

**WORKSHOP ON USING INNOVATIVE TECHNOLOGY
FOR TEACHING, LIFELONG SELF-LEARNING,
AND THE METHODOICAL IMPARTING OF G.K. AT SCHOOLS**

CONCEPTUALISED AND CONDUCTED BY:

- Ami Goradia–Vice President–Knowledge Properties
- Gautam Goradia-Managing Director

WORKSHOP OBJECTIVES

- To introduce an **innovative technology** developed by **yoknowledge.com** to assist **teachers** to develop Q&A banks, and introduce the **fun** element in teaching using various tools like **snap cards**, **flash cards**, and **worksheets**.
- To help **students** achieve **lifelong self-learning** through continuous **interactive** practice and self-testing.
- To generate **enthusiasm** for G.K. teaching and learning.

LEARNING OBJECTIVES and OUTCOMES:

To bring out the **ease of use** of the **technology** developed by **yoknowledge.com** to assist **curriculum development**, bring in the fun element in teaching through great **study-aids** like **snap cards**, **flash cards**, and **worksheets**, and to demonstrate the method to empower **each** student with a tool for **lifelong self-learning**.

To generate awareness of the **compelling need** for G.K. in the world today; initially as an **auxiliary** teaching-learning aid in the classroom environment, **AND** as a **preparatory** tool for **entrance** exams and **interviews**.

SESSIONS:

	Time	Main Activity	Details
		Registration	
Session I	10 minutes	Breaking the Ice	Welcome Note by host school Interactive Snap Card Game as an Ice-breaker and Warm-up Round
	5 minutes		Evoking audience response regarding views on G.K. Short PowerPoint Presentation on the need for G.K.

	20 minutes	Discussing G.K.-Imparting Methodology	<p>Aim: To interweave G.K. along with curriculum with the use of actual text books</p> <p>Method: Short quizzes generated across subjects and classes</p> <p>Outcome: To effectively enable incidental as well as deliberate learning of G.K. among students</p>
	10 minutes	Work-Sheets	Inviting all delegates to solve Work-sheets on Current Affairs generated through the software
Session II	45 minutes	Demonstrating the technology	<p>Aim: To demonstrate the technology that will assist students to self-learn for a lifetime, as well as assist teachers to create their own Q&A banks in multiple choice</p> <p>Method: Presentation and actual demonstration of technology as a teaching tool.</p> <p>Teacher-involvement in Q&A building using technology</p> <p>Outcomes:</p> <ul style="list-style-type: none"> • Creating a thorough understanding of the simple yet effective technology being used for self-testing and practice by students. • Showing teachers the immense utility of creating Q&A banks, creating study-aids with great ease, and demonstrating how the technology can be used to test students in novel ways.
Session III	30 minutes	Q&A Session	Answering queries related to the technology

NOTES

- 1) For best results, it would be advisable to invite maximum teacher participation across classes. Also, student participation would be advisable as well.
- 2) The following equipment would be required:

Sound System
Projection System