



Bharatiya Gyanvardhini Sabha's
Kantilal Khinwasara B.Ed. College

Laxman Nagar, Thergaon Pune- 411033.

NCTE Code No. : APW00791/123125

Affiliated to University of Pune



PRESIDENT

Shri. S.S. Tiwari
(M.Sc DCM)

Ph. No.: 020-27276785 Email.: kkbepune@gmail.com

Website : www.kkbepune.org.in

PRINCIPAL

Dr. Nirmla Tapkeer
(M.A M.E.d Ph.D) (Edu.)

F Y B.Ed. 2023 -2024

Report on Introduction to Internship

Introduction to Internship: Duration: 4 Weeks (2 credits)-50 marks

Our college had planned Internship for 4 weeks dated 20th June 2022 to 20th July 2022. Before internship starts we took permission from different schools. For this different teachers gave the introduction of each activities. We make 6 groups for internship. From these groups we gave them guidance.

The aim of this internship is to develop in the students perspectives about education, professional capacities, teacher sensibilities and skilis. It also help students to realize the necessity to cater to the diverse needs of the learner. In the introduction to the Internship the student teacher will complete the following activities

1. Observation of 4 lessons of experienced school teachers preferably two of each school subject.
2. Develop 4 lesson plans to cater to the diverse needs of the students preferably two of each school subject under the guidance of the school teacher
3. Writing a report of the observed co-curricular and extracurricular activities organized in the school.
4. Writing an essay reflecting on the activities in which the student teacher has assisted the school teacher in his/her work.
5. Conduct of 2 lessons in the school classroom



Principal

Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033



Bharatiya Gyanvardhini Sabha's
Kantilal Khinwasara B.Ed. College

Laxman Nagar, Thergaon Pune- 411033.

NCTE Code No. : APW00791/123125

Affiliated to University of Pune



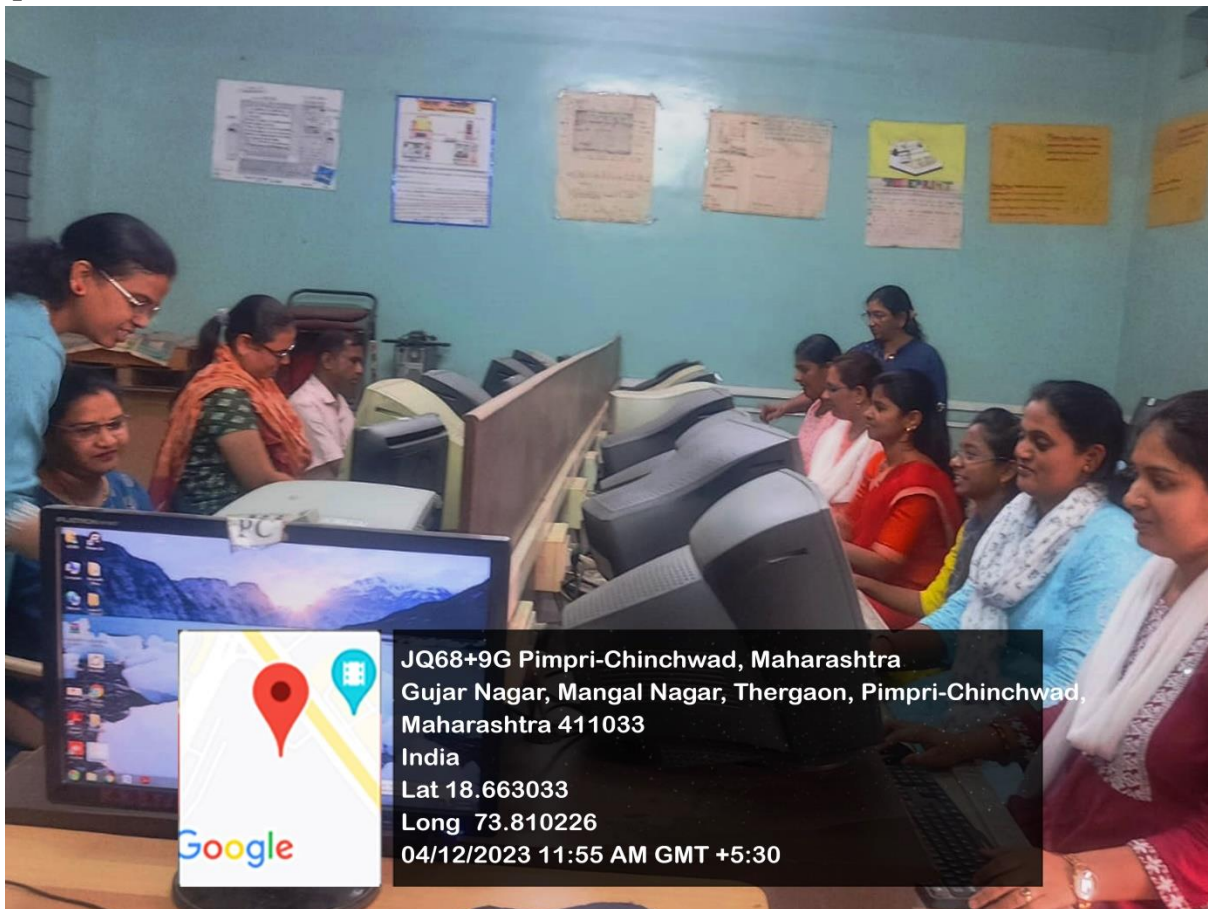
PRESIDENT
Shri. S.S. Tiwari
(M.Sc DCM)


Ph. No.: 020-27276785 Email.: kkbepune@gmail.com
Website : www.kkbepune.org.in

PRINCIPAL
Dr. Nirmla Tapkeer
(M.A.M.E.d Ph.D) (Edu.)

2.3.4 -ICT support is used by students in various learning situations such as

1. Understanding theory courses
2. Practice teaching
3. Internship
4. Out of class room activities
5. Biomechanical and Kinesiological activities
6. Field sports




Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033



Bharatiya Gyanvardhini Sabha's Kantilal Khinwasara B.Ed. College

Laxman Nagar, Thergaon Pune- 411033.

