

# Journey of National ICT Award

1/88



**Manohar Subramanian, M.A., B.Ed.,  
SECONDARY GRADE TEACHER,  
PANCHAYAT UNION PRIMARY SCHOOL, VELLIYANAI,  
THANTHONI BLOCK, KARUR DISTRICT,  
TAMILNADU – 639 118.**

# Teaching Journey Started

1/88

Appointed as a Primary School Teacher on January 2002

Panchayat Union Primary School, Kattalai,  
Krishnarayapuram Block, Karur District.

Transferred to - on August 2007

Panchayat Union Primary School, Velliyanai,  
Thanthoni Block, Karur District.

21 years  
completed at  
Teaching  
Journey

# My School and Team

2/88

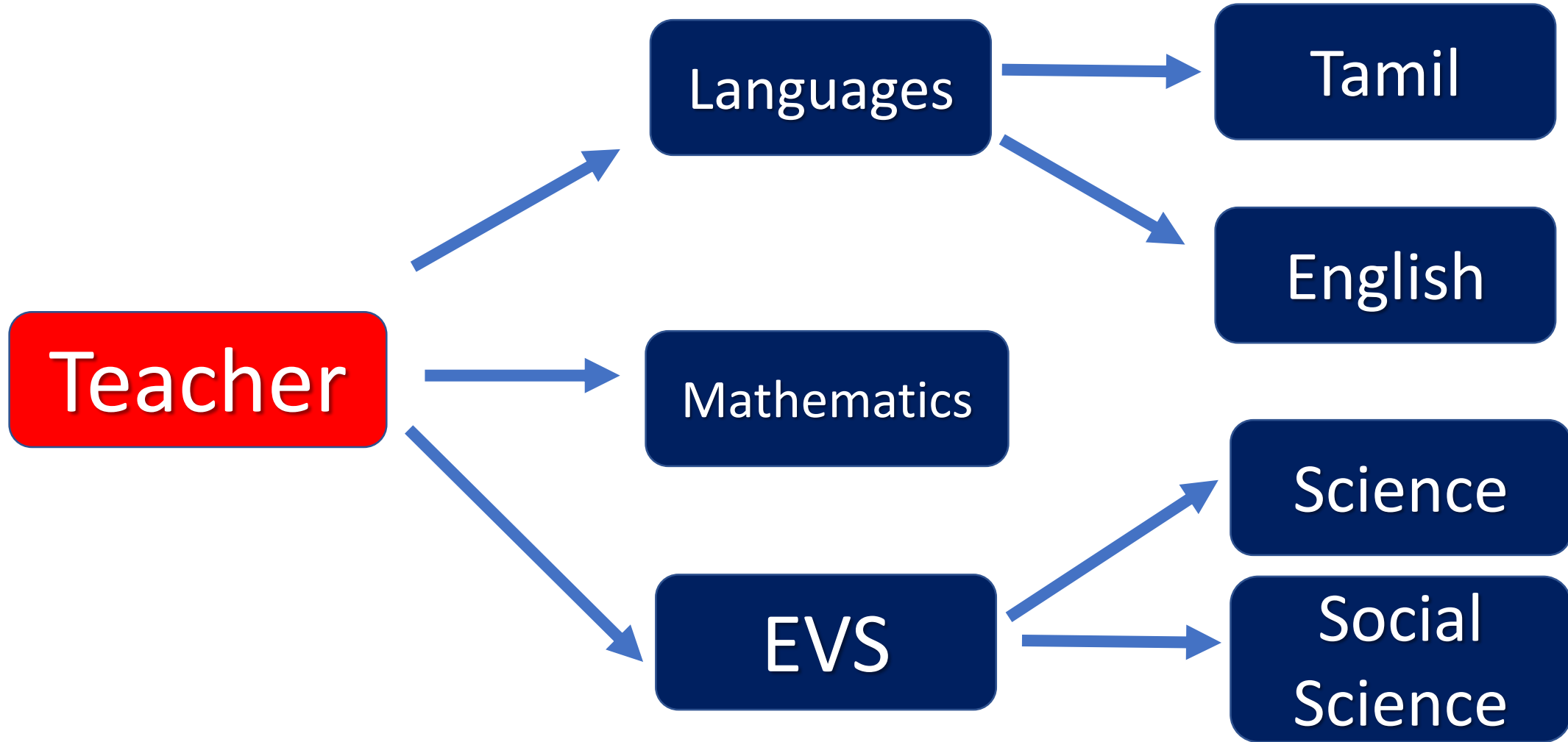


This is my School and Team.  
My school is in a village.

# My Class Room



This is my Classroom



As I am a primary School Teacher, I have to take all the subjects in Tamil and English Medium.  
We are following Activity Based Learning for teaching FLN.

# Hardware Devices having in My School

5/88

2 Desktops

3 Laptops

3 Tablets

1 Smart Board

1 Projector

1 Printer

1 Echo Dot

1 Echo show

1 Ring Light

1 Xerox Machine

1 WiFi Dongle

1 TV & DVD

6 Smart Phone

2 Speaker & Mic

1 Smart TV

1 Radio

1 VR Head set

1 Collar Mic

# Software using in My School

6/88

Diksha & TNTP

Starfall  
Word search

ClassDojo

Open Shot /  
Camtasia

AssemblrEdu  
4 D Apps

Nearpod,  
Bunce

Audacity  
Video Editor

Kahoot, Forms,  
Plicker

Minecraft Flipgrid

Tux Paint  
Tux Math

Zoom, Teams, Meet

Live Worksheets  
Learning

Wakelet & Sway

GeoGebra,  
Gcompris

Merge Cube  
QR Code App

Adobe Spark Paint  
3D

PhET, Olabs

One Note ,  
Skype

# ICT Environment in School



ICT Environment School Location : 5 Classrooms

Internet Type : Wi-Fi Dongle

Internet Availability : During School hours only

Location of Internet Availability : Separate Dongle in 5 Classrooms

Hardware Devices : Smart Board / Laptop / Desktop Etc.,

Software : FOSS Tools / Web Tools / Mobile Apps / MS Tools / Adobe Tools



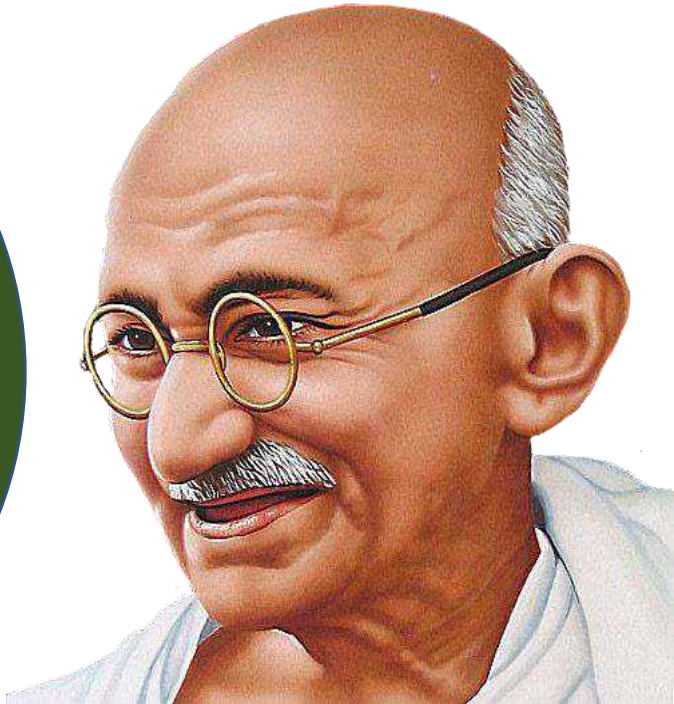
We have a good ICT Environment in my School.



# Child Centered Wheel

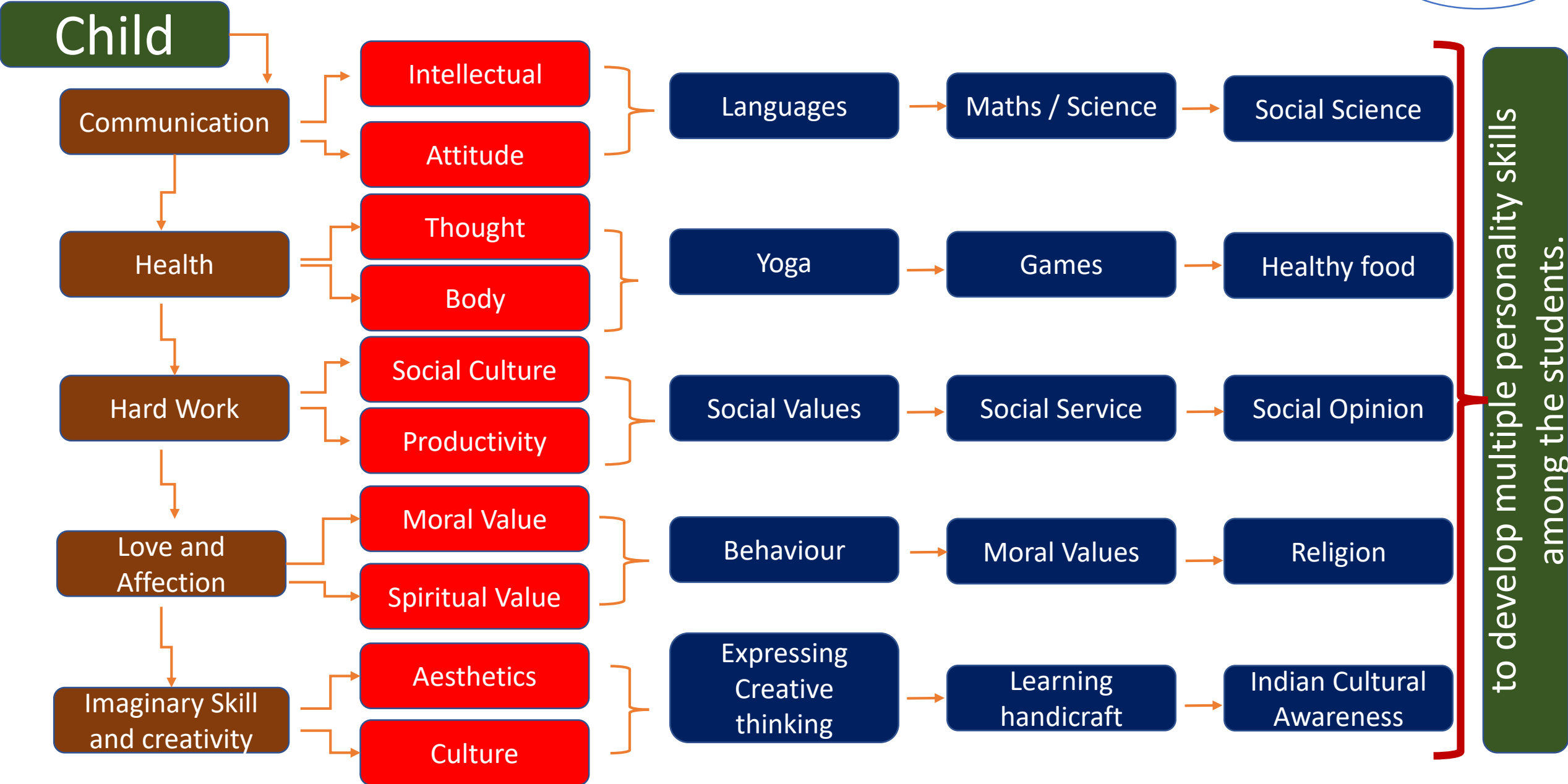


“By education, I mean an all-round drawing out of the best in the child and man-body, mind and spirit”.



Based on Child centered wheel and Gandhiji's Quote, We have formed 15 Activities at my School.

# My ultimate Aim of Teaching Learning Process by Using ICT



# உவகைப் பள்ளி SMILEY SCHOOL

ஊராட்சி ஒன்றியக் தொடக்கப்பள்ளி - வெள்ளியணை  
PANCHAYAT UNION PRIMARY SCHOOL - VELLIYANAI



**Dr.AMBEDKAR**  
**CHILDRENS' PARLIAMENT**  
ON MONDAY



**SIR CV RAMAN**  
**VIPNET SCIENCE CLUB**  
ON TUESDAY



**NETHAJI CUB PACK**  
**JANSI BULBUL FLOCK**  
ON WEDNESDAY



**JEGADHEESH CHANDRA BOSE**  
**NATIONAL GREEN CORPS**  
ON THURSDAY



**BHARATHIYAR**  
**CCRT CULTURAL CLUB**  
ON FRIDAY



## Responsibilities and Activities

10/88

- Using ICT Tools in Languages and Subjects.
- Playing Puppet Shows
- VIPNET Science Club
- Zero Hour Speech
- Yoga the Way of Life
- Dhoni in my School – Physical Education
- Food Festival
- National Green Corps Activities
- Bharat Scouts and Guides Activities
- All Faith Prayer
- CCRT Cultural Activities
- Zero Waste Management and Zero Investment Innovations
- Projects – Pasumaiyal Nirappuvom, Planting trees with Pet Name, WE School for fund rising,

I am doing 6 activities, including ICT under my responsibility.

