

<u>WEBINAR REPORT</u>

DATE: 11th June,2021 [04:00-05:00pm]THEME: Digital Learning and ManagementRESOURCE PERSON: Ms Deepika SharmaORGANIZED BY: CBSE Training HeadquartersATTENDED BY: Nayyer A Khan

"Digital learning and Management" was the theme of CBSE Webinar, conducted on 11th June with the main theme to understand the transformation of conventional learning to Digital form. She laid emphasis that technology enabled learning actively engages students in thoughtful integration of ideas to enhance their learning.

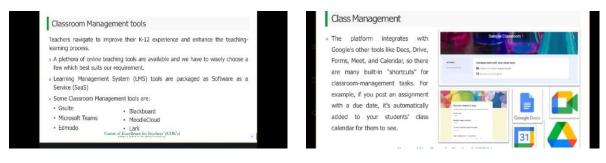
CBSE Resource person Ms Deepika Sharma enlightens us and provided deep insight on the following points:

1-ADVANTAGES OF DIGITAL LEARNING:

- Personalized learning
- Makes students smarter
- Make students self-motivated.
- Develop Accountability in students
- More engaging than traditional learning methods.

2-CLASS MANAGEMENT:

• Google Classroom: Timely feedback on their assignments and feedbacks. Digitally organize, distribute and collect assignment, course materials and student work.



<u>3-BLENDED LEARNING</u>



4-ASYNCHRONOUS AND SYNCHRONOUS LEARNING



4-INITIATIVES BY INDIAN GOVERNMENT:

- DIKSHA PORTAL,Vidya daan, E-Patshala,CBSE Podcasts-SHIKSHA Vani and Radio Vahini FM 91.2 MHz
- <u>SWAYAM</u> : Providing best quality education & 1000 courses and faculties from across the country.
- <u>SWAYAM Prabha</u> : 32 educational DTH channels for providing content by IGNOU,CEC,UGC,NCERT, NIOS and NPTEL.
- <u>E-Yantra</u> : Compilation of Computer science, Mathematics and Engineering Principles.
- <u>E-acharya</u> : Integrated E-Content Portal under NMEICT
- <u>E-Shodh Sindhu</u> : Collection of E-journals and books.
- <u>Virtual Labs</u> : Over 205 labs for engineering & Science disciplines with around 1515 experiments.
- <u>National Digital Library</u>: Containing textbooks, articles, videos, audio books, lectures, simulations, fictions & all kinds of learning media.
- **National Academic Depository** : Facilitate digital issuance, storage, access and Verification of Academic Awards.

5-GAMIFICATION:

• Students learn best through Kahoot, Quizizz, Quizlet live, Gimkit, booklet and trivia. There are several digital games, puzzles and concept and chapter based multiple choice questions are available.

The workshop enlightened around five hundred teachers about the significance of digital learning and management for students. Taught lot many E-Platforms for teachers and as well as for students. Wonderful and informative session it was.

Report Submitted by NAYYER A KHAN