NCTE Code No. : APW00791/123125

Affiliated to University of Pune



PRESIDENT

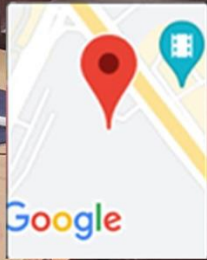
Shri. S.S. Tiwari
(M.Sc DCM)

Ph. No.: 020-27276785 Email.: kkbepune@gmail.com

Website : www.kkbepune.org.in


PRINCIPAL

Dr. Nirmla Tapkeer
(M.A.M.E.d Ph.D) (Edu.)



JQ68+9G Pimpri-Chinchwad, Maharashtra
Gujar Nagar, Mangal Nagar, Thergaon, Pimpri-Chinchwad,
Maharashtra 411033
India
Lat 18.663033
Long 73.810226
04/12/2023 11:55 AM GMT +5:30




Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033



Bharatiya Gyanvardhini Sabha's Kantilal Khinwasara B.Ed. College

Laxman Nagar, Thergaon Pune- 411033.

NCTE Code No. : APW00791/123125

Affiliated to University of Pune



PRESIDENT

Shri. S.S. Tiwari
(M.Sc DCM)

Ph. No.: 020-27276785 Email.: kkbepune@gmail.com

Website : www.kkbepune.org.in

PRINCIPAL

Dr. Nirmala Tapkeer
(M.A.M.E.d Ph.D) (Edu.)



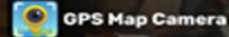
Pune, Maharashtra, India

60/2, near jai bhavani chowk, Madhuban Colony, Rahatani, Pune, Pimpri-Chinchwad, Maharashtra 411017, India

Lat 18.60773°

Long 73.785293°

09/02/23 08:08 AM GMT +05:30



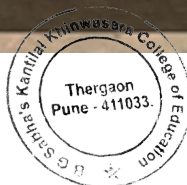
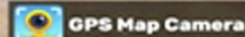
Pune, Maharashtra, India

60/2, near jai bhavani chowk, Madhuban Colony, Rahatani, Pune, Pimpri-Chinchwad, Maharashtra 411017, India

Lat 18.607653°

Long 73.785184°

14/02/23 08:01 AM GMT +05:30



Dr. Nirmala Tapkeer

Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033

Kantilal Khinwasara B.Ed. College, Thergaon, Pune

Course 105: ADVANCED PEDAGOGY AND APPLICATION OF ICT

PRACTICAL WORK: REVIEW AN EDUCATIONAL APP AND WRITE A REPORT

Name of the Student : Sujata A. Attarde Roll No. 53

EVALUATION SCHEME

Rating Scale : 1.Unsatisfactory 2.Average 3.Satisfactory 4.Good 5.Excellent

Sr.No.	Criteria	1	2	3	4	5
1	Introduction					✓
2	Concept of Mobile App				✓	
3	General Educational Uses of Mobile App				✓	
4	Technical Description of the selected Mobile App				✓	
5	Features /Facilities / Tools in the Mobile App				✓	
6	Educational Implication of Mobile App				✓	
7	Limitations of the Mobile App				✓	
8	Suggestion to improve the Mobile App				✓	
9	Screen Shots of the Mobile App				✓	
10	Overall Impression					✓
Total Marks Out of 50					42	50

In-Charge Prof. Sign



Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033

Topic :

Date : / / 20

[2023-24]

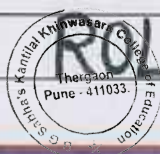
* COURSE → 105 *

File : → ADVANCED PEDAGOGY
AND APPLICATION OF ICT

Practical Work : → REVIEW AN
EDUCATIONAL MOBILE APP &
WRITE REPORT.

SUBMITTED TO : → Prof.
-NITA-PURI Ma'am.

SUBMITTED BY : →
SUJATA-ATTARDE



ROLL NO. → 53

Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033

ACKNOWLEDGEMENT

I Take this Opportunity to express my deepest gratitude to everyone who have the directly or indirectly contributed to this project.

To begin with I thank my family and my friends for their kind co-operation and Encouragement in which helped me in completing this project Successfully.

I am highly indebted to the principal of Dr. Niemala Tapkeer Ma'am for her guidance and support. my Heartfelt gratitude to Prof. Nita Puri Ma'am for guidance, suggestion and constant supervision as well as for providing necessary literature regarding the project and also for her support in completion of this project.

Thank You!



NTopt

Principal

Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033

* INTRODUCTION TO MOBILE APP : =>

Mobile Applications, commonly known as the mobile app, are software programs specifically designed to run on mobile devices such as the smartphones and tablets. These apps are developed to offer various functionalities, services, and entertainment options to users on the go.

Here's a brief overview of mobile apps:-

1. Purpose :->

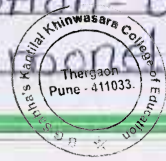
Mobile apps serve diverse purposes, ranging from productivity tools of social networking, gaming, e-commerce, education, health & more.

2. Platforms :->

Mobile apps are typically developed for specific mobile operating systems such as iOS (Apple device) & Android (Google device). Developers often create separate versions of their apps to ensure compatibility with different platforms.

3. Development Tools :-> Developers use various programming languages, frameworks, development tools to build mobile apps. For iOS apps, Swift or Objective-C are commonly used, while, the Android apps are usually developed using Java or Kotlin.

4. Monetization :-> There are different monetization models for mobile apps, including a free app with ads, freemium apps, paid apps, subscription-based apps, & more. Developers are choose monetization strategy based on their



business goals & target Audience.

6. User Experience [UX] :- →

A Key Aspect of mobile apps development is providing a seamless & intuitive user experience. Design elements such as user interface UI navigation, performance, responsiveness & Accessibility are crucial for creating engaging and user-friendly Apps.

7. Updates and Maintenance :- →

Mobile Apps require regular update and maintenance to fix bugs, add new features, enhance security & optimize performance. App developers continuously monitor user feedback & industry trends to improve their Apps over time.

Overall, mobile Apps have become an integral part of modern digital life, offering convenience, entertainment and the utility to users worldwide. The mobile Apps market continues to evolve rapidly, driven by advancements in technology and changing user preferences.

