page, so you will require cutting the page in half. If you edify at the elementary level, it is propose toting up the child's name and the multiple choice letters on the back of the plicker so that students can effortlessly categorize their answer.
- Choose the library tab to create questions. Answers can be either in multiple choice or true/false format. Select the accurate response(s) for each question and click the tab labeled add to plan underneath each question to attach it to the suitable class you have previously created.
- If you have a computer connected to a smart board, projector, or apple tv in your classroom and are linked into your plickers account. Then, select the live view tab on the website to exhibit the question and answer choices for the students. Beside the question will appear a full screen tab and another small button with an arrow that permits you to hide the response panel.
- When students are holding up their plicker cards to answer a question, you will necessitatetaking your smart device, opting the plickers app, selecting the question you desire to use and scan the room by opting for the camera button which will come into view at the bottom of the screen. You will notice thename of the child and their individual response for every question selected located at the top of your screen on the smart device when theiranswers have been scanned. Also, a bar graph will come into view so you can view the whole group data aswell. The number of participants scanned is also listed to make convinced that all students have responded.

How to use Plicker cards:

Plicker card is a set of distinctive, printable QR codes (Figure 11). (You can print them in sets of 40 or 63.) Each card is different when held up in the four diverse orientations, and there is a letter (A, B, C and D) at the top of each orientation. When you ask a multiple-choice question, everyone holds up their card so that their answer is at the top of the QR code; at that point, you take a photo using the app, and get real-time, anonymous and formative feedback. (We say anonymous, as the letters aren't easily visible to anyone else looking at others' cards.)[7]

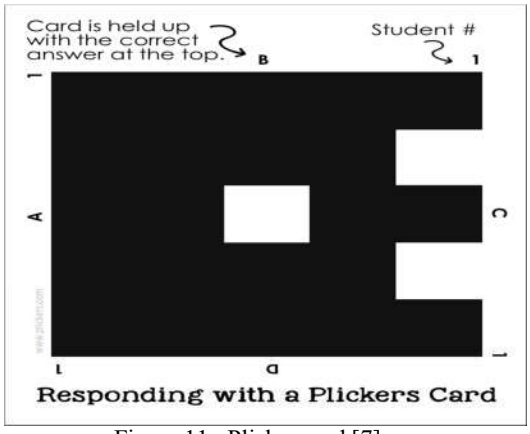

Figure 11. Plicker card [7]

- Each students is given a card with a unique visual code
- The code has four sides each lettered A,B,C and D
- The students hold the card so that the letter they choose to answer the question with is at the top of their card.[7]

CONCLUSION

The advancement in technology boost the whole sector of social-economic production, therefore, it has not left behind the teaching field. Hence, it brought incredible change in improving quality of education and ways on how education is to be provided. For instance, technological improvement in education is making it achievable to more accurately designing learning materials; evaluate students learning, keeping facts and sharing information among teachers and students. Additionally, it has been observed that a teacher who uses technology well can create compelling, interesting, motivating activities that engage students [8]. Despite profound effect technology has to educational enhancement; great concentration must be paid when incorporating technology in education. As Savrock, cautioned, in adopting technology we must move to avoid the temptation to use technology just for technology's sake [8].

If we think about how students learn best, we realize that it comes from their learning experiences; therefore, one method by which learning experiences can be delivered to the student is through practical worlds and electronic gaming. In addition to providing experiences to students, educational technology permits the teacher to revamp some of the aged and weary lectures and lessons into novel online activities and replications or group collaborations with schools in other sites. Having students draft a simple chart or graph from data in a newspaper is a fine lesson for analyzing data, but having them instantly share that on the white board using the document camera adds some excitement to the lesson and be liable to stimulate them.

This report explores by making use of NEARPOD AND PLICKERS the learning experience can be made effective and authentic which is through the technology enhancement in the classroom. As the world becomes more transnational, with resources and people moving across nation boundaries, there is a need to engage learners in collaborative activities that empower learners with technical skills and diverse cultural perspectives.

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