Leading innovations in Education A New pathway for Secondary Schools in J&K

Dr. Syed Irfan Yaqoob Consultant SLA-SCERT-JK

What is innovation?

Innovation is at last about tracking down new and inventive ways of tackling difficulties or issues, or changing something that as of now exists to improve it. Innovation in schooling matches the scale of the solution for the size of the challenge.

Learning Objectives:

- 1. To meet the challenge of providing a new and creative ways to solve challenges or problems.
- 2. To provide access to quality and innovative educational opportunities so all students can reach their full potential.
- 3. To mobilize support for more innovative methodologies in schools.
- 4. Implementation of a teaching-learning plan based on innovative methodologies.

Description of the Module:

School systems need to more readily recognize key influencers and champion them; and they need to track down additional compelling approaches to scaling and spreading innovations. That is additionally about tracking down better ways of perceiving, reward and celebrate achievement, to do whatever is feasible to make it simpler for pioneers to face challenges and support the innovations of novel thoughts. The module targets setting up an educator to basically investigate the substance, setting, technique for showing learning and to distinguish fitting innovations.

Introduction:

Innovation is causing gigantic changes in all areas of the economy. These movements have been felt in the prosperity region, money related world, redirection, and even government. Luckily these movements will make the world a predominant spot! One of the key regions that have been influenced by this aggravation is guidance. These developments are giving review corridors another

look and an affect the way outlines are driven. Here are the best six advancement improvements that are causing tremendous changes in educating.

Activity 1

Understanding the concept behind the use of biometric in schools

No more delinquency and cheating! The presentation of biometric frameworks in schools has assisted with smoothing out training and upgrade discipline. Facial acknowledgment, fingerprints, voice acknowledgment, and eye following are a portion of the biometric strategies that schools have carried out to smooth out their tasks. Aside from being utilized to screen an understudy's class participation, they are utilized while getting school properties like books in the library. Educators use eye-following techniques to screen how understudies are retaining the substance that they have been instructed.

Broad access of the Internet is one component that has sped up the execution of mechanical developments in the schooling area. Thoughts spread quick and individuals can explore the best strategies for involving innovation in schooling. Equipment organizations are creating gadgets, for example, workstations and tablets which are tweaked to meet explicit training needs. Relentless contest among various innovation firms is another element that is will speed up the pace of innovation developments. The fate of instruction unquestionably looks brilliant!

This action should be educated to understudies and guides by a specialist who can give involved preparing to clients inside the time bound time span.

Activity 2:

Social Media connection with different Educational Institutions.

Schools have not been abandoned in exploiting the effect of web-based media. Truth be told, a large portion of these person to person communication destinations (Social Media) were created on grounds and the principal clients were undergrads. Schools can associate with one another through long range interpersonal communication destinations regardless of whether they are a few mainlands separated. Through these locales, they can arrange challenges,

meetings, Exchange of thoughts, and gatherings. Understudies from various schools utilize virtual entertainment to trade thoughts that can change and transform the lives.

Activity 3:

New Generation 3D Printing

3D printers are now causing swells in the training area and understudies are adoring them. Content that was recently educated by means of course readings can now be communicated through 3D models. Through this printing method, understudies can have a superior comprehension of something remembered to be mind boggling. In higher instructive establishments, 3D printing is utilized by architects and framework creators to foster models to be utilized in the advancement of definite frameworks. 3D printing takes ideas and makes them genuine.

Activity 4:

Cloud Computing based libraries:

Schools can be gotten to from any area of the planet on account of distributed computing innovation. Crucial assets like composed examples, sound illustrations, recordings, and video tasks can be put away on a school's cloud terminal. Understudies can get to these assets from the solace of their homes and finish and present the tasks back to their guides. Wobbly reasons that understudies give for not taking care of tasks might be a relic of times gone by. Distributed computing will take out the problem of conveying lots of books or essentially living at your nearby library. This innovation likewise permits understudies to talk live with their mentor.

Activity 5:

Artificial Intelligence:

Al is being applied in all degrees of innovation, from the least to the most exceptional levels. Al is utilized in schools to robotize key exercises like evaluating of subjects and giving criticism on regions that need improvement. It is additionally used to improve customized learning among understudies,

particularly those with unique requirements. Through AI, versatile projects have been fostered that consideration for the singular requirements of understudies. Simulated intelligence guides have been created to show understudies subjects like science and composing.

Implementation Time frame

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1	Understanding the concept behind the use of biometric in schools	6 Hours
2	Social Media connection with different Educational Institutions.	6 Hours
3	New Generation 3D Printing	12 Hours
4	Cloud Computing based libraries	8 Hours
5	Artificial Intelligence	12 Hours