Workshop on Transforming Learning with Innovative Use of New Technology

Organized By :
> BBPS Training Centre

Date& Venue :

> 7th December 2012
> BBPS Training Centre, Pitam Pura

Attended By   :
> Ms. Shikha Gautam

Prof. M. M. Pant, Former Pro Vice Chancellor IGNOU and a well known expert in the field of technology in School Education along with Prof. Atul Pant, an expert in the field of learning and education from UK, conducted the Workshop.

The Workshop was divided into 2 sessions.

The first session was an insight on the **Art of Curation** in the context of Education.

This covered -

1) The Evolving Story of Education - the phase change in the system of education.
2) Emerging Trends in Education – Curatorial Teaching, Flipped Classroom.
3) Curation – Filtering Information – Algorithmic, Social and Personal Filters.
4) Organizing Information – Personal Learning Environment.
5) Presenting Information – Social Media in Education.

To emphasize the above points, a few videos were shown which focused on filling the gap between what a student knows and what he should know. The students of today's generation should be taught the Life Skills of the 21st Century which are –

- Learning to Learn
- Learning to Think
- Learning to Tell
- Learning to Collaborate
- Learning to Earn
- Learning to Be

The second session was an insight on how **Homo Fabers and Homo Ludens learn**.

This covered –

1) Borrowing elements from gaming to enrich learning.
2) Twitter / Blogging in the classroom.
3) Learning Quests and Missions.
4) Creating Learning Communities.
5) Analytics for performance improvement
6) Exemplars in History, Geography, Accountancy, Marketing, Maths, English, Science and some other disciplines.

This session basically stressed that games can cultivate attention, effort, interest, persistence etc. in the students so the content taught in the classrooms may include elements of gamification to generate interest of the students.

Gaming can really be an interesting option for teaching the students but can be materialized only if each student have access to internet in the classroom itself.