

Educational Apps for Subject Specific Teaching



DR. TAGARAM KONDALA RAO
ASSOCIATE PROFESSOR
PLANNING AND RESEARCH DIVISION
CIET-NCERT

Policy Directions



4.21. The teaching of all languages will be enhanced through innovative and experiential methods, including through gamification and apps, by weaving in the cultural aspects of the languages - such as films, theatre, storytelling, poetry, and music - and by drawing connections with various relevant subjects and with real-life experiences. Thus, the teaching of languages will also be based on experiential-learning pedagogy.

Policy Directions



4.46. Once internet-connected smart phones or tablets are available in all homes and/or schools, online apps with quizzes, competitions, assessments, enrichment materials, and online communities for shared interests will be developed, and will work to enhance all the aforementioned initiatives, as group activities for students with appropriate supervision of parents and teachers. Schools will develop smart classrooms, in a phased manner, for using digital pedagogy and thereby enriching the teaching-learning process with online resources and collaborations. *As per UDISE + 2024-25 Report, 64.7% schools have computer facilities and 63.5% schools have access to internet.*

Policy Directions



21.10. Finally, technology will be leveraged to strengthen and even undertake the above initiatives. Quality technology-based options for adult learning such as apps, online courses/modules, satellite-based TV channels, online books, and ICT-equipped libraries and Adult Education Centres, etc. will be developed, through government and philanthropic initiatives as well as through crowd sourcing and competitions.

Policy Directions



- 24.4 (d) Content creation, digital repository, and dissemination: A digital repository of content including creation of coursework, Learning Games & Simulations, Augmented Reality and Virtual Reality will be developed, with a clear public system for ratings by users on effectiveness and quality. For fun based learning student-appropriate tools like apps, gamification of Indian art and culture, in multiple languages, with clear operating instructions, will also be created. A reliable backup mechanism for disseminating e-content to students will be provided.

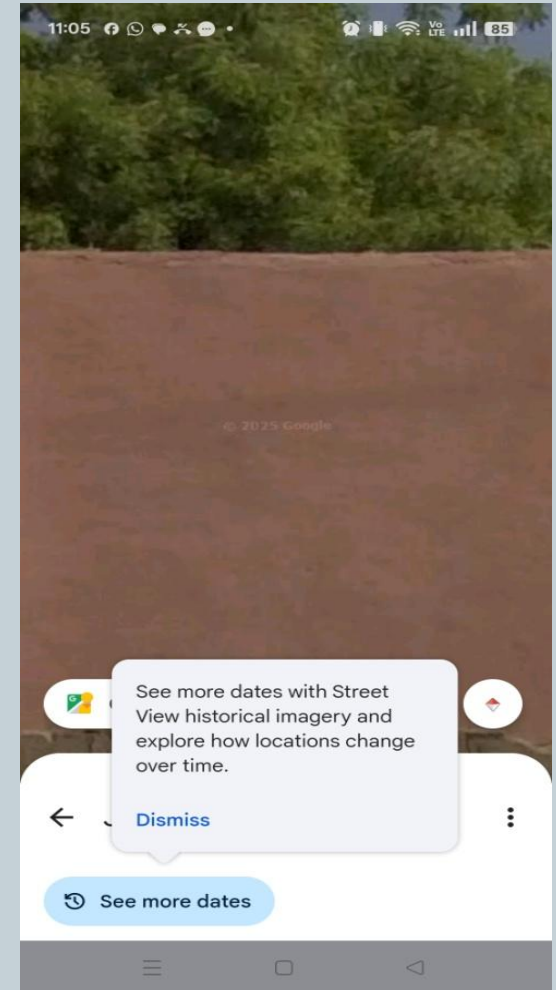
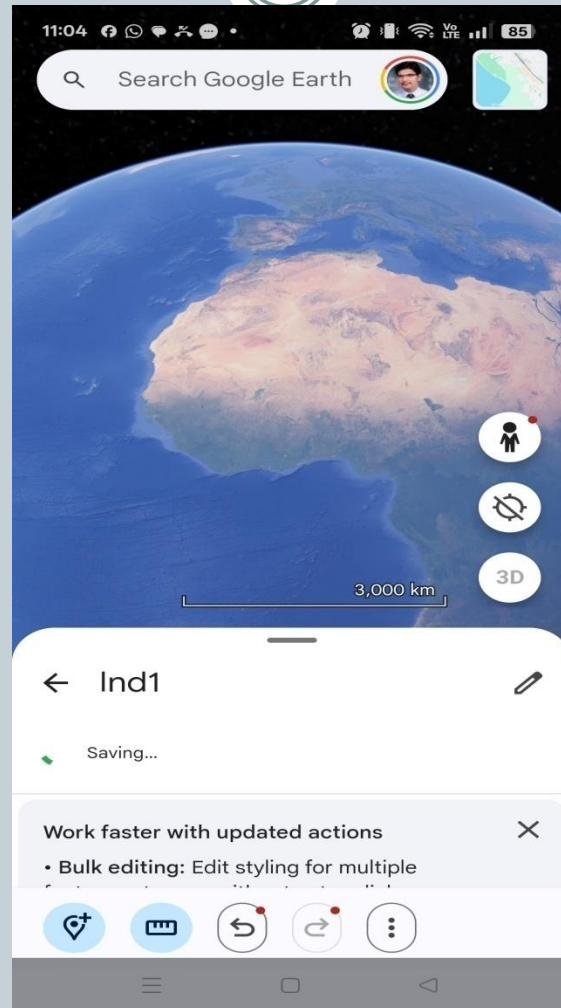
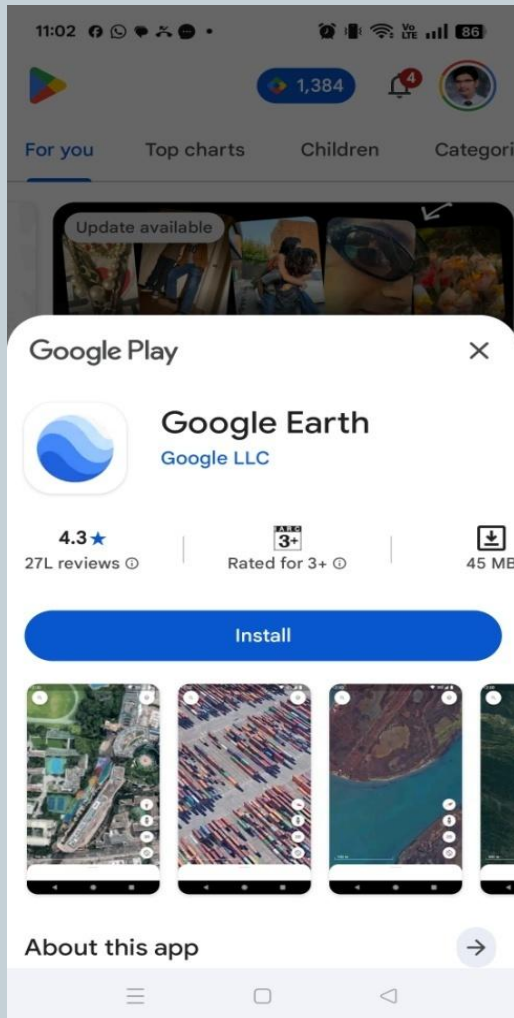
Subject Specific Apps