A mobile Application or Apps is a computer program or software application designed to run on a mobile device such as a phone, tablet or watch.

A well-designed mobile App can perform action much quicker than mobile website. Apps usually store their data locally on mobile devices, unlike websites that generally use a web server.

* CONCEPT OF MOBILE APP : ⇒

A mobile App is a software application specifically designed to run on mobile devices like a smartphones & Tablets. These Applications are developed to offer users various services, functionalities & experiences tailored to the capabilities of mobile devices.

The concept of mobile App encompasses several key aspects : →

① Accessibility : → Mobile apps provides users with easy access to services and information is directly from their mobile devices, enabling them to perform tasks & access content of the go.

② User Experience [UX] : → Mobile Apps are designed with her user experience in mind, aiming to a provide intuitive interfaces & interactions optimized for touch-screen & mobile usage patterns.

③ Functionality : → Mobile apps offer a wide range of functionalities, including communication, entertainment, productivity, utility, gaming & more. They leverage the capabilities of mobile devices such as GPS, cameras, sensors & connectivity of the feature.

④ Platform Compatibility : → Mobile apps are developed for specific mobile operating system like iOS [Apple] & Android [Google] some Apps

may also be Available for other platforms like Windows - mobile or Web-based Application Accessible through mobile browsers.

⑤ Development & Distribution : → Mobile Apps are created using various programming languages and development frameworks tailored to these specific platforms. They are distributed through digital distribution platforms like the Apple-App Store, Google play store, or third party Apps market-places.

⑥ Updates and Maintenance : → Mobile Apps is required regular updates and Maintenance to Address bugs, introduces new-features, and ensure Compatibility with evolving mobile devices and operating system Versions.

Overall, the Concept of mobile Apps is evolves around providing users with convenient, feature-rich, and engaging experiences tailored to the unique capabilities and the constraints of mobile devices.

A mobile App is a Software application developed specifically for use on small, wireless computing devices, such as smartphone and tablets, rather than desktop or laptop computers.

* TECHNICAL DESCRIPTION OF THE

- MOBILE APP. ->

COURSERA : => Coursera is an online Learning platform featuring Courses, degrees, Certificate Programs, & Tutorials in a wide range of Subjects, including the Technology, business, Humanities, Health & more. Here's A Technical Description of Coursera : ->

1. Platform : ->

Coursera operates as a massive open online course [MOOC] platform, allowing users to access courses from top universities and institutions around the world.

2. Course : ->

Coursera offers individual courses covering a diverse array of topics, including programming, data science, machine learning, cybersecurity, cloud computing & many others.

3. Specialization : ->

Users can also enroll in specializations which are series of related courses designed to provide in-depth knowledge & skill in a particular subject area.

4. Degree : ->

Coursera partners with universities & colleges to offer fully online degree programs in various disciplines. These degree programs often include bachelor's & master's degree in fields like computer science, business administration & data science.

5. Instruction : → Course on Courses are typically taught by experienced instructors from leading Institution, Ensuring High-quality Instruction & Content.

6. Assessment & Assignment : → Courses on Courses often include the quizzes, Assignments and peer-reviewed the project to assess learner's Understanding & Skill.

7. Flexible Learning : → Courses offer Flexible Learning option allowing user to learn at their own pace & on their own schedule. many Courses offer on-demand Access, while others follow a structured schedule.

8. Certification : → Upon completion of a course or the specialization, learner can earn a certificate of completion, which can be shared on resume and LinkedIn profile to showcase their skill and knowledge.

9. Community & Collaboration : → Courses provides opportunities for the learner to engage with instructor & peers through discussion forums, peer grading, and a collaborative projects.

Overall, Courses serves as comprehensive online learning platform that caters to learners of all levels, from beginners to professional seeking to enhance their skills & advanced their careers.

#FEATURE / FACILITIES / TOOL IN MOBILE APP → COURSERA : ⇒

Coursera offers a range of features or facilities & Tools through its App enhance the learning experience for users. Here are some of the key aspects of Coursera App : →

1. Course Access : → Users can access a vast catalog of courses covering diverse topics directly from their mobile devices. This includes courses from universities & institutions of worldwide.

2. Learning Flexibility : → The Apps allow users to learn at their own pace & convenience. They can access course materials, lectures, quizzes and assignments whenever & wherever they want.

3. Offline Access : → One of the notable features of the Coursera App is the ability to download course materials for offline viewing. This is particularly useful for users who may not have continuous internet access.

4. Progress Tracking : → Users can track their progress within courses, view completion percentages, & monitor their achievements through the app's interface.

5. Interactive Content : → The App offers interactive learning experience including the quizzes, ~~Assessments~~ ^{quizzes} & peer-graded assignments.



to Reinforce learning & Engagement.

6. Discussion Forum: → Users can participate in discussion forum directly from the app, allowing them to engage with instructors & fellow learners, Ask question, and share insights.

7. Notification: → The App provides Notification for upcoming deadlines, New Course, offering & Important Announcements related to Enrolled course.

8. Certificates: → Upon Successful Completion of a Courses, users can Access & download certificates directly from the App. These certificates can be the shared on professional networks like LinkedIn.

9. Search & Discovery: → The App feature a user-friendly interface with search & discovery functionalities, Enabling user to find Courses and Content tailored to their interests and goals.

10. Assessability: → Coursera places emphasis on Assessability, ensuring that users with disabilities can navigate & engage with the App's of Content effectively.

Overall, the Coursera App offer a comprehensive and user-friendly platform for the individuals to engage the life long learning, Acquire New Skill, & Advance their careers all from the Convenience of their mobile of devices.

As the needs of learners, educators & Institution evolve, so does our Approach to the Coursera platforms.



Signature

Principal

⇒ * GENERAL EDUCATIONAL USES OF THE MOBILE APP : ⇒

Mobile App have revolutionized the educational landscape by offering a wide range of tools and resources that enhance learning experiences. Some general educational uses of mobile App include. -

1. Access To Educational Content : →

Mobile apps provide access to vast repositories of educational content, including e-books, articles, videos, lectures, and interactive multimedia of materials. Users can access these resource any-time, anywhere, fostering self-paced and personalized learning.