# Focusing on SDG's 3,4,5,6,13,16 & 21<sup>st</sup> Century Skills



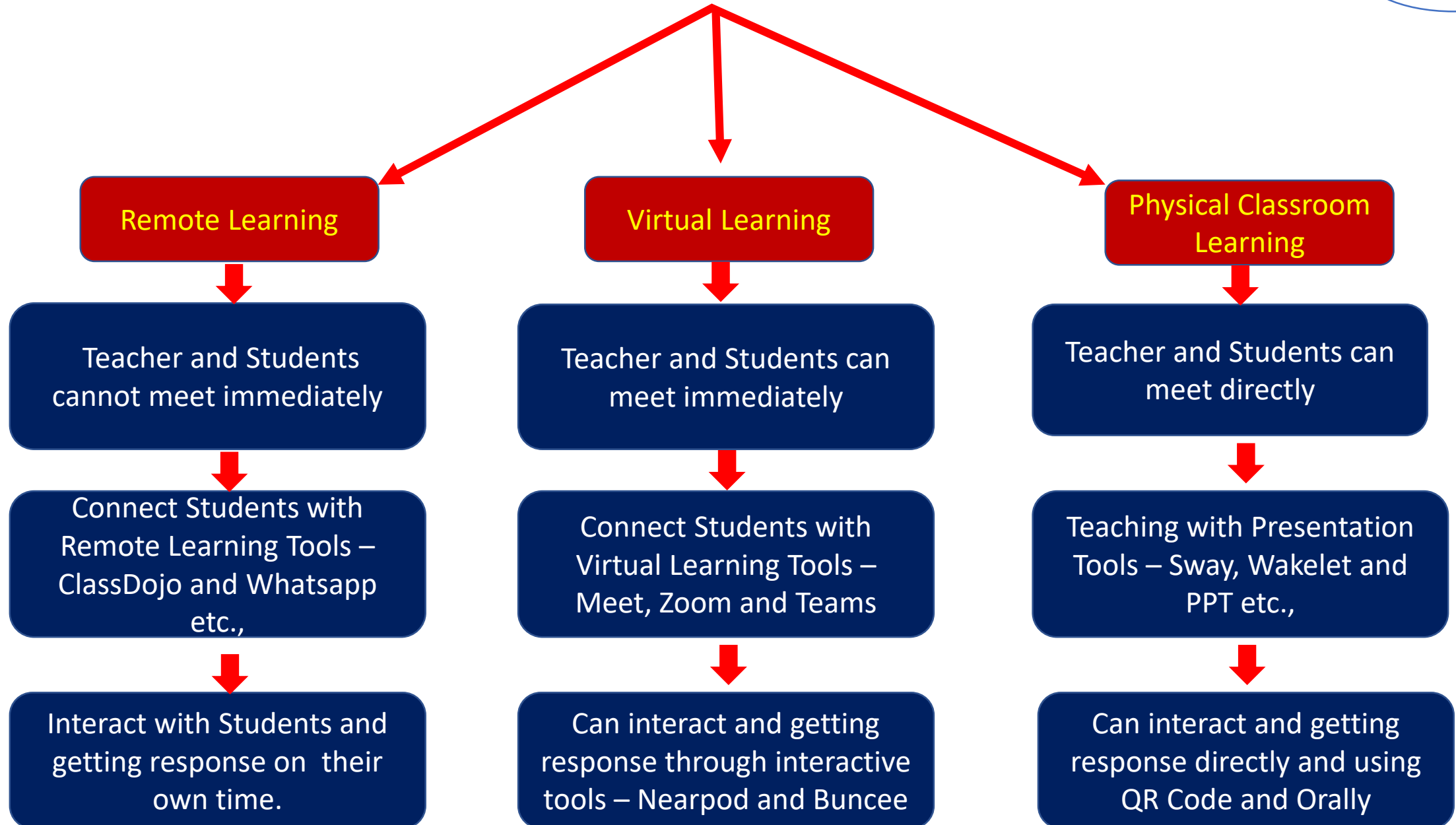
### Goal No:

- 3 Good Health and Well Being
- 4 Quality Education
- 5 Gender Equality
- 6 Clean Water and Sanitation
- 13 Climate Action
- 16 Peace and Trust

- Critical Thinking
- Collaboration
- Communication
- Creativity

# Teaching Learning Process – Strategies

12/88



# Physical Classroom Learning Strategies

13/88

The following aspects of Classroom interaction with Students Augmented:

## 1.Planning :

Using Presentation Tools like sway with combine of needed tools to Present in the Class.

## 2. Learning skills and competencies implementation method:

**RAINBOW** activity will be following in the manner of

<b>R</b> eading	: Immersive Reader
<b>A</b> ctivity	: Minecraft / PhET / Olabs
<b>I</b> mplement	: OneNote
<b>N</b> et refer	: Google Assist / Echo Show
<b>B</b> ook refer	: Library / Digital Library
<b>O</b> ral Practice	: Flipgrid
<b>W</b> ritten Practice	: Google forms / Worksheet

## 3. Managing:

Instruction will be given to follow the Steps of RAINBOW.

## 4. Researching :

How the Students involved in the learning steps by using ICT Tools

## 5. Creating:

Creating the students to do the projects in a particular skill innovatively.

## 6. Skills developing:

- 1.Communication
- 2.Collaboration
- 3.Critical Thinking
- 4.Creativity
- 5.Innovation
- 6.Problem Solving



# RAINBOW – Rotational Activity



I am using these steps again and again.

This Activity Rotation helps me to give individual attention to every students.

# Sample Presentation and Interacting



Presenting



Discussing



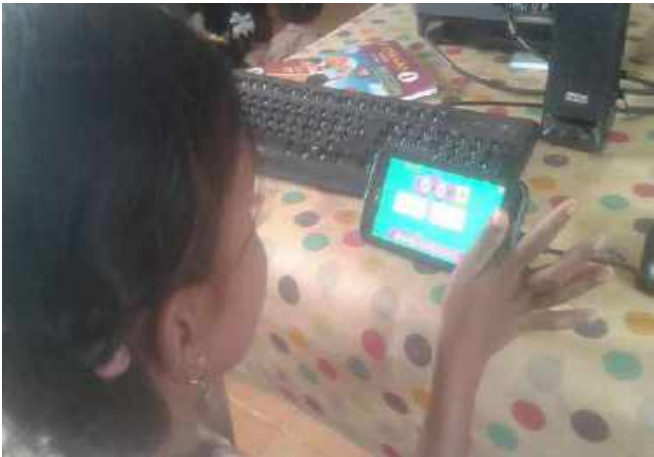
Explaining



Interacting



I am using some ICT Tools whichever is applicable in RAINBOW Steps.



Individual Learning



# Tux Paint, Tux Math and Gcompris

16/88

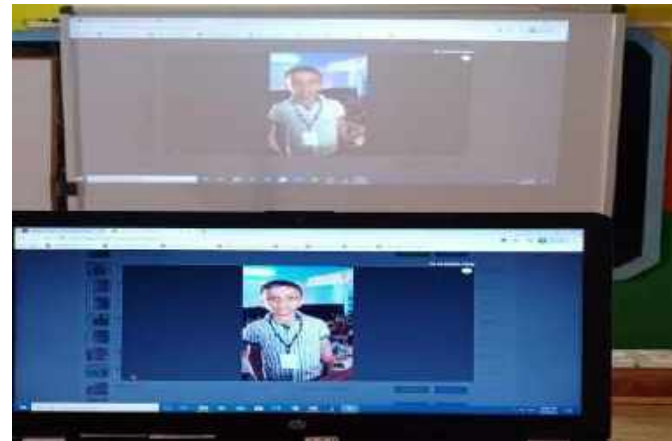
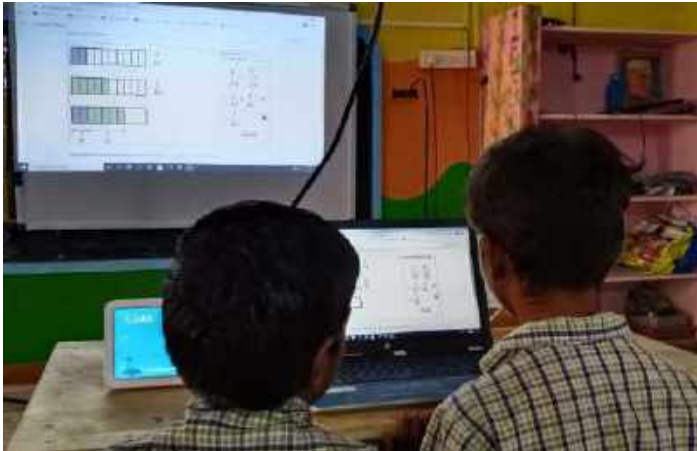


My students are enjoying with Tux Paint. It combines an easy to use interface, fun sound effects and encouraging the cartoon creation. Tux paint is helping me to teach basic shapes, perimeter and area.

There is a lot of high quality of educational software available for primary students. My Students are enjoying a lot. Gcompris helps me to improve the students creativity, reading, arithmetic, science, Geography skills and to learn chess game.

# Using Geogebra, Olabs, PhET, Adobe Spark, Flipgrid and Wakelet

17/88



Using Geogebra for Mathematics, Olabs for English Grammar, PhET Simulations for science, Adobe Spark for creating simple graphics, Flipgrid for oral practice and wakelet for collections.

# Using Google assist, Cortana and Immersive Reader, Word search app

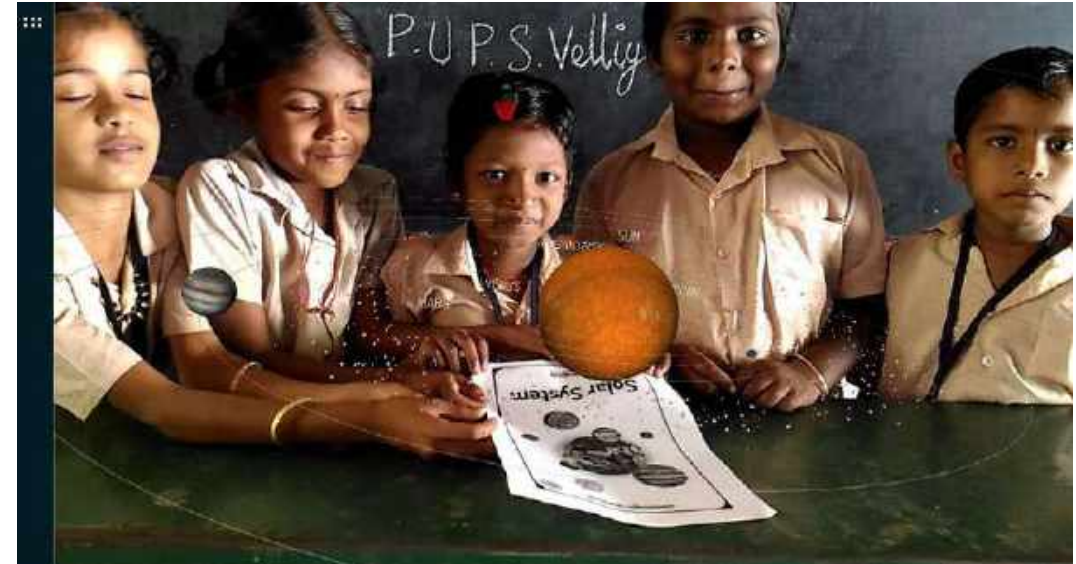
18/88



Finding facts and definitions by using students voice. **Google Assist** helps the students to improve searching skills and pronunciation skills.

**Word Search App** helps to improve vocabulary.

Reading with the help of immersive reader. **Immersive Reader** helps to build the students confidence in reading English with proper manner.



4 D apps help me to improve teaching learning process with a little **augmented magic**. My students are enjoying a lot. I am using smart phone to record 4D visuals and project into whole class. Students feel so happy and understand the concept.