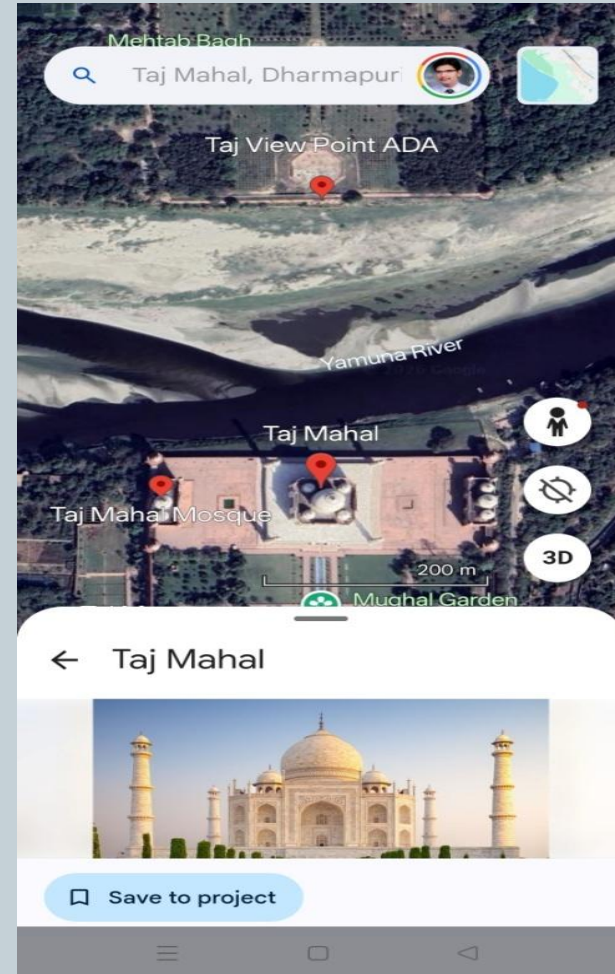
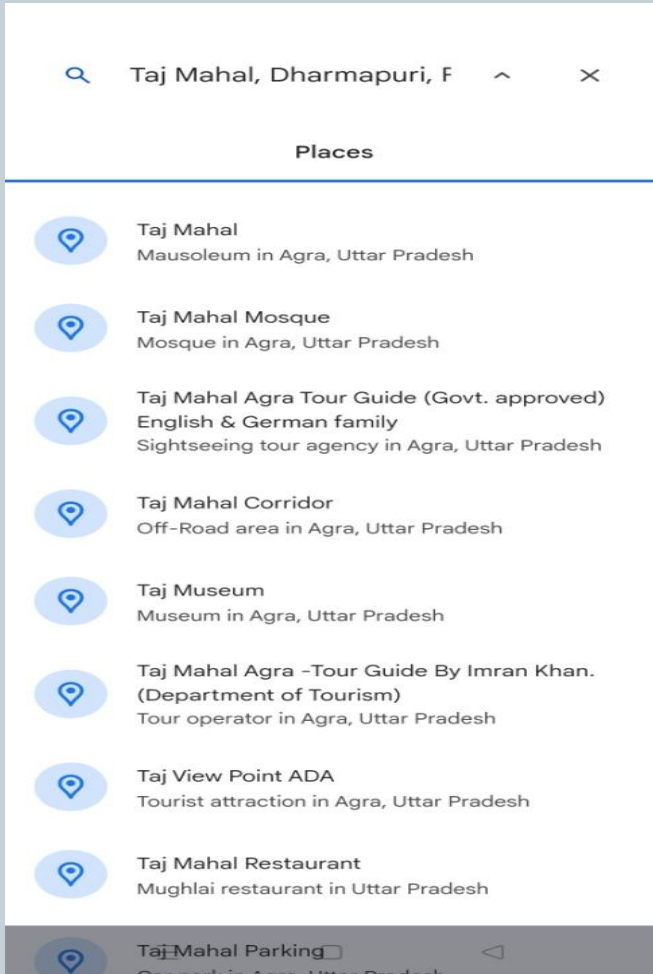
- Social Science/Geography- Bhuvan