2. Language Learning : →

Language learning apps offer interactive lessons, vocabulary drills, grammar exercises, & pronunciation guides to help users acquire new languages or improve their language skill.

3. Skill - Development : →

Mobile Apps cater to skill development in various areas such as coding, design, photography, music, cooking and more. They offer tutorials, challenges & practice exercise to help users hone their skills and pursue their interests.

4. Test Preparation : →

mobile Apps offers test preparation materials for standardized the tests, professional certifications, Academic of exams and competitive entrance exam. They

provide practice questions, quizzes, flashcards and mock test to help users prepare effectively

5. Collaborative Learning : →

Mobile App facilitate collaborative learning through feature like discussion forum, group projects, real time collaboration tools & peer to peer learning of Network. They enables students and educators to connect, share ideas, & collaborate on projects of regardless of their Geographical Locations.

6. Educational Games and Simulations : →

Gamified Learning Apps engaged users through a interactive games, stimulation, puzzles & challenges that make learning enjoyable and immersive. They leverage game mechanics to motivate learners & reinforce concepts & foster critical thinking skill.

7. Teacher & Classroom Management : →

Mobile Apps assist teacher in managing classroom, organizing lesson plans, tracking students progress, communicating with parents & administering assessments. They streamline administrative tasks, save time & enhance productivity in educational setting.

8. Accessibility and Inclusion : →

Mobile Apps promote Accessibility & Inclusion by offering features like text-to-speech, voice recognition, captioning, screen magnification & assistive that accommodate diverse learning needs and preferences.

9. Professional Development : →

Mobile Apps support professional development for education & professional by offering



Access to online Courses, Webinars, Workshops, Conference, and learning Communities. They facilitate lifelong learning and Skill Enhancements in Various fields.

Overall, mobile Apps play a significant Role in democratizing Access to education, promoting lifelong learning & empowering learners of all to pursue their educational goals.

* EDUCATIONAL IMPLICATION OF MOBILE APP ⇒

The educational implication of mobile apps are profound and far-reaching transforming the way people learn, teach & engage with educational content. Here are some key educational Implications of mobile apps.

1. Accessibility : →

Mobile Apps make educational resources and learning materials Accessible to a wide range of learners, including those in remote or the underdeveloped areas. They break down barriers to education by providing Anytime, Anywhere to Access to learning content.

2. Personalized Learning : →

Mobile apps Support personalized learning experiences tailored to individual learner needs, interest and learning style. They offer adaptive learning pathways Customized recommendations and Interactive Activities that cater to diverse learner.

EDUCATIONAL IMPLICATION MOBILE APP

3) Engagement and Motivation :- →

Mobile App leverage interactive multimedia, gamification, & social features to enhance learner engagement and motivation. They create immersive learning environment that capture learner interest, foster curiosity and encourage active of a participation.

4) Collaborative Learning :- →

Mobile App facilitate collaborative learning of experiences, enabling learner to connect, communicate & collaborate with peers, educators, and experts. They promote knowledge sharing, a peer, feedback & collaborative problem-solving fostering a sense of community & collaboration.

5) Lifelong Learning :- →

Mobile apps support lifelong learning initiatives by offering a vast array of educational resources, courses & opportunities for skill development and professional growth. They empower learner to pursue continuous learning beyond traditional educational settings.

6) Digital Literacy & 21st Century Skills :- →

mobile Apps cultivate digital literacy & 21st century skills essential for success in the digital age. They provide opportunities for users to develop skills such as critical thinking, creativity and communication, collaboration, and information literacy through interactive learning. These experiences

7) Differentiated Instruction : →

Mobile apps enable educators to implement differentiated instruction strategies to meet the diverse learning needs of students. They offer adaptive learning pathways, scaffolding tools & personalized intervention that cater to learner's individual strength, interests and challenges.

8) Formative Assessment and feedback : →

Mobile App support formative assessment practices by tools for quizzes, polls, surveys, interactive assessments. They provides immediate feedback to learners allowing them to monitor their progress, identify areas of improvement & adjust learning strategies accordingly.

9) Teacher Professional Development : →

mobile app offer opportunities for teacher professional development through online course, webinar, educational communities, resource for pedagogical innovation & best practice. They support educator in enhancing teaching skill, staying current with educational trends.

10) Inclusive Education : →

Mobile apps promote inclusive education by offering features such as accessibility options, assistive technology & Accomodation for learner with diverse Ability learning style, cultural background. They strives create learning environment that Accessible equitable & Inclusive for all learners.

Overall, the educational Implication of mobile app underscore their transformative potential in advancing teaching & learning practices, promoting the educational equity & preparing learner for success in the digital age.





Share Certificate Only

Use this link if you want to share your certificate without information about the course or your grade.

<https://www.coursera.org/acc/> **SHARE**

Share Certificate With Course Records

Use this link if you want to share your certificate along with information about the course and your course

Learning On-the-Go with the Coursera App for iPad - ...