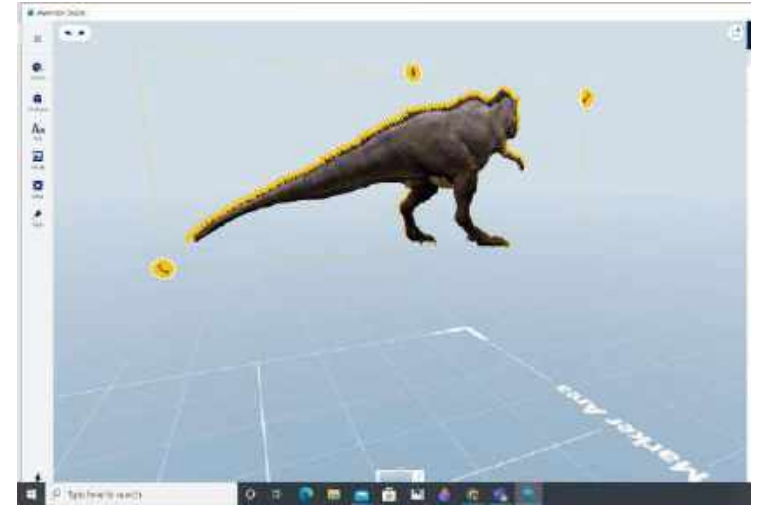
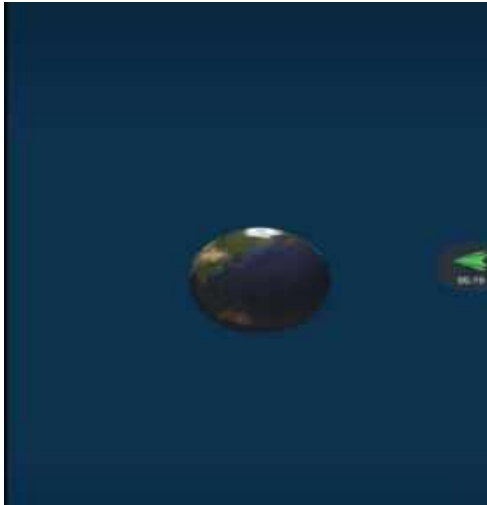
Merge cube helps students to learn STEM effectively with 3D objects and simulations they can touch, hold and interact with. Toys create the future of every students. Primary students want to play with toys. My Students are enjoying with merge cube in solar system.



Pschool App has a tons of Activities for Primary Students in all Subjects. Pschool app improves students Tamil Reading, vocabulary building and math fun activities.

# Using Assemblr Edu

21/88



**Assemblr** helps the students to create a more accessible and exciting learning experience in 3D & AR at Primary Level. I am turning into Assemblr Edu to create lesson plans for giving visualization and simulation. **It is Easy to create 3D & AR experiences for primary students in mathematics, Science and mapping.**

# Using Starfall App and Word search App

22/88



At Starfall and word search app, Children have fun while they learn. I am using these apps to learn mathematics and English. Students can enjoy a lot in mathematics and read a lot of stories in English. It's a fantastic free software for primary school Students.

# Using One Note

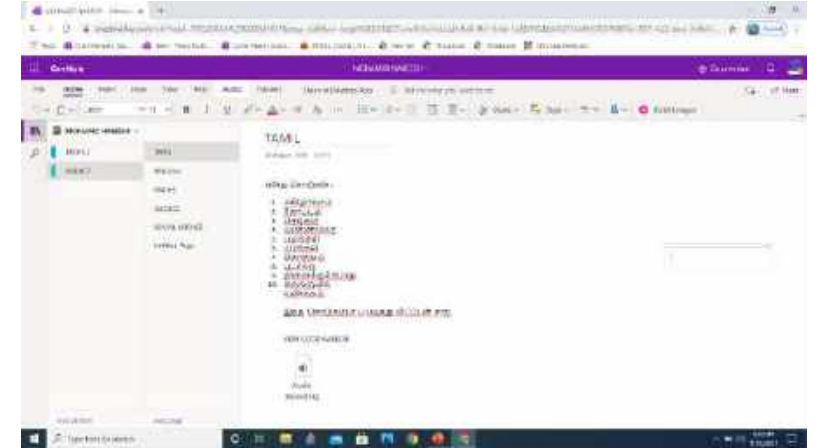
23/88



Created Students Profile and activities



Learning from their profile



Activities done by the students

Created digital note books for every students. They learn from their pages. Take notes and draw their ideas. Share Note books to collaborate. **This will help the students to improve 21<sup>st</sup> century skills such as Creativity, Communication, Collaboration and critical thinking.**



# Minecraft Activities

24/88



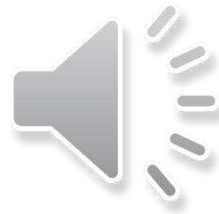
The purpose of this game is Simply to build and Explore. Students are trying to build for learning mathematics and Science, and enjoying a lot in playing. This will help the students to develop creative skills.

# Audio Lessons through Zeno Online Radio

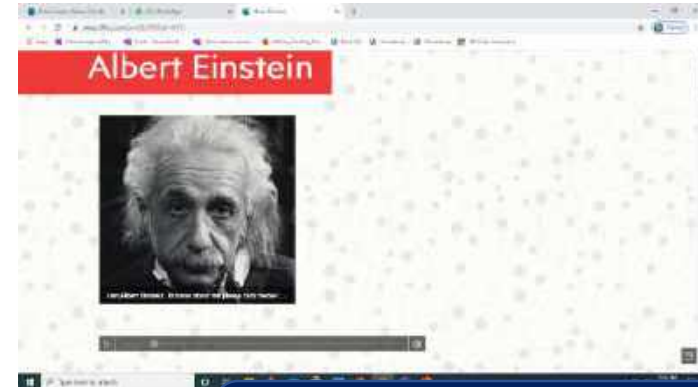
25/88



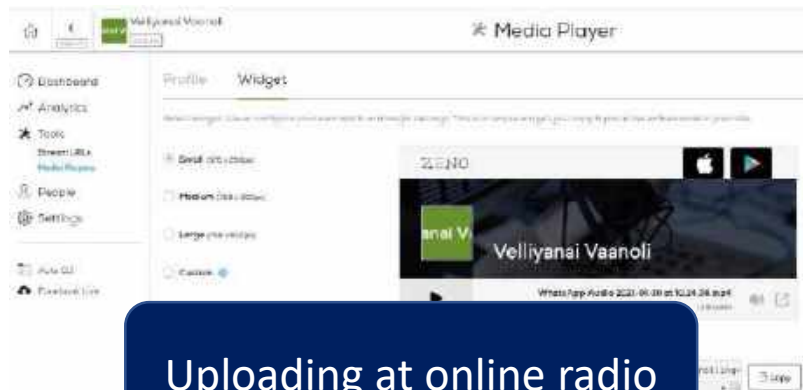
Creating Audio Lesson



Final Audio Lesson



Uploading at web pages



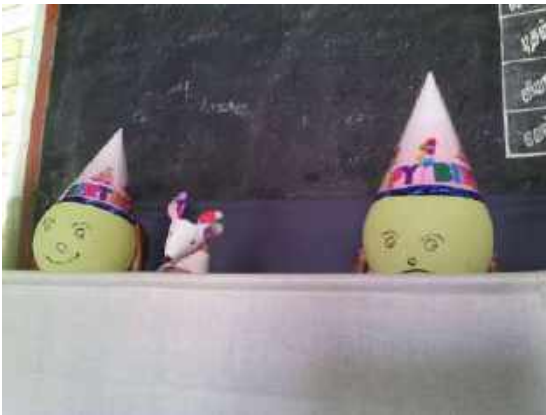
Uploading at online radio



Student listening Audio lesson

We have a online Radio and sending audio lesson through the link. Students can hear the lessons from smart phone. **Help the students to improve listening skill.**

# Puppet Show



Using Audio tools and devices to present the lessons through the puppet show

# Devices Gifted by Wakelet for winning WTD Contest

27/88



VR Head set, Digital Writing Pad, Digital Drawing Pad, Alexa Echo Dot, Alexa Echo Show, Tab, cordless mike, Voice Recorder mike and Web Camera.

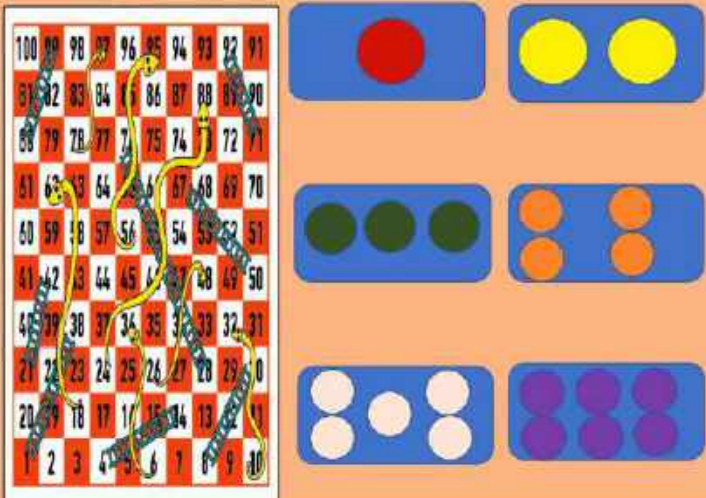
# Using Alexa app with Echo Show for Video search and Echo Dot for Audio Search

28/88



# Using Power Point

## Snake and Ladder Game



The image shows a standard 10x10 Snake and Ladder game board with numbers 1 to 100. A yellow snake is coiled on the board, and a blue ladder is also visible. To the right of the board are six dice, each with a different color and number of dots: a red die with one dot, a yellow die with two dots, a green die with three dots, an orange die with four dots, a white die with five dots, and a purple die with six dots.

**How to Play:**

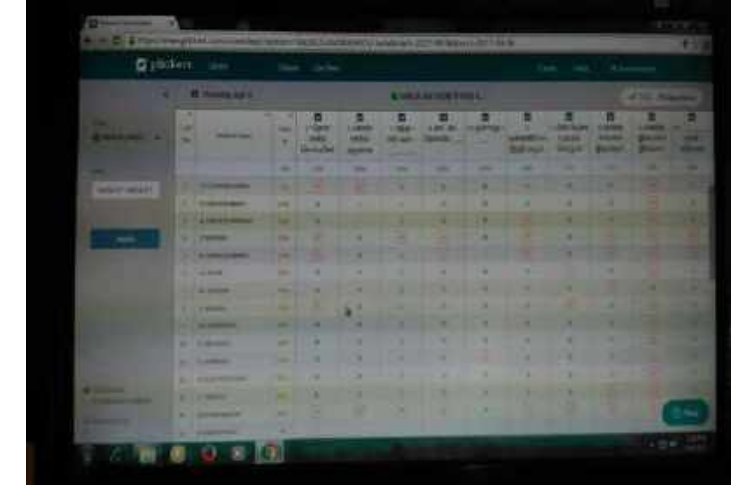
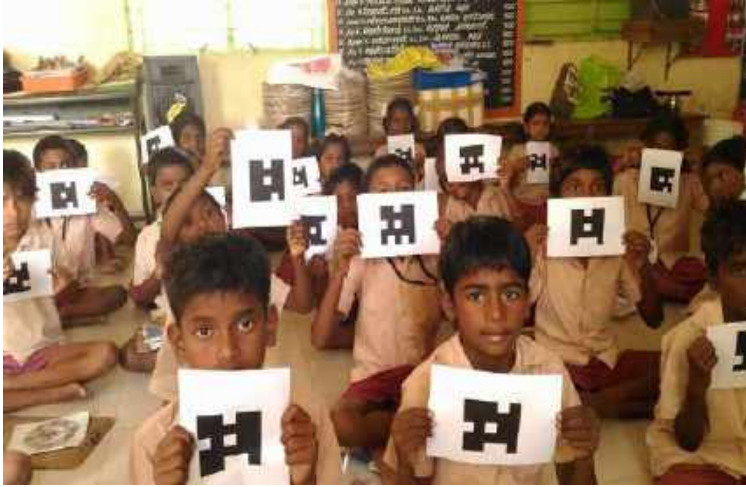
- Step 1: Roll the Dice.
- Step 2: Click the Dots which you the Dice
- Step 3: Do the Sums
- Step 4: If your Answer is Correct move ahead your coin on the Board.
- Step 5: If your Answer is wrong give the dice to your friend.
- Step 6: Your friend should roll the dice this time.
- Step 7: Follow again.



Created snake and Ladder game by Using Power Point Animations and Hyperlink.

