A Healing Tune of IT in Education

DR.MINAXI M.JARIWALA
Assistant professor
Vivekanand College for B.Ed. Surat
Gujarat (India)

Abstract:

A nation's development potential depends upon its ability to continuously educate its population and its ability to create armies of skilled mind power. In particular, use of Information Technology (IT) in acquiring knowledge and skill has become an essential element in education and training. Authors believe that technology can be used as a supplement or replacement to a traditional lecture course. Information technologies are better than others and add more value to the instructional strategy. Here, the authors want to discuss the main avenues: web-based content, courseware and IT usage. In relation to this the use of IT in classroom some fundamental gains should be visualized such as practices of IT encourages teacher-students contact, cooperation among students, get prompt feedback, emphasizes time on task, communicates high expectations. Especially, a unified relationship of modern technology-IT and teacher students are depicted in this paper.

Keywords: *Communication, Education, IT, Technology*

1. Introduction

The pace of change brought about by mew technologies has had a significant effect on the way people live, work, and play worldwide. New and emerging technologies challenge the traditional process of teaching and learning, and the way education is managed. Information technology, while an important area of study in its own right, is having a major impact across all curriculum areas. Easy worldwide communication provides instant access to a vast array of data, challenging assimilation and assessment skills. Rapid communication, plus increased access to IT in the home, at work, and in educational establishments, could mean that learning becomes a truly lifelong activity-an activity in which the pace of technological change forces constant evaluation of the learning process itself. Simply attaching technology to existing classroom instruction to use technology may yield some benefits: however it does not necessarily enhance learning. For instance, posting a syllabus or lecture notes on the web may allow students to access the material in a more convenient manner. In this paper the author find a need gain competence in how to apply technology in teaching and learning activities.

2. Concept of Information Technology

Information technology is "the science that investigates the properties and behaviours of information, the forces governing the flow of information, the forces governing the flow of information, and the means of processing information for optimum accessibility and usability. The field is derived from those related to mathematics, logic, linguistic, psychology, computer technology, graphics arts, management and other fields. Telecommunications involving a combination of computers, networks, satellites, telephones, radio, television and the like. Application of IT to education involves many disciplines and communication of information in the broader cultural and economic context of a society.

3. Main Avenues of IT

We can leverage the use of IT for educational purposes through three main avenues:

(1)   Web-based content

(2) Courseware and

(3) IT usage

(1) Web-based content

Web –based content typically includes information such as course outlines and schedules, tutorial, questions, lecture notes etc., which students can browse online or download and print.

(2) Courseware

Courseware is another type of content .It encompasses all forms of interactive software which students use to achieve specific learning objectives, with or without elements of assessment built in. Much of this software is delivered in the form of multimedia programs which help make the learning experience more enjoyable and effective.

(3) IT-Usage

We often overlook IT usage as an additional avenue for leveraging IT in education. Promoting the use of IT could be as simple as requiring students to submit assignments prepared with a word processor. Alternatively it might involve less customary tasks such as using mathematics software for tutorial assignments.

4. Learning Areas of IT

What is critical is not the technology per se but how it is used, not so much what happens while students are using the technology. But how the process promotes larger improvements in the learner's overall education. Some areas where IT can be effectively used include,

1. Project-based learning in an Information /tool-rich environment
2. Collaborative learning with synchronous and asynchronous communication
3. Laboratory/practical sessions using IT to replicate dynamic processes: learning at paces and times of students choosing.
4. Improved interaction and feedback mechanisms: doing foundation/preparation work so that contact hours can be freed for the real advantage of university education.
5. Teaching learning by interaction, dialogue and mutual challenges.

5. Principles for Implementing IT

Any given instructional strategy can be supported by various technologies and vice versa. However, some technologies are better than others and add more value to the instructional strategy. Using these seven principles as guidelines, the following are some of the technologies use in classroom.

1. IT encourages student-faculty contact

IT is important for instructors and students to have frequent interaction. This not only allows the instructors to know where the students are, but also enables the teachers to help the students when difficulties arise. As a result, students become motivated and involved in the coursework, knowing that the instructors care about their progress.

2. IT encourages co operations among students.

Learning is enhanced when students work cooperatively. Email again can be an effective tool to generate communication among classmates when they are not physically together. Teachers can also use threaded discussion forums via web course tools (WebCT) to generate discussion topics and have students post their responses when they wish within deadline.

3. IT encourages active learning.

Students learn more when they are actively engaged in learning. Using computer simulation as in or out of class engage students in a deeper exploration of the concepts and allows them to acquire a better understanding. Teacher can also require students to search for information on the internet that is not available in the local library

4. IT gives prompt feedback.

Frequent feedback on small units avoids misunderstandings that could be addressed prior to feedback on larger units. Email allows person to person feedback. Instructors can put tutorial questions on computer programs that provide immediate feedback to students based on their responses to the questions.

5. IT emphasizes time on task.

Good time management skills are crucial for both students and professionals. Technology can maximize time spent on studying by making the process efficient. For example, students can learn some aspects of the course at home or work, and they can ask instructor questions or communicate with classmates without commuting to and from campus.

6. IT communicates high expectations

When instructors communicate their high expectations to the students clearly, students will try harder and learn more. IT gives opportunity to communicate my expectations to students on assignments, projects and exams clearly. Publishing students work on the internet stimulates interest in working harder on a project because the students know that the finished project will be available for others to examine.

7. IT respects diverse talents and ways of learning.

Each student is an individual who possesses different talents and styles of learning. Learning is enhanced when instructors take this into consideration when implementing teaching strategies. Existing multimedia resources can be used to support different methods of learning.

6. Conclusion

When technology is appropriately used in instructional environments, it will have a strong positive influence on students learning. Technology offers instructors excellent tools that can benefit students. However, not every use of technology helps enhance student learning. Instructors need to examine the use of technology as a supplement to their teaching strategies to ensure that it actually adds value to the course. By using of seven principles of good practice as a guideline to implementing technology in the classroom. Teachers can confident that they are creating a good learning environment for their students.

References

1. Choksi, Neha P. (2009).” Changing scenario in classroom teaching with innovative practices”, state level conference on Innovative practices in teacher training programme, Surat.
2. Daphne, Pan,” (1999). Helping student learn in the IT Age” March: 1999, Vol.2, seminar 1, centre for development of teaching and learning.
3. Rai, K., K. Bhattacharya “Implications of Information technology for teacher education and research”, Articles/papers on contemporary II issues.