Pages may be subject to copyright. Learn More

Visit

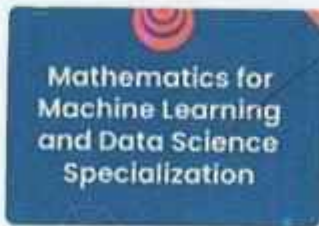
← Math and Logic

Algorithms to Take Your Programming to the Next Level

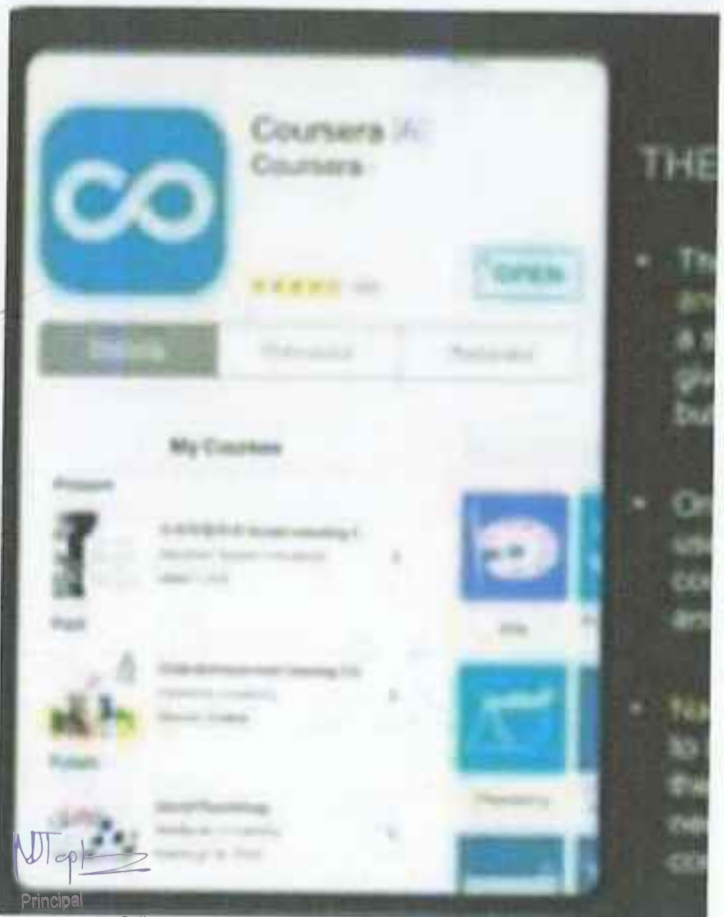
See All



Algorithms
Stanford University
Specialization
★ 4.8 (5.5k)



Mathematics for Machine Learning and Data Science Specialization
Deep Learning, AI
Specialization
★ 4.6 (1.5k)



LIMITATION OF MOBILE APP : ⇒

While mobile Apps offer numerous benefits for education, they also come with several limitations. Here are some of the limitations of mobile Apps in education.

1. Accessibility and Affordability : →

Mobile Apps require access to smartphones or tablets, which may not be affordable or readily available to all students, especially in resource-constrained or marginalized communities. This limitation can widen the digital divide and hinder access to educational opportunities for underserved population.

2. Dependence on Technology : →

Mobile Apps rely on technology infrastructure, including internet connectivity and device compatibility. Technical issues such as network connectivity problems, software glitches, and device malfunctions can disrupt learning activities and impede the effectiveness of mobile learning initiatives.

3. Digital Distractions : →

Mobile apps require access to smartphones or tablets which may not be affordable or readily available to all students, especially in resource-constrained or marginalized community. It is associated with potential distraction such as social-media, gaming and entertainment Apps, students may be tempted to use mobile device for non-educational purpose during class-time, leading to reduce focus, productivity and academic performance.

4. Privacy and Security Concerns : →

Mobile Apps collect user data & personal information for various purposes, including Analytics, advertising and Customization. Privacy & Security risks is associated with data breaches, unauthorized access, and misuse of personal information raise concerns among educators, parents & students about the safety & integrity of mobile learning environments.

5. Content Quality and Credibility : →

The quality & credibility of educational contents available through mobile apps vary widely. Not all mobile apps undergo rigorous vetting, review, or Accreditation processes to ensure Accuracy, relevance & Educational Value. Students may encounter misinformation, biased content or low-quality resources that compromise the integrity of their learning experiences.

6. Limited Interactivity and Engagement : →

Some mobile apps offer limited interactivity & engagement features, resulting in a passive learning experience that fail to captivate & motivate the students. Text-heavy or monotonous content, lack of multimedia elements, & static presentation formats may hinder students engagement & retention of learning materials.

7. Technical Skills and Training : →

Effective use of mobile Apps offer limited interactivity in education requires technical skills and digital literacy among both educators & students. Teachers need training & professional development opportunities to integrate mobile technology into

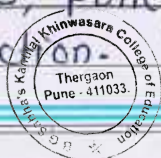
their instructional practices effectively. Students may require support & guidance to navigate mobile learning environments, platforms, tools & resources independently.

8. Content Customization and Localization : → Mobile apps designed for education may not always accommodate diverse learning needs, cultural backgrounds & linguistic preferences. Limited customization options, lack of multilingual support, cultural insensitivity in content design may exclude certain group of students & limit the inclusivity of mobile learning environments.

9. Dependence of Internet Connectivity : → Many mobile learning activities such as accessing online resources, participating in virtual classrooms & collaborating with peers, require reliable internet connectivity. In areas with limited or unstable internet access, students may face challenges in engaging with mobile learning content & activity, leading to unequal learning opportunities.

10. Evaluation and Assessment Challenges : → Assessing students learning outcomes & performances in mobile learning environment can be challenging due to standardized evaluation methods and assessment tools.

Addressing these limitations requires careful planning, thoughtful design & strategic implementation of the mobile learning initiatives, along with ongoing research innovation & collaboration among educators, developers, policymakers & stakeholders in the education sector.



NT opt

Principal

Kantilal Kharwasara B. Ed College
Thergaon, Pune - 411033

* SUGGESTION TO IMPROVE MOBILE

APP ⇒ To Improve a mobile Apps, Consider the following Suggestions : →

1. Use Feedback Mechanism : → Implements a user feedback mechanism within the Apps to allow users to share their thoughts, reports bugs, & suggest improvement directly to the development of team.

2. Usability-Testing : → Conduct usability testing with real user to identify pain points, navigations issues, & Areas for improvements in the App's user interface & user experience [UI/UX]

3. Performance Optimization : → Optimize the App's performance to ensure smooth & responsive operation across different devices, screen sizes and network conditions. Address any performance bottlenecks, memory leaks or slow-loading screens that may impact user satisfaction.

4. Enhanced Security Measures : → Strengthen the app's security measures to protect user data, prevent unauthorized access, and mitigate cybersecurity risks. Implement encryption protocols, secure authentication mechanism & regular security updates to safeguard sensitive information.

5. Personalization Features : → Introduce personalization features that allow user to customize their app experience based on their preferences, interest & usage patterns. Provide options for personalized content recommendations, customizable settings, and tailored notifications.

6. Accessibility options : → Ensure that the app is accessible to users with disabilities by incorporating accessibility features such as Screen readers, Voice-Commands, text resizing options, & Color Contrast Adjustments. Adhere to Accessibility Standards & guidelines to make the app inclusive for all users.