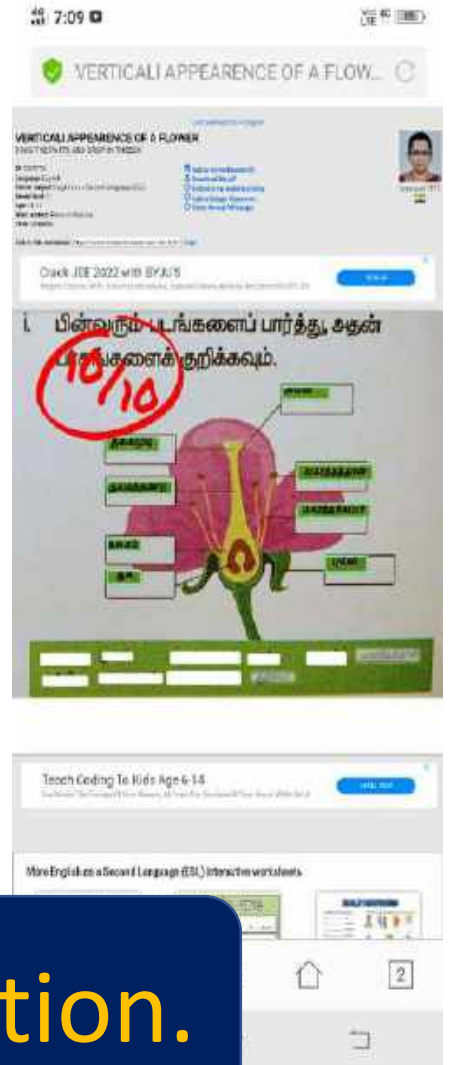
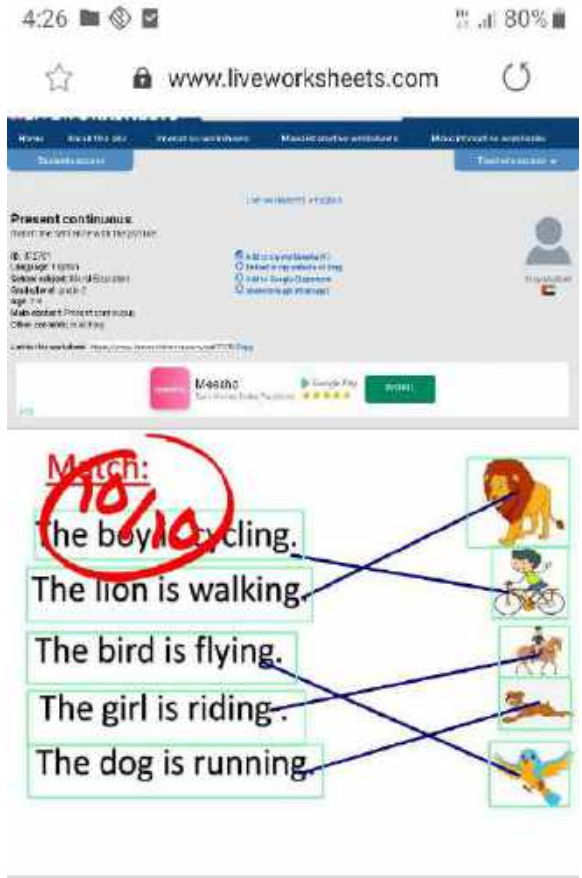
# Plicker Tool

30/88



Using Plicker tool to assess the students during the class. This will help me to give attention on slow learners.

# Using Interactive Live worksheets

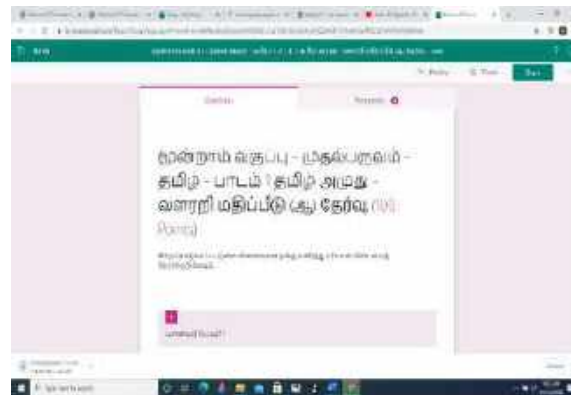
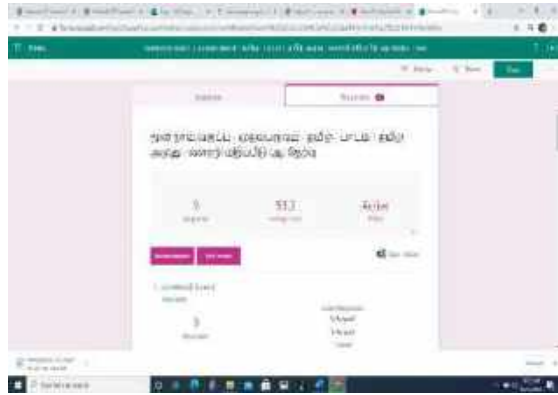


This will help the students for self Evaluation.



# Google forms Microsoft forms and Word Wall

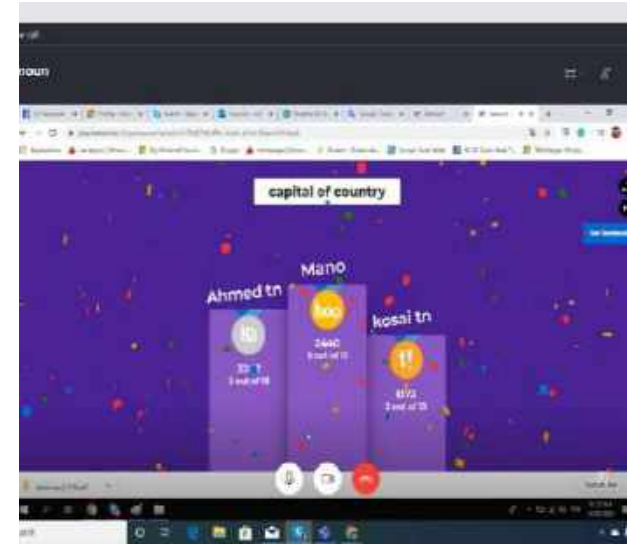
32/88



Using forms and word wall as a game based assessment and students get smiley badges as reward.

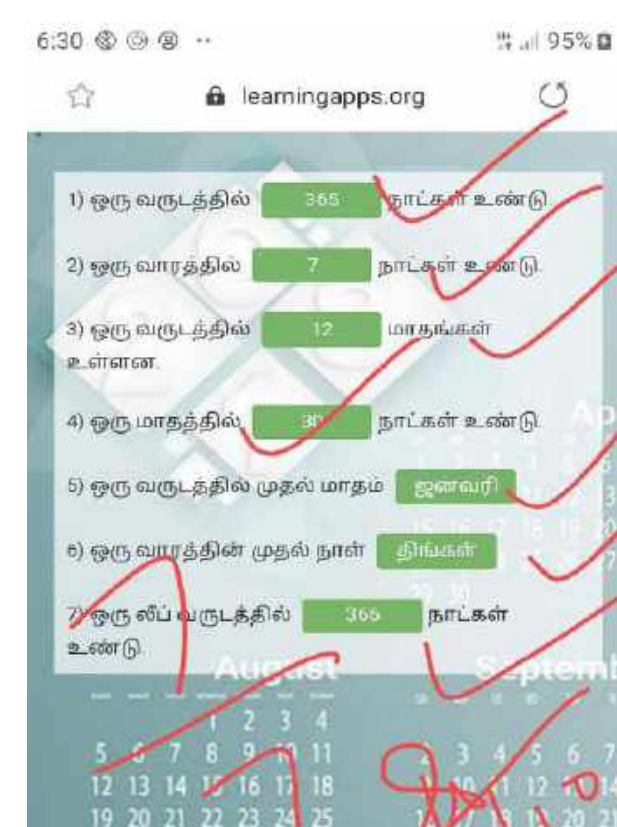
# Using Kahoot

33/88



It's a Game – Based Learning tool. It is used to make fun in the classroom.

# Using Learning App



To support Teaching Learning process with small interactive tool. **This will help the students for self Learning**

QR Code Identity Card – Integrated the Tools which I am using in Teaching Learning process in one platform by using Microsoft Sway URL.



Created QR Code Identity card with Profile E-book and assessment



Learning by scanning QR code



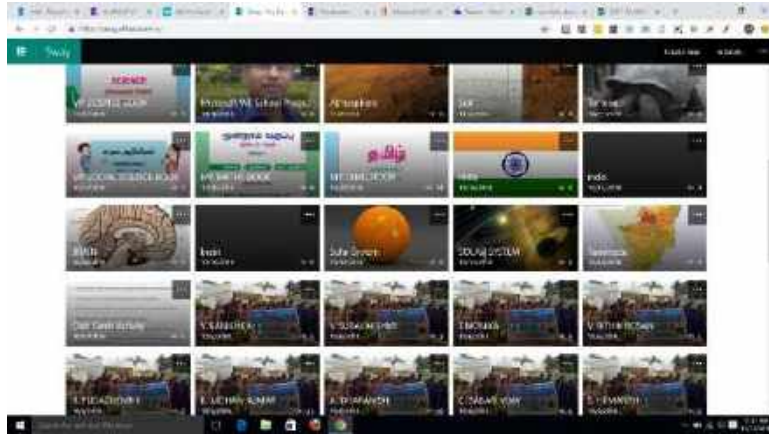
Interacting with teachers through smart phone



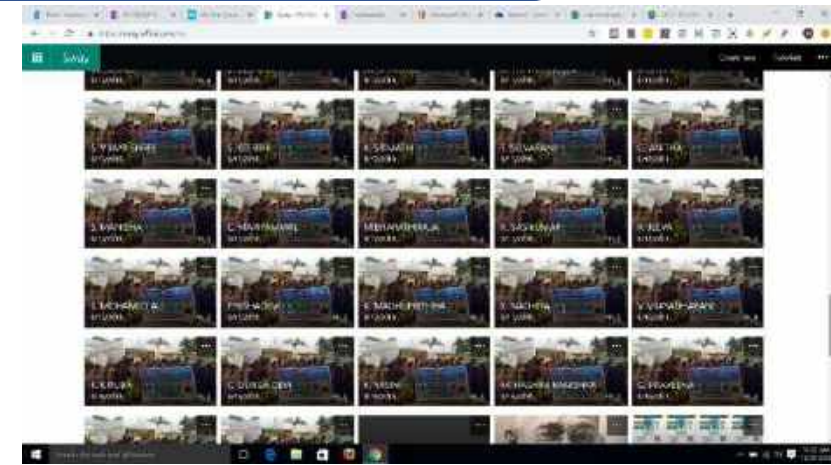
Watching video lessons by scanning

# Integrated lessons with QR Code ID Card

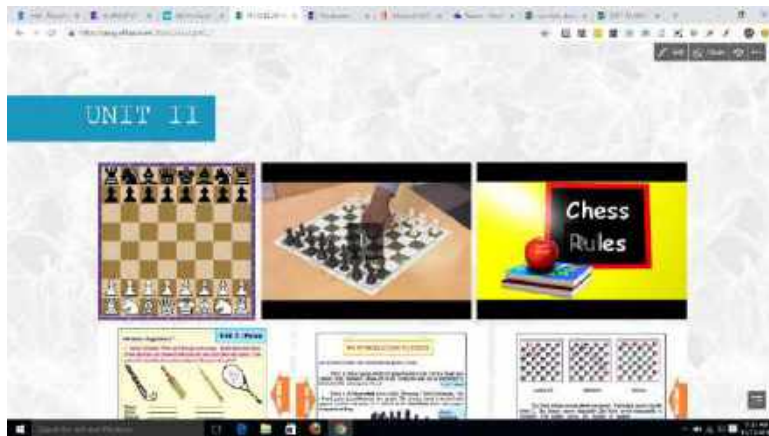
36/88



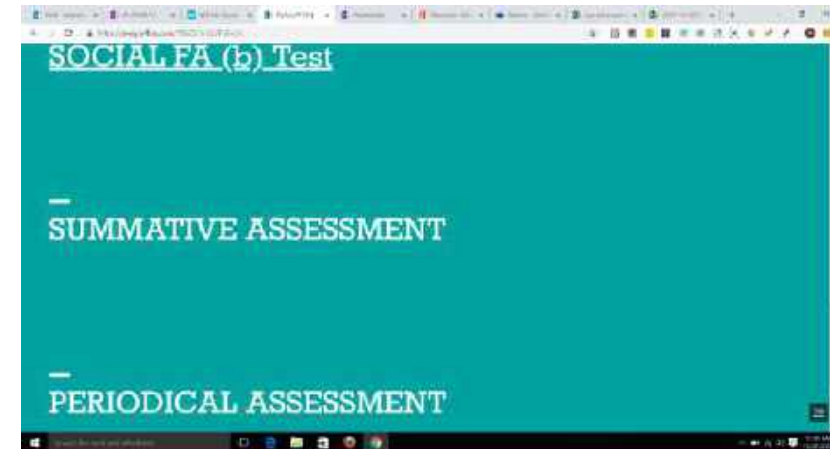
Created and shared 1000's of Lesson from digital Library



Created Portfolios for all Students to maintain records



Send Text, Images, Audio, Videos in single click



Send Assessment and interactive link through ID card

# Integrated classroom activities

37/88



Integrated lessons



E – Book



Mobile apps activities



Class room assessment.