<https://bhuvan.nrsc.gov.in/ngmaps?mode=Hybri>

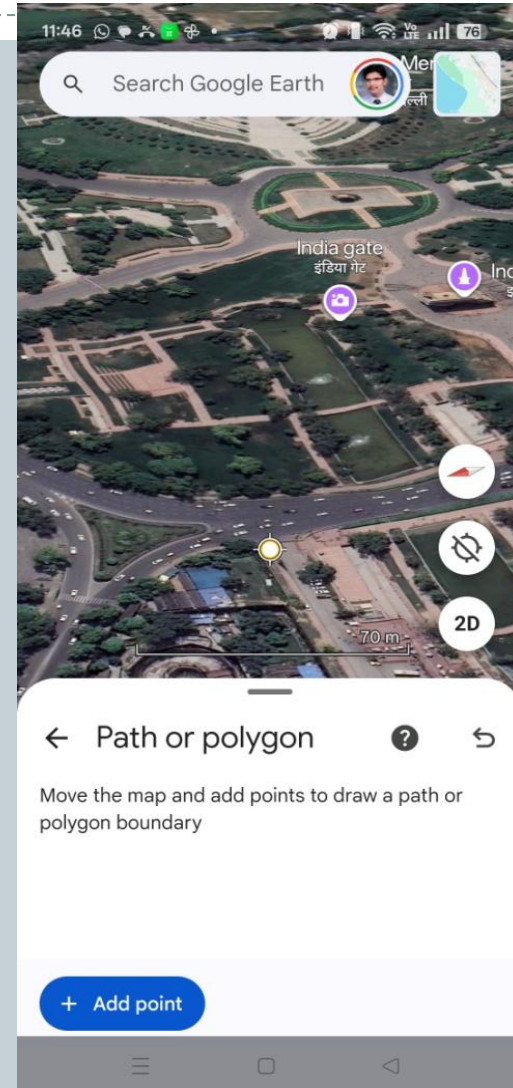
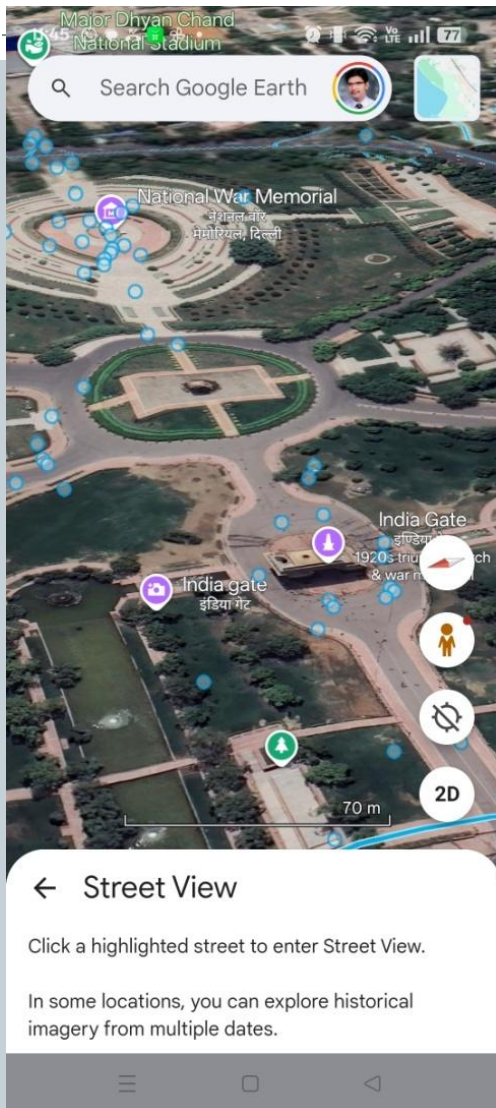
Social Science/Geography-Google Earth-Installing