7. Offline Functionality : → Enable offline functionality to allow user to Access essential features & content even when they are offline or in areas with a limited internet connectivity, Implement offline storage, caching mechanism & data Synchronization capabilities to enhance the app's offline usability.

8. Streamlined Onboarding process : → Streamline the onboarding process for new users by providing clear instruction, intuitive tutorial, interactive walkthroughs to familiarize them from app's features & functionalities.

9. Regular Updates and Maintenance : → Commit to Regular updates & maintenance cycles to address bug fixes, performance Optimizations, feature enhancement & Security patches.

10. Community Engagement and Support : → Foster a sense of community among app users by facilitating peer-to-peer interactions, discussion, forum & knowledge sharing platforms within apps. Provide responsive Customer Support Channels to address users inquiries, resolve issues & cultivate users loyalty.

By implementing Suggestion, you can enhance the overall quality, functionality & user experience of mobile app, driving user satisfaction, retention.

Suyata Attarede
Roll No. 53

Bharatiya Gyanvardhinisabha's
KANTILAL KHINWASARA B.ED. COLLEGE,

Laxman Nagar, Thergaon, Pune-33.

Date : 01.04.2024

MCQ 2023-24

Marks : 50

Subject : Advanced Pedagogy & Application of ICT

(Course -105)

July 1.4.24

Supervisor's Sign

Roll No. 53
36/50
M.P.M.

1. Which is the challenge of integration of ICT at School Level.

- a) Physical Factors
- b) Mentality of Teacher
- c) Load shading
- d) All the above

2. Following are the illustration of E-learning.

- a) Book
- b) LCD projectors
- c) Multimedia
- d) Internet

3. Technology is needed in Education field for following-----

- a) For Give & Take Information
- b) Presentation of Information
- c) To Enrich content knowledge
- d) All Above

4. Board and Chalk: : Traditional teaching aid:: : Modern teaching aid

- a) Computer
- b) Audio-Video C.D.
- c) Television
- d) All of above

5. This is not a type of collaborative learning.

- a) Co-operative learning
- b) Collective learning
- c) Peer learning
- d) Self learning



Principal
Kantilal Khinwasara B Ed College
Thergaon, Pune - 411033

13. In modern education system this is considered as a central element of education.

- a) Subject
- b) Examination
- c) Teacher
- d) Student

14. Teaching should not be use following ways while thinking about the learning diversity.

- a) Content
- b) Process.
- c) Student economics status
- d) Product.

15. Following are the ways of to increase the Student active participation in Learning.Teaching process.

- a) Inclusion of the different movements of students in lesson
- b) Use of 10:2 method.
- c) Continuous & effective Teaching.
- d) All above

16. It is not principal of teaching.

- a) Motivate students for learning
- b) Correlation of the life & teaching
- c) Teaching without considering students problems
- d) Sympathetic way of imparting knowledge

17. From the following this tool is not used to store information

- a) Pen drive
- b) Hard disc
- c) C.D
- d) Speakers

18. Following is not a step of Pre-learning phase.

- a) Decide the aim or objective
- b) Organization of content.
- c) Selection of teaching aid.
- d) Response.

19. Teacher first of all should think about pupil is intellectual & mental abilities, attitudes, interest, capacity & then teach, this thought has been given by

- a) Logic




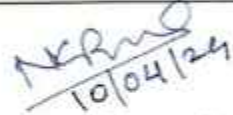
Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033

Bharatiya Gyanvardhini Sabha's
**Kantilal Khinwasara College
Of Education (B. Ed.)**


Laxman Nagar, Thergaon, Pune - 411033.

Prelim Examination

2023-2024

Name of the Student Teacher: <u>Sujata Attarde</u>	
Roll No: <u>53</u>	
Subject: <u>Advance pedagogy & Application of ICT-105</u>	
Day and Date: <u>10/4/24</u>	
Medium of Answer: <u>English</u>	
 Signature of Candidate	 Signature of Supervisor


Marks Obtained

Q.1	Q.2	Q.3	Q.4	Q.5	Q.6	Total	Sign of Examiner
12	12	0	12	04		40	

Instructions.

1. Candidate shall use blue or black ink only;
Otherwise answer book will not be evaluated.
2. All questions are compulsory.
3. For 12 marks answer of the question should be
written in 250 to 300 words, for 5 marks answer should be
written in 150 to 170 words.
4. Supplements will not be provided




Principal
Kantilal Khinwasara B. Ed College
Thergaon, Pune - 411033

Q1 = 12

Q. 1

Q.1 Advance pedagogy through following points.

↳ Concept :->

Pedagogy is the Art & Science of teaching. Effective teacher use an Array of teaching strategies because there is no single, universal Approach that suits all Situation

The term pedagogy derived from the Ancient Greek word "paidagogos" & "paid" meaning the slave who led children to school. It is essentially combination of Skill and Knowledge Required for the effective teaching method. The function or work of teacher teaching. They are Art, Science of teaching education and instructional methods.

This 21st century and world is changing fast education play important role in it. In student centric educⁿ of learning has been given more of importance than teaching. Effective teaching is important because teaching is based on helping children progress from one level to another in more social interactive environments.

Advanced pedagogy it is includes in classroom environment, background of students, teacher own philosophy principle of learning theory and new innovative instructional of a strategies. education is deliberate process of learning - encouraging given time discovery

Origin - Etymology of word "pedagogy"



Q. 1

2) Need of Advanced pedagogy :-

1) Change performance of student :-

The teacher student performance by figuring out what each student need and which strategies will work to unlock the pattern have not been working. Good teachers are very good at diagnosis and customisation of instructions. They are keep check for understanding & keep it searching for intervention that is enable to students to succeed pedagogy Need for the change & Improve Student performance.

2) Professional Growth of Teacher :-

Effective teacher can-not afford to test or coast for very long because children have way of bringing a remarkable new set of challenges into classroom each day. So the need of they pedagogy for professional growth is essential.

3) Creating Supportive Learning Environment :-

Learning is inseparable from it's social & cultural context. effective pedagogy foster positive relationships with environment that is caring, inclusive, non-discriminatory, and cohesive. They also build a good relation ship with wider school & community. effective teacher attend to the cultural and linguistic diversity of all there students including the culture of wider school & local community, student's peer culture & teacher professional culture.