# Sending Home works / Assignments through QR Code Identity card

38/88



Sending Home work, Assignments, Announcements, Audio and video lessons, Activities, worksheets, Newsletters and more through QR code Identity card. Students get all by scanning QR Code from their ID Card.

# Using DIKSHA QR Code



Students are using Smart phone and Laptop to Scan DIKSHA QR Code from the Text Book



# QR Code Students Attendance Android App

**Srina Ramachandran**  
3065  
THIRD STANDARD ENGLISH MEDIUM  
Panchayat Union Primary School, Velliyandai.

PANCHAYAT UNION PRIMARY SCHOOL, VELLIYANAI.

- Scan
- Students
- Classes
- Reports
- Statistics
- Charts
- Preferences
- Database
- About



ஊராட்சி ஒன்றியத் தொடக்கப்பள்ளி வெள்ளியனரை  
கணினி மயமாக்கல் திட்டம்  
ஆண்டு: 2018-2019

வ. நம்பர்	பெயர்	மாதிரி	ஆண்டு முழுமையானது			மொத்த மதிப்பு	சதவீதம்
			செப்டம்பர்	அக்டோபர்	நவம்பர்		
1	ச. இராஜசுந்தரன்	SC	78	75	79	77	77%
2	ச. சமீர்யான்	SC	78	75	79	77	77%
3	ச. சிவசுந்தரன்	SC	78	75	79	77	77%
4	ச. சமீர்	SC	78	75	79	77	77%
5	ச. சிவசுந்தரன்	SCA	78	75	79	77	77%
6	ச. சிவசுந்தரன்	SCA	78	75	79	77	77%
7	ச. சிவசுந்தரன்	SC	78	75	79	77	77%
8	ச. சிவசுந்தரன்	SC	78	75	79	77	77%
9	ச. சிவசுந்தரன்	SC	78	75	79	77	77%
10	ச. சிவசுந்தரன்	SC	78	75	79	77	77%
11	ச. சிவசுந்தரன்	SC	78	75	79	77	77%
12	ச. சிவசுந்தரன்	SC	78	75	79	77	77%

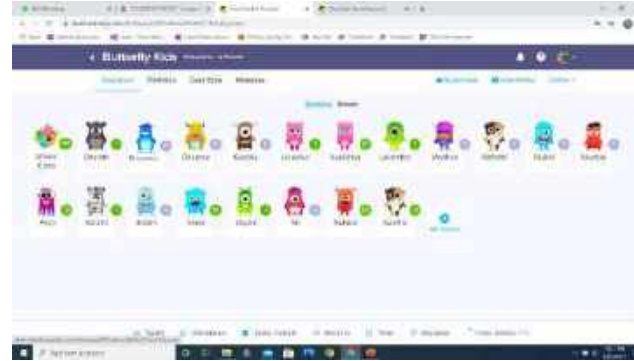
Using QR Code Attendance (SAM) App through ID card. Students show their QR Code on Teachers smart phone. They can register their attendance and teacher can get report through Excel sheet.

# Remote Learning Strategies

41/88

Connecting Students with ClassDojo and Whatsapp

Sending and receiving Lessons in Text, images, audio, video mode, drawing and interactive tools.

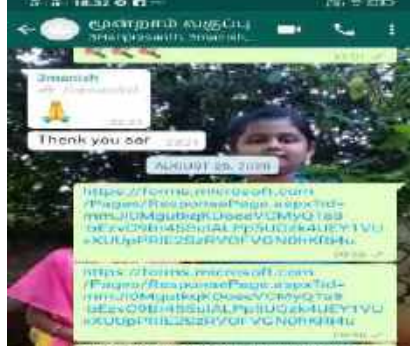
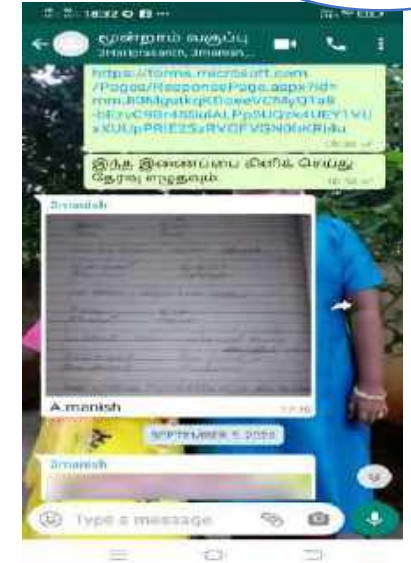
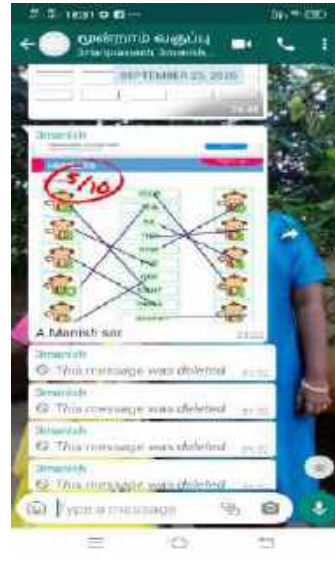
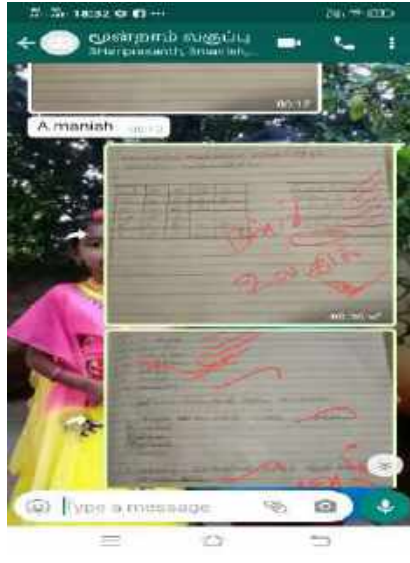


Can send worksheet and Assessment activities

Can maintain Digital Portfolios for each Students.

We can create a positive culture in developing skills and values. So I am using ClassDojo.

# Using Whatsapp also for remote learning



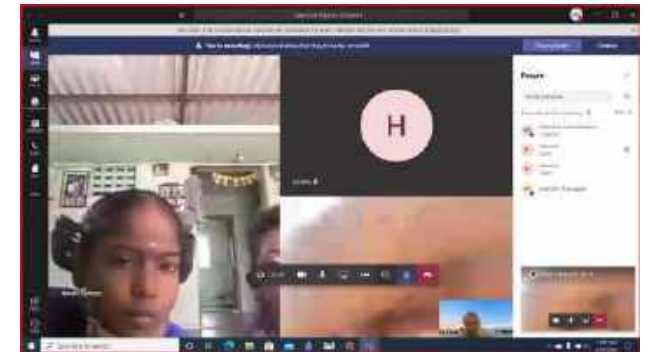
ClassDojo helps the students to showcase their learning by adding photos videos to their own portfolios. But we can't in whatsapp. Students get more improvement in (LSRW) Listening, Speaking, Reading and Writing.

# Virtual Learning Strategies

43/88

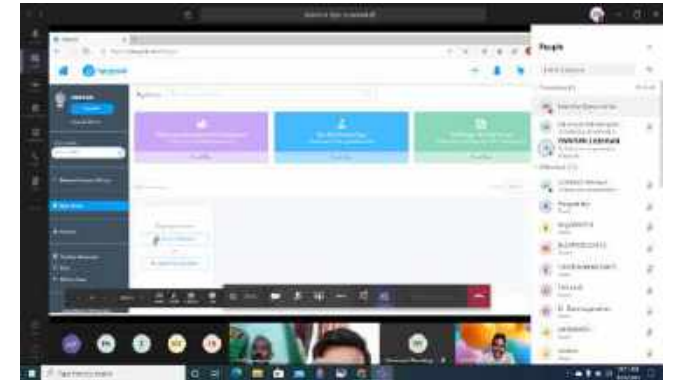
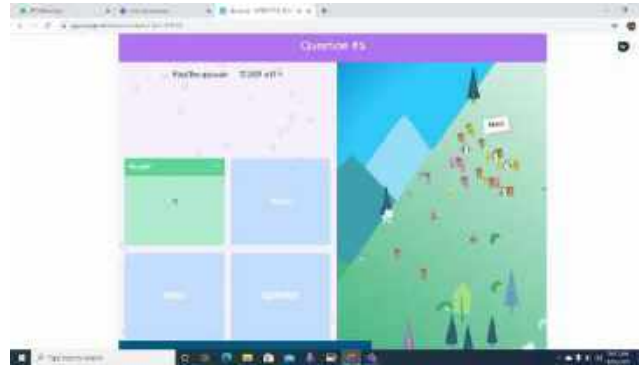
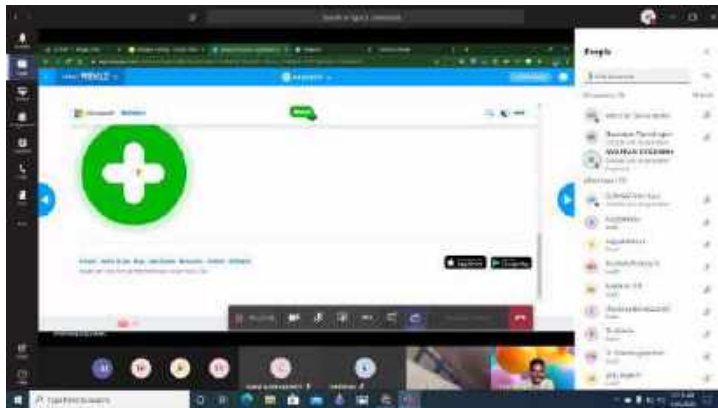
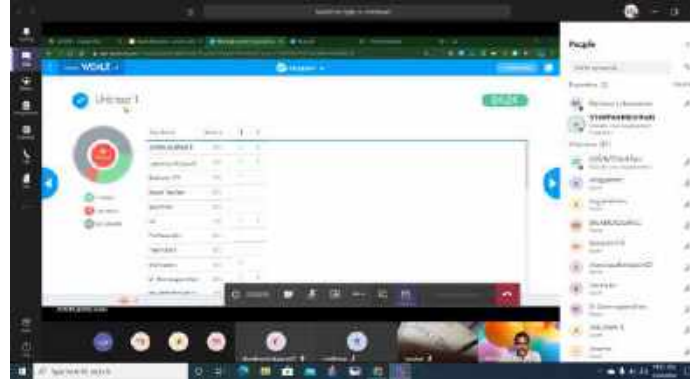
Connecting Students By using Google meet / Zoom / Teams  
Steps followed :

- ❖ Meet students virtual mode
- ❖ Explaining Lesson using wakelet
- ❖ Interacting with Nearpod and Bunccee
- ❖ Getting response by Padlet
- ❖ Sending google / MS forms to Assess



# Responses from Students

44/88



While virtual learning I am getting students' responses through interactive tools like nearpod and bunccee. It helps to understand the students' level of engagements. I am encouraging a collaborative learning environment by using interactive tools in virtual learning