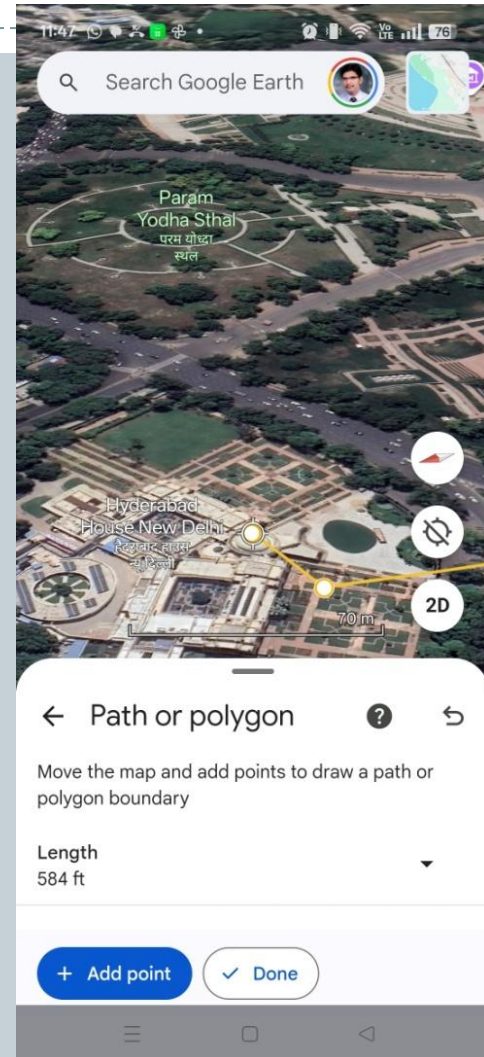
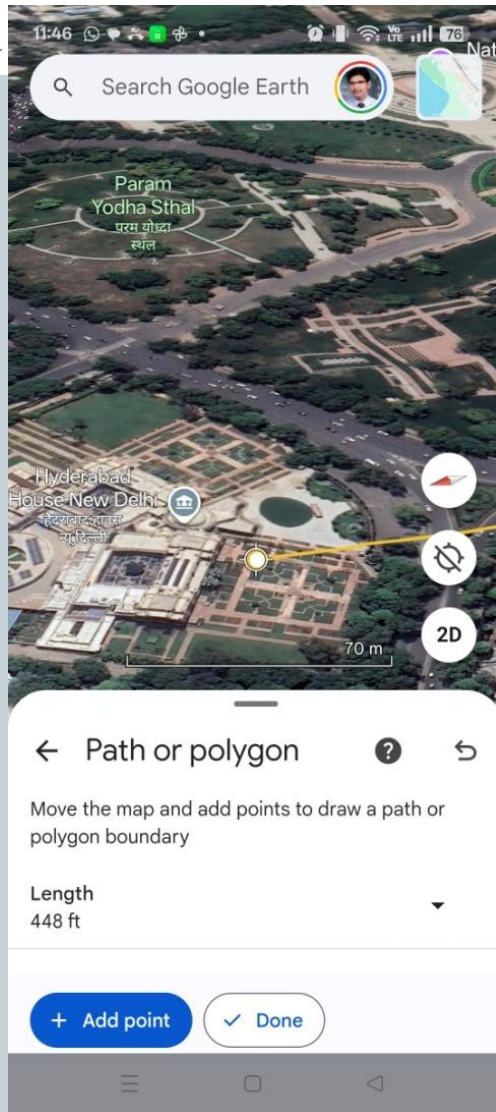
Navigating through