Q.1

4) Encouraging Reflective Thought and Action :->

Student learn most effectively they develop Ability to stand back from information or ideas have engaged with and think about objectively. The Reflective learner Assimilative new learning, they develop their Creativity their Ability & think Critically about information & ideas.

5) Enhancing the Relevance of the New Learning :->

effective pedagogy stimulate the Curiosity of their students, required them search for Relevant information, ideas & challenge them to use or Apply they discover, new context or in new way. They look for opportunity involve student directly in decision relating to their own learning

6) Facilitating Shared Learning :->

Student learn as they engaged in shared Activities and Conversation with people, including family member & people in a wider Community. Teacher encourage this process by Cultivating class as learning Community.

7) Making Connection to Prior Learning and Experience :->

pedagogy can help student to make connection Across learning Areas as well as Home & wider World. Students



Q.1

learn best when they are able to integrate new learning with what they already understand.

8) Providing Sufficient Opportunity to Learn :-
Student learn most effectively when they have time and opportunity to engaged with practice, and transfer new learning. Appropriate Assessment help the teacher to be determine "What" Sufficient opportunity it means for an individual students and sequence student learning experience is over time.

• Importance of Advanced Pedagogy :-

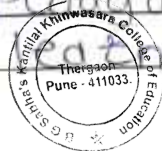
- The effective teaching of education is the overall development of student. Student has to learn thoroughly to complete this aim.
- Development of new trends are really useful to teacher.
- Effective teaching method students get more knowledge & helps in overall developments of them.
- Modern Technology used in Advanced pedagogy & it help to make more effective of teaching methods.
- Students can understand various concept and practical knowledge through Advanced pedagogy and help in development of skill of student.
- Advanced pedagogy need of evolution in teaching learning procedure. In this way, it has exceptional importance in the educational process.



Q.1

- Principle of Advanced pedagogy :-
The principles of pedagogy described are as follow -

- 1) Effective pedagogy Equips learner for life in it's broadest sense :-
learning should aim to help individuals and group to develop the intellectual, personal & social resources that enable participate as active citizens, contribute to economic development. This means adopting broad conception of worth learning outcomes.
- 2) Effective pedagogy Engages With Valued form of knowledge :-
pedagogy should engages with big ideas, key skill and processes and made discourse way of thinking.
- 3) Effective pedagogy Recognised the Importance :-
effective pedagogy should engage learner with teacher, learner & all those includes peer, should provide activity, culture structure of intellectual, social & emotional support to help learners to move forward in their learning.
- 4) Effective pedagogy Need Assessment to be Congruent With learning :-
Assessment designed implemented with goal of achieving maximum validity both term in the learning process.
- 5) Effective pedagogy Promote Active Engagement Of the learner :-



A chief goal of learning should be promotion of the learner independence & Autonomy. This involve learning strategies & practice developing positive learning dispositions.

7) Effective pedagogy foster both individual and social processes and outcomes? →
Learner encouraged & helped to build relationship communication with other learning purpose, in order assist mutual construction knowledge & enhance achievement of individuals & groups.

8) Effective pedagogy Recognises the significance of informal learning? →
Informal learning, such as learning out of school or away from the workplace, should be recognised formal learning & should therefore be valued.

9) Effective pedagogy Depends on Learning of all those who support the learning of others: -
The need for lectures, teacher, trainee & co-worker, to learn continuously in order to be develop knowledge & skill and adapt develops their roles. especially through practice based inquiry, Recognised and supported.

10) Effective pedagogy Demands consistent policy frameworks with support for learning as their primary focus? →
Organisational & system levels policies need to recognise fundamental & so they importances of continuous learning for individual, team, system, success & effective learning environment, for all learners.



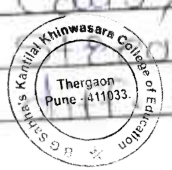
Q2=12

Q.2 Blended Learning :->

Blended-learning not only supports active It demands it. effective blended learning requires students to interact with each other, the content and their own thoughts. Students need a way to not only take information but also to checking process their understanding. Organising knowledge and making connection with Blended learning is used not only in co-ordinate learning setting but also instruction in conventional school. In recent year, scholars focused research studies blended learning and view future trend for Academic & research & pedagogical practices. Blended learning involves combination of two fields of concern technological & instructional consideration to greater or lesser extent, combined with pedagogy & educational theory.

Blended learning is formal & online mean education program in which students learn at least in part through delivery of content and instruction via digital & online media with some element of the student control over time, place, path or pace. Blended learning is a mixture of online learning & face-to-face activities.

Blended learning is mix of multi-media technology, CD, Streaming, Virtual classrooms, Voicemail, email & conference calls, online text Animation & video programming. Many of these programs use many forms of e-learning.



a) Teaching-learning process: →

Effective learning is possible by five sensory means. According to psychological study, Human can grasp 80% Knowledge visually, 15% through hearing & 5% with the rest of sensory items. To provide rich presentation, it is necessary to use the various components like,

i) Text matter presentation.

ii) Animation presentation.

iii) Audio presentation.

iv) Video presentation.

ICT helps in teaching learning process. Teaching-learning process becomes effective by using ICT in education.

Teaching-learning following are teaching learning steps: →

1) Coach & Mentor → Teachers need to help the students Assessment and happy to their increased engagement is huge benefits for teacher as well. Student who are more engaged learn more, their learning outcomes & succeed on Assessment.

2) New Teaching Techniques: →

Blended learning provides teachers with opportunity to try out new pedagogical techniques. By giving them a wider range of tools, blended learning allow teachers to be creative & teach better.

3) flexible scheduling: →

In some environment like college & work-place training blended learning allow teachers to have more flexible schedule. Just like student can use the computer,



teacher can using computer. This can provide them more option & better work life balance.

4) professional Development :-
Teacher have been some of the most enthusiastic adopters of online technologies for professional development. In fact, teachers make up a large percentage of students in massive open online courses as well as large percentage of people who participate in work-related twitter chats. If teacher looking for flexible, powerful path toward professional development simply head online.