# Created QR Code ID Card for CWSN and DIVYANG to a special school Children near my home.

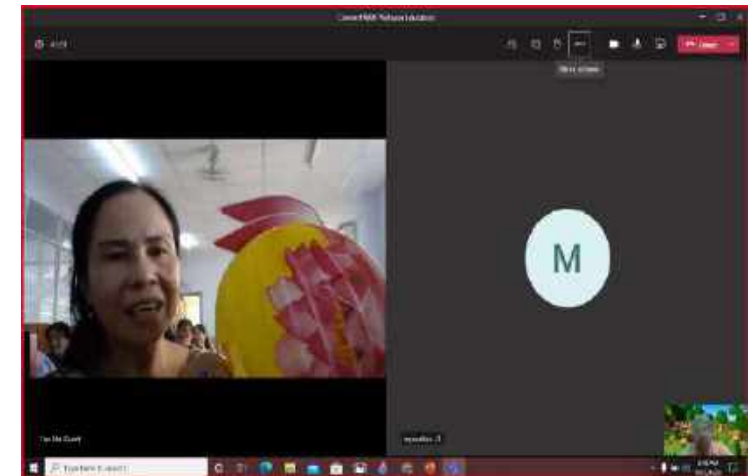
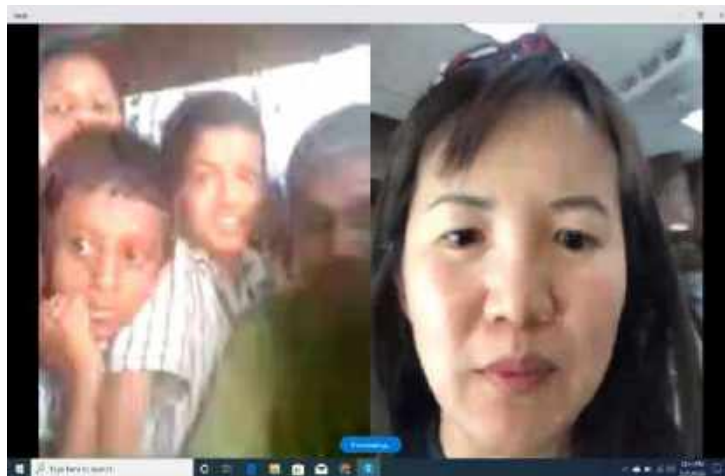
45/88



Helping Deaf and Dumb Students to learn lesson by Scanning QR Code Identity Card with the help of their teachers. I am helping Anbalayam special school to use ICT in education. Students can use their smart phone to learn subjects themselves.

# Connecting Skype in the Classroom for Global Experience and virtual experience

46/88



We have connected with Tunisia, Taiwan, Nepal, Vietnam, Russia, Egypt and Bangladesh for some collaborative Projects.

# Participating Skype in the Classroom

47/88

Microsoft | Skype in the Classroom (Preview) Find Activities & Classrooms Resources Support

Manohar Subramanian  
Guest Speaker

244866 Miles  
45 Sessions  
7 Countries/Regions

My Partner Groups My Calendar My Collaborative Projects

Name of the Countries connected via Skype

1. Nepal
2. Bangladesh
3. Russia
4. Taiwan
5. Tunisia
6. Egypt
7. Vietnam

Connected Countries - 7

Connected Sessions - 45

Virtual Miles travelled - 244866



# Following WE School Program for Fund rising to make an ICT Environment.

48/88

## Steps:

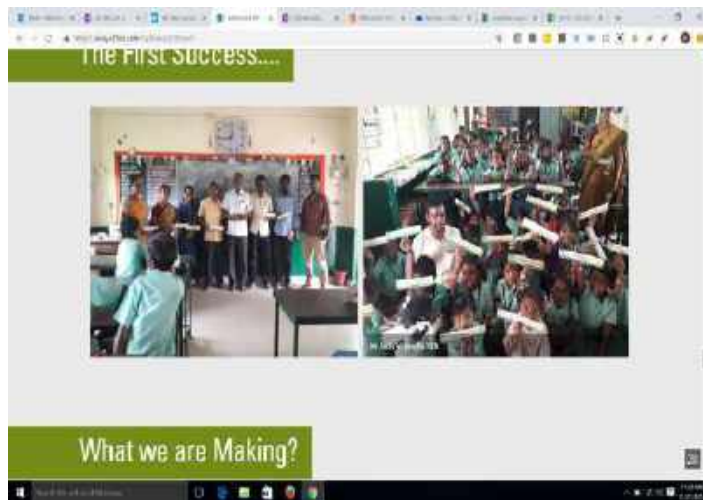
- Investigate and Learn
- Action Plan
- Take Action
- Report and Celebrate



We have collected nearly three lakhs rupees cash and materials till now.

# #ME TOO Hash Tag for Fund rising

49/88



Using #ME TOO Hash tag to spread WE SCHOOL Program among the parents and public for collecting ICT Devices.

# Done a Project on Cyber safety and Security, Competitive exams



Introduced about cyber safety & Security and any exams to write with out fear

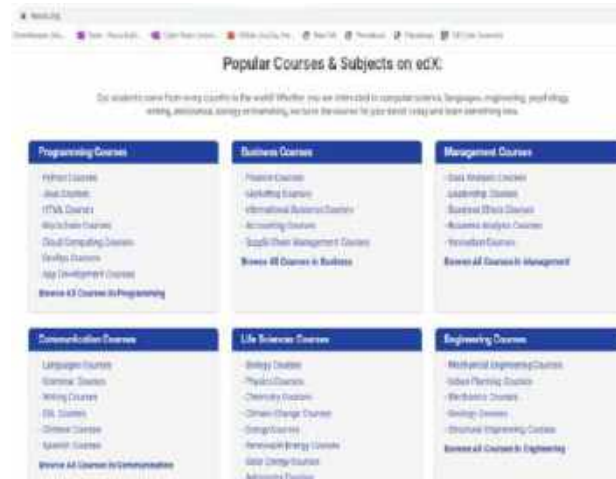
# Following Health and Well Being - Guidance and Counselling

51/88



Often we Conducted a program for Yoga, guidance and counselling and mental health. This will help the students to reduce their stress.

# Swayam, MOOCS, Microsoft and Adobe



Learned above 200 courses from Microsoft, Adobe, Swayam, MOOCS and DIKSHA for my professional growth.

# CIET – NCERT online Webinars



Learned some new tools from CIET – NCERT online webinars for my professional growth.

## Participated at District and State Level ICT Workshops



To improve my ICT Knowledge. This will help me to think about innovative teaching methods by using Technology.

# Participated at National and International Level ICT Programs

54/88

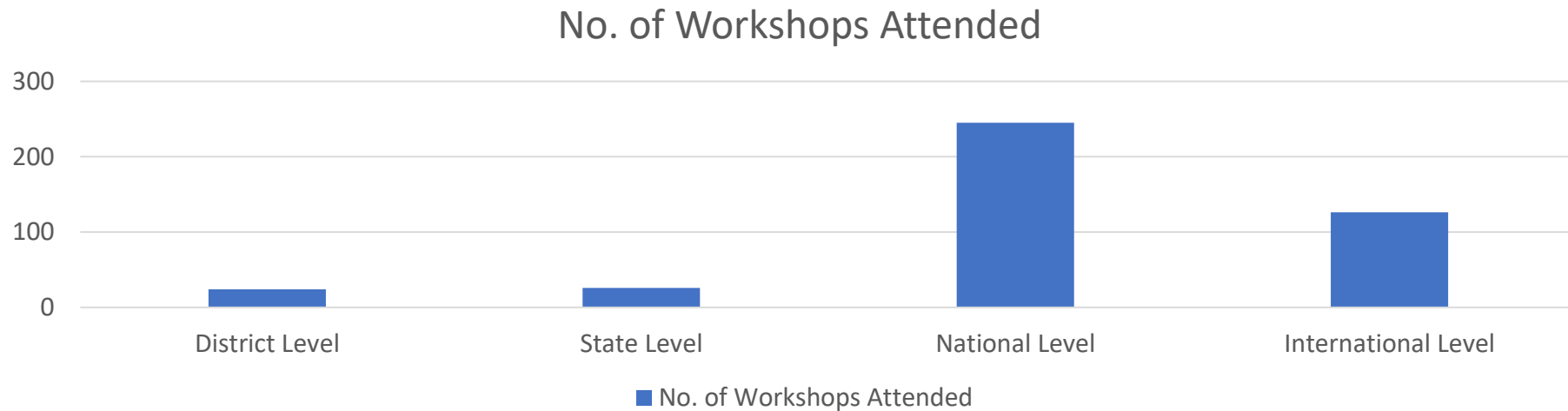


Experienced with National Level Teachers.



# Total No. of ICT Workshops Attended 481

Sl. No.	Level	No. of Workshops Attended
1.	District Level (Physical and Virtual Mode)	24
2.	State Level ( Physical and Virtual Mode)	86
3.	National Level (Physical and Virtual Mode)	245
4.	International Level (Virtual Mode )	126



# Promoting ICT Awareness Program to District and State Level Teachers

56/88



Promoted ICT initiatives to District and State Level Teachers

# Promoting ICT Awareness Program at National International Level

57/88

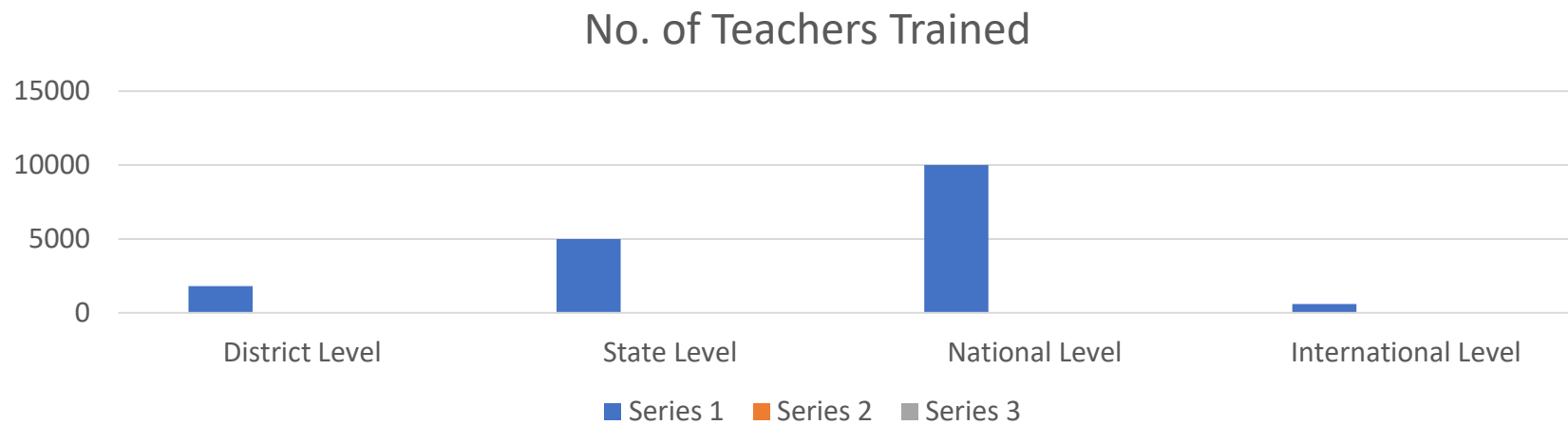


Promoted to National and International Level Teachers

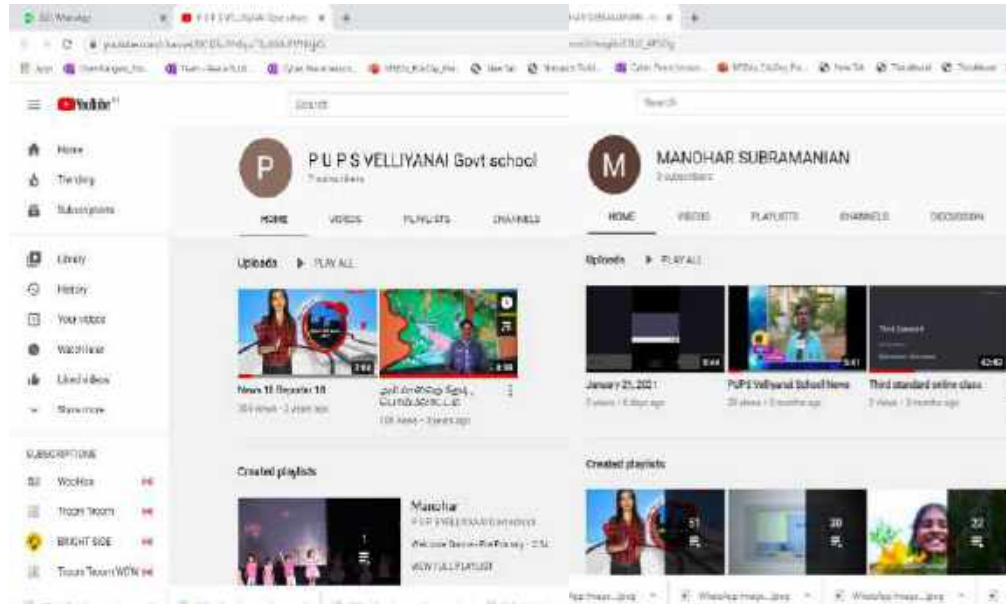
## Total No. of Teachers Trained ( Approximately) 20000

58/88

Sl.No.	Level	No. of Teachers Trained (Approximately)
1.	District Level	1800
2.	State Level	5000
3.	National Level	10000
4.	International Level	500



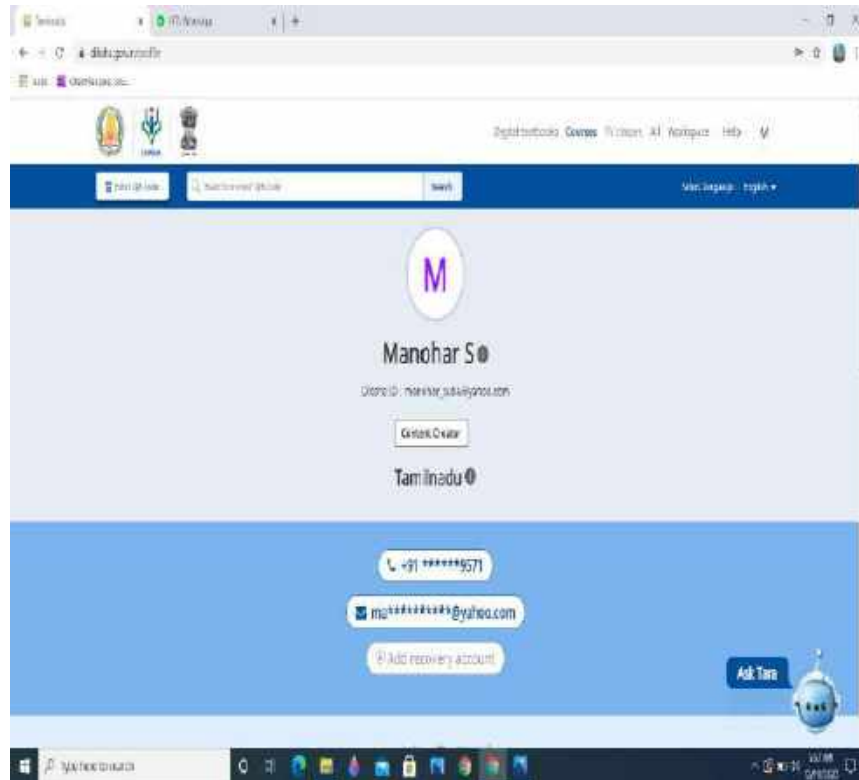
# Sharing through You Tube Channel & Facebook page



Shared my lessons and ideas through You tube Channel and Facebook to teacher community.

# Contribution in DIKSHA and NCERT

60/88



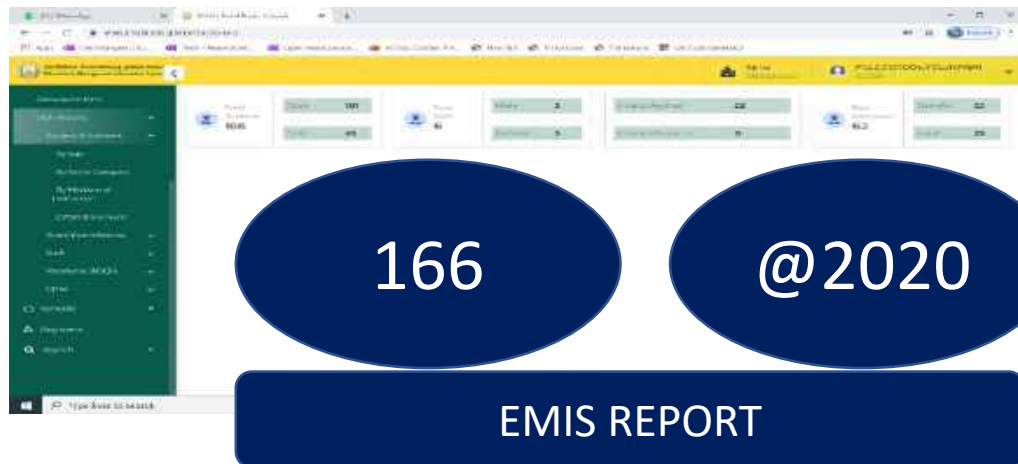
A promotional poster for a webinar. At the top, it says "JOIN US ON WEBINAR" in a red box. Below that, it says "Stay Safe from #COVID-19 and Learn at home". A photo of a man in an orange shirt is shown. To the right, it says "Live interaction on Building community for Remote Learning on ClassDojo". The date and time are "4:00pm - 5:00pm" and "07 September 2020". The speaker is identified as "Manohar S." from "Panchayat Union Primary School, Velliyanal, Tamilnadu". A URL is provided: "https://diiksha.gov.in/pages.php?id=webinar". At the bottom, there are icons for various channels: DD Free Dish Channel #128, Dish TV Channel #950, Sundirect #793, Kishore Manch App, 1800111265, 1800112199, NCERT Official, Jio TV, Tatasky Channel #756, Airtel Channel #440, and Videocon channel #477.

I have contributed to DIKSHA and NCERT .

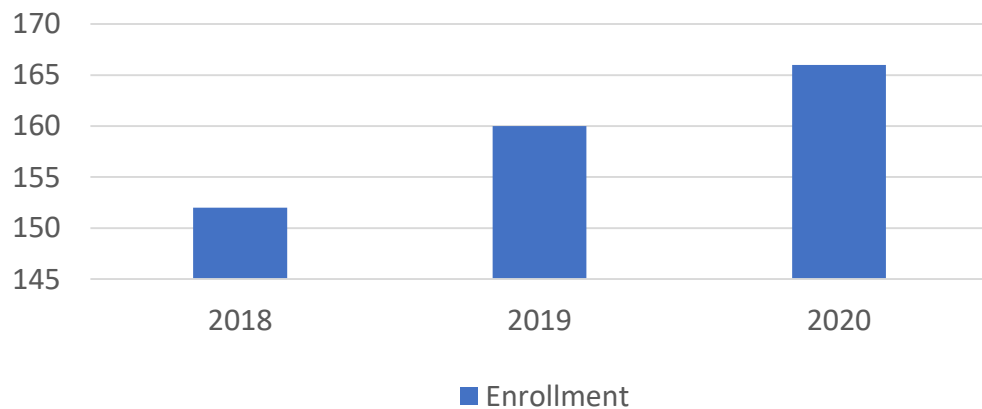


**Contributed to TNTP - LMS platform and Kalvi TV.**  
Contributed to SCERT in E-Content Preparation, Book Level  
You tube link into QR Code, Resource person for ICT Training.

# Over All Impact of ICT Usage – Hard work to smart work – save my time.



Enrollment



Increased Students Enrollment to 166

Increased Attendance Ratio from 75% to 98%

100% Pass Result in all Grades

100% Enrollment to High School, Many Students Completed at PG Level

No Drop outs in Last 5 years

84 times Higher officials visited in last 5 years

No Remarks from Higher official and gave more appreciation

Fellow Teachers are involving in ICT initiatives after me



# SLAS / NAS Report

S. No	School Name	Class - 3			Class - 5			Class - 8				Over all %	Rank
		Tamil	English	Maths	Tamil	English	Maths	Tamil	English	Maths	Science		
1	P.U.M.SCHOOL, KUMARAPALAYAM	81.5	92	94.97	84.8	90.70	93.33					91.35	3
2	P.U.E.SCHOOL, VELLIMANI	81.11	83.05	97.22	80.40	87.20	88.87					86.21	5
3	P.U.E.SCHOOL, ITHANTHOMMAIPPA	82.67	88.5	95	84		89					86.22	11
4	P.U.M.SCHOOL, KOVINDAPALAYAM	87.02	83.7	93.03	87.30	80.81	80.95					85.72	14
5	P.U.M.SCHOOL, MACHANNA NAGAR	87.5	81.5	92.33	83.77		82.78					83.53	21
6	P.U.M.SCHOOL, SUKKALU HIR	82.88	87.12	85.76	81.97	82.73	83.51	88.30				81.83	27
7	P.U.E.SCHOOL, T. KULIVAPPAKOUND	81.32	92.84	83.55								81.04	35
8	P.U.M.SCHOOL, ILLUPATTY	87.70		82.22	87.70		81.45					80.54	41
9	P.U.M.SCHOOL, POMMANOOTHUPATTY	85.48	80.6	92.15	86.4	85.81	83.81	80.93			80.21		54
10	ST. THIRASA GIRLS H.S. SEC. SCHOOL								81.75		82.55		55
11	P.U.M.SCHOOL, KODAMBIPATTY	84						85.54			86.25		81
12	P.U.M.SCHOOL, GANDHIDRAMAM										80.5		73
13	P.U.E.SCHOOL, SVELLAPATTY	84.33		80.86	86.78								80
14	P.U.E.SCHOOL, JEGATHASANI	88.48		88.81									86
15	P.U.M.SCHOOL, RETTIPALAYAM		85.8		80.87		89.71						116
16	P.U.M.SCHOOL, RAYANDOR	82.86		86			84						127
17	P.U.M.SCHOOL, IYAM PALAYAM	87.20		80									138
18	RANIMAYAMMAI H.S. SEC. SCHOOL												140
19	DR.M.A.MURUGASAY CHETTIAR CES												146
20	P.U.E.SCHOOL, SAMAATHUVAIPURAM												151
21	ST. MARY'S AID. HIGH SCHOOL												170
22	P.U.E.SCHOOL, KARUPUR												178

As per SLAS and NAS Report My Students Reading, Writing and Arithmetic skills improved – School Rank improved from 10<sup>th</sup> place 2<sup>nd</sup> place.

# Students are winning at many competitions at District and State Level

64/88

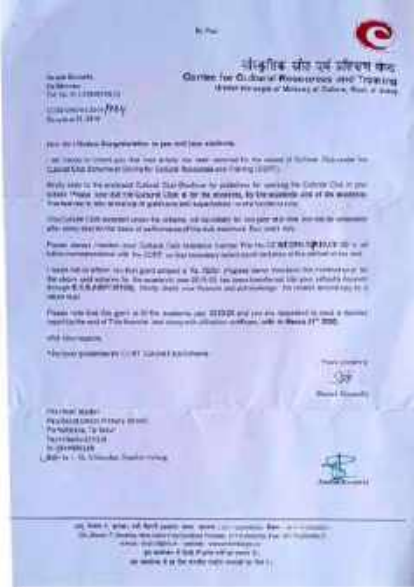


# Projects Winning at National Level



Silver Grade for VIPNET Science Club Activities

Best CCRT Club Award



Artificial Intelligence for all – Microsoft Edu Day

Cyber Safety and Security for Young Children – Adobe



# Projects Winning at International Level

66/88



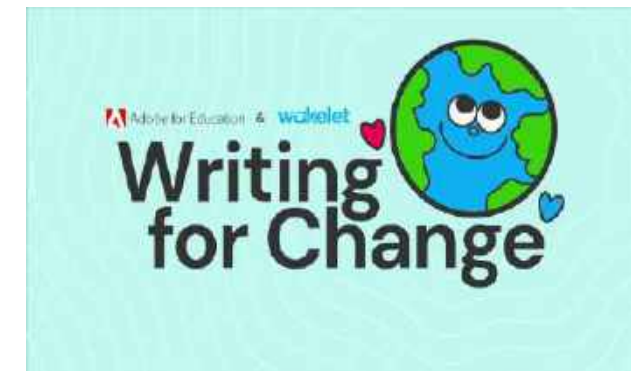
Social Emotional Learning – Kahoot Edu Summit



New Age Teaching Techniques on Primary School – Microsoft E2 Program at Sydney, Australia.