The traditional way of teaching learning process can made more effective & interesting by using information & communication technologies.

Example :- When a teacher uses Audio, video, or power point presentation in her lecture, the whole class becomes more attentive about lecture. Such activities is also help students to understand things they easily.

b) Research :- →

It has long custom to make use of new technological developments in easing the burden of complex or routine tasks. This is true for Research as it is for any other Aspect of Human Activity.

Example :- over typewriter, word processor & computers has now become a past writing in minutes. It also helps in

getting the surveys filled by participants online without visiting their place. By and large this is a process to be welcome if a labor or time saving technological artifact is available.

2) Research Requires last information of their work. ICT Helps the Researcher in providing the information about findings, conclusions, method used etc.

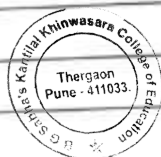
3) Software packages are now available to assist with the analysis of qualitative as well as quantitative data.


4) Also Researchers can utilize facilities like discussion groups, e-mails chat times which are very useful.

3) Publication :- →

The notes, printed text books can be digitized with the help of computer technology. Many e-books are available on websites developed by different publishers. Encyclopedia is also available on internet. School or college can be publish their magazine on their websites. Also one can find various journals related to education on websites.

12




Principal
Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033

Q4=12

Q-4 Explain following online learning Resources :-

1) E-library :- meaning

An electronic library is managed the collection of information, associated the service information is stored in formats and Accessible over a network. Therefore a stream of data send to earth from a satellite is not a library. The same data, organised systematically, becomes a e-library collection. E-library is special library with focused collection of objects that can include text, visual material, audio material, video material, stored as electronic media formats, along with means for organising, storing & retrieving the files & media contained the library collection. E-libraries can vary immensely size and scope & maintained by individuals, organisations, or affiliated with established physical library building or institutions, or with Academic institutions.

A electronic library is type of the service that allows users, without actually stepping into the library, to read library book and conduct research at home, in the office or at school, using the internet. E-library is also known as digital of library. E-library is a collection of e-documents or objects. The e-library interface used by end users to browse, search, retrieve and view contents of e-library. It is typically presented to users as Hyper-Text Markup language page.



2) Nature :- → An e-library or digital library is a compilation of digital resources available to users via the internet. These Resources encompass a variety of materials, including books, Articles, Journals, research paper, & multimedia content & more.

Any Collection of files that has been digitally preserved and is accessible on the internet or through software. A e-library is may contain Manuscripts, newspapers, books, Journals, image, audio & video. There are all kinds of digital libraries.

Educational Implication of E-library :-

- Improved Accessed through internet & compact Disc-Read only memory. They can be accessed virtually from anywhere & at anytime.
- An e-library can meet simultaneous access Requests for a document by easily creating multiple instance or copies of Requested document.
- Improved information sharing e-libraries can easily share information with other similar e-libraries & provide enhanced access to users.
- E-libraries can be Accessed at any time, 24-Hours a day & 365-days of the year.
- E-library provide Access to much richer content in more structured manner. i.e. people can easily move from catalog to particular book then to particular chapter.
- THE e-library need of library physically, people from all over the world could gain access to same information, as long as internet Connection is Available.
- The cost of maintaining ~~an~~ e-library is much lower than of ~~a~~ traditional library.

Video Conferencing : → It's meaning →

Video Conferencing is an interactive method of communication that combines the use of video, audio & computing technologies to allow people in different locations to meet face-to-face to conduct a conference in real-time. It can substitute for actual physical presence of remote participants. This reduces travel costs as well as travel time & makes meeting attendance more convenient. It also provides flexibility in pulling together at short notice meeting of people in many & widely separate locations. For education it offers the opportunities to more readily bring outside experts into classroom.

VC is conduct of videoconference by a set of telecommunication technologies in which allow two or more locations to communicate by simultaneous two many way video & audio transmission. Video Conferencing is the ability to host live interactive meeting by using internet connectivity, a computer & web camera.

Nature : - Video Conferencing allow people in different location to communicate via video and audio - A video conference is one in which two or more group of people, each at location equipped for videoconferencing, can see one another & interact or view a presentation & in some cases, the equipment used here has until recently, consisted of video cameras & telephone tied to live TV feed,



Creating a need of satellite dishes & other transmission equipment & specialized technical assistance. This technology meant that only particular places set up for transmission could be used as location for conference.

Educational Implication of VC :- →

- one of the greatest advantages of video conferencing in education is that it allows participants to record & save lessons & meeting.
- This can be relief to student who miss class due to absenteeism or those who would be simply want to review the lesson later.
- A Key Advantages of video conferencing is that it lets students collaborate on group work or projects easily.
- Video conferencing opens up new possibilities for learning by making it more collaborative through face-to-face communication.
- for teacher, professors, staff, a curriculum that relies on video conferencing means freedom and the flexibility.
- Video-conferencing educational institutional has become increasingly popular tool for facilitating remote learning, virtual classroom & online collaboration among students & teachers.
- With the rise of COVID-19 pandemic, video conferencing has accelerated allowing school & university to continue providing education to students while ensuring their safety & avoiding spread of the virus.
- Video conferencing provides professors & students with an array of opportunities to take personalized learning to the next level.



Q 5 = 04

Q.5 Short notes.

2) Steps of problem base Learning :-

i) Develop A problem :-

It developmentally Appropriate, it is the grounded in student experience in Curriculum based Accommodates the Various of learning and Teaching strategies.

ii) Present the problem :-

figure out how student will meet the problems e.g. Newspaper cutting, Video book etc. also allow student to defined the real problem for themselves.

iii) Set up the structure :- Once students have defined problem, can begins breakdown

i) idea :- Any initial idea of student have about possible solution.

ii) facts :- facts of students know about the problem.

iii) Learning Issue :- Questions the students still have will required research of a student need to know.

iv) Action plan :- source of students will people, place Agencies etc student will be consult for Research.

4) Gather & Share Information :-

Teacher should be check Availability of Resource in Advance student typically the work in collaborative group of 3-5

5) Generate Solution :-



N.T. Patil

Principal

Kantilal Khinwasara B.Ed College
Thergaon, Pune - 411033