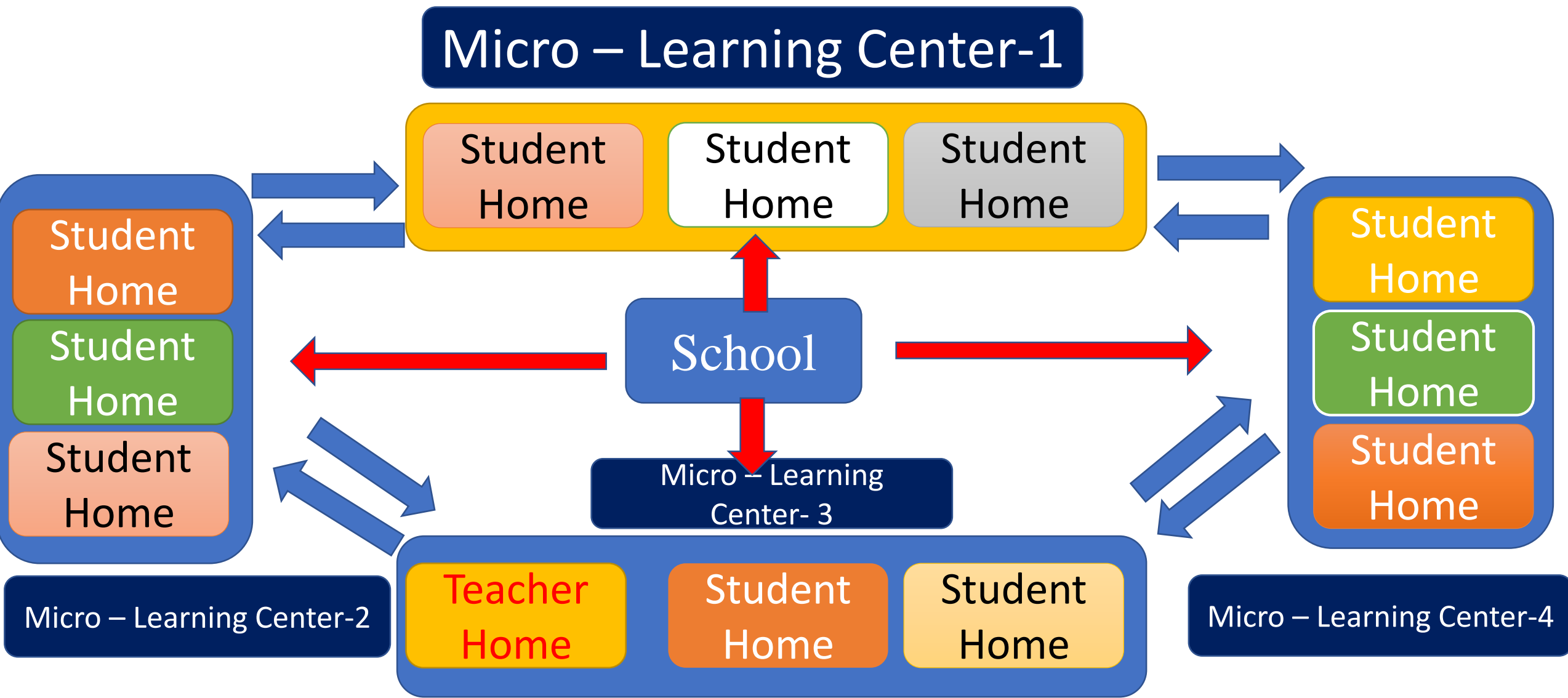


World Teachers Day contest – Wakelet.



Writing for Change

# My Future Plans – Creating Micro Learning Centers



# Micro – Learning Center

Micro Learning Center is the place of a group of students home where is located in the village.

Providing at least one device for each students to connect after schooling and holidays.

Students with their Peer group connected each other with their device and sharing information.

Make students when ever they want to connect they will meet at any time.

Sharing Lesson and co-curricular and extra curricular activities.

Engage the students in Teaching Learning process at any time

# Why this is need?

68/88

Most of the parents both working and coming to home at 8PM.

Most of the Students are in No safety zone some times.

Students go to water bodies and they lose their life when they are in alone.

There is a huge problem for girl child – They affect in sexual harassment the persons who is near their home some times.

We have to protect their lives in School and Home also

I hope through this Micro Learning center to engage students in activities and protect them.

## Some other Plans in the classroom

69/88

Dividing students in small group for learning collaboratively

Providing Tabs or Laptops to the students.

Making students to use interactive tools in the class while teaching

Improve their learning outcomes to attempt any exams

Encourage students to learn self and help others to learn

## Plans in School Level

Making Effective ICT Environment in all Class

Making AC Facility to Smart Class

Setting up Digital Table in a Classroom.

Continue with Toll free Number

Moving to the Society to use Digital World



# Recognition At International Level



Educator of Friendliest Focus on Self Esteem

Microsoft Innovative Educator Expert

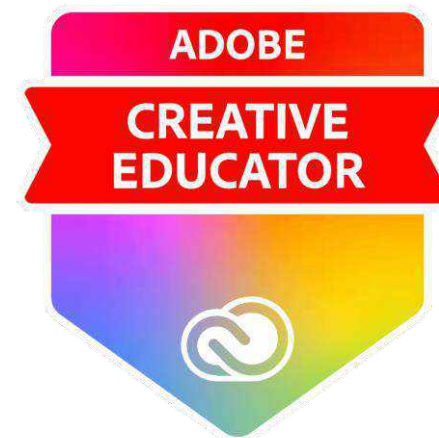
Minecraft Mentor

Adobe Creative Educator



Microsoft | Skype in the Classroom (Preview) Find Activities & Classrooms

	<b>Manohar Subramanian</b> Guest Speaker	244866 Miles	45 Sessions	7 Countries/Regions
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# Channel Recognition for ICT Initiatives

72/88



News18



New Gen Media

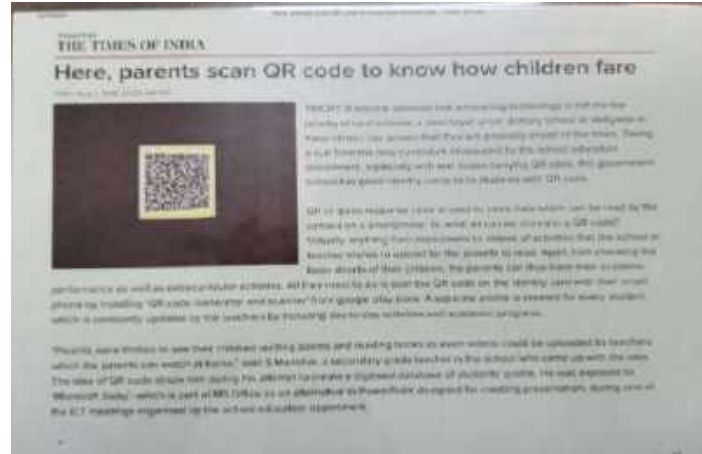


Tamilan TV



Thanthi TV

# Daily Magazines Recognitions for ICT Initiatives



# Appreciation Certificate Received for Initiatives



Received an appreciation certificate for using ICT initiatives from our District Collector and DSE.

# Certification for ICT Initiatives



By District Collector



By Department School Education



By Microsoft



By Adobe

# Introducing Digital awareness to use Government of India Web platforms

76/88



Introduced about maan ki baat, BHIM app, MyGov app, Digital India portal, MyGov Quiz and PMKisan App to the Public.

# Contribution to VVM Exam and Science Express

77/88



Coordinated VVM Exam and Science Express at District Level



Promoted DIKSHA QR Code to the community in a Govt. Exhibition on behalf of District Administration.



# Promoting Awareness about ISRO



Helping Parents and Public to know about the importance of ISRO.

# Following Students Enrollment Campaign, and Providing Clean water to Drink, Helping Girl child Development



Issued Newsletter about my school initiatives to the public.

Providing Clean Water to Drink for our young children

Helped girl child to deposit at the Post office in Selva samirithi saving scheme.

# Following Co – Curricular And Extra curricular Activities



We are giving co-curricular and Extra curricular activities by following Zero hour speech, VIPNET Science Club, Bharat Scouts and Guides, National Green Corps and CCRT Cultural Club

# Focusing on Self Learning

82/88



Helping students to use QR Code Identity card for self learning

# Focusing on Investigation and Experimentation – Students created Foldscope by using You tube

83/88

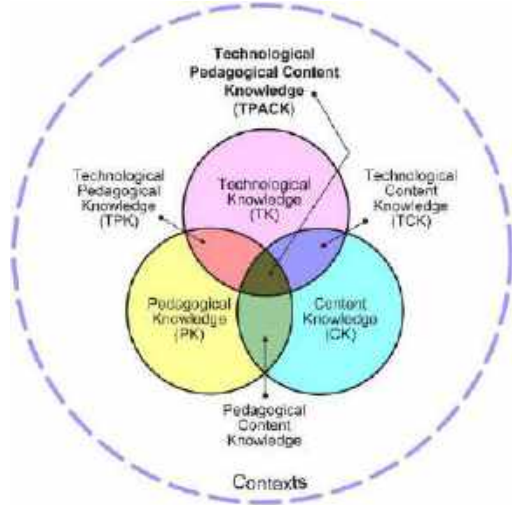


Helping students to use PhET Simulations for investigation and experimentation.



Making opportunities to do activities to Shift from rote learning to experience learning.

# Enhancing Learning Outcomes with TPACK



Content

Technology

UNIT 3  
The Bee's Bounty

Learning Objectives  
The learner should be able to

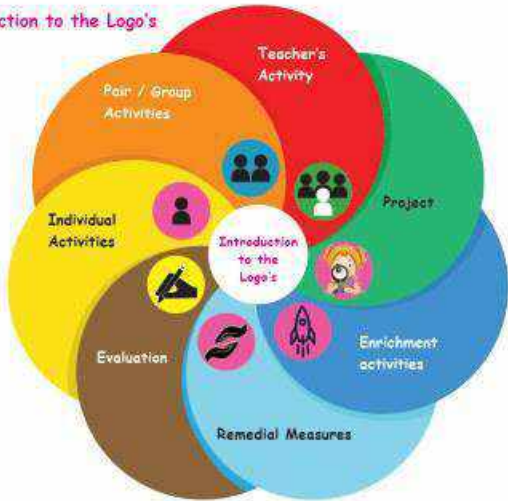
She saw a yellow flower on the tomato plant. She went to pluck it. A bee came and said, "Please, leave it for me. It is my food."

She saw a red tomato on the tomato plant. She went to pluck it. A parrot came and said, "Please, leave it for me. It is my food."

She saw a green leaf on the tomato plant. A grasshopper came and said, "Please, don't pluck the leaf. It is my food."

Watering the plant, Selvi said, "Food for all of us. Thank you."

v. Introduction to the Logo's



Pedagogy



I have integrated TPACK in the QR Code ID Card

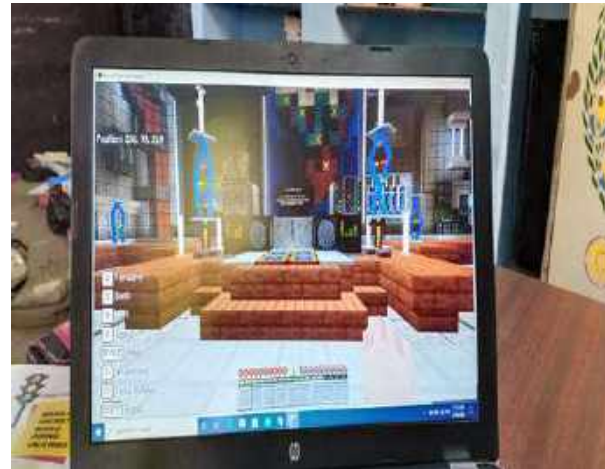
# Focusing on Higher Order Thinking Skill

86/88

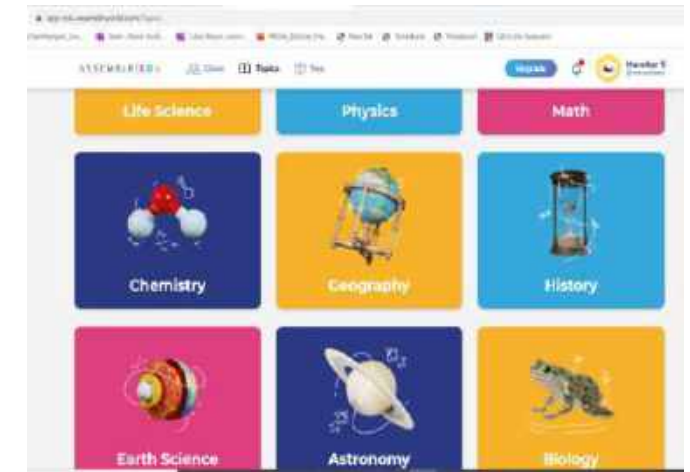
Creating



Evaluating



Analyzing



Helping to use Minecraft to develop creativity skill. Helping to use Assemblr Edu Tools to stimulate their higher order thinking skills.



# Formed School Innovation Council



# Created 1330 QR Codes for the famous Tamil Literature Thirukkural as a E-Book.

87/88



விரைவுக் குறியீட்டுத் திருக்குறள்  
1330 குறள்களும்



Thank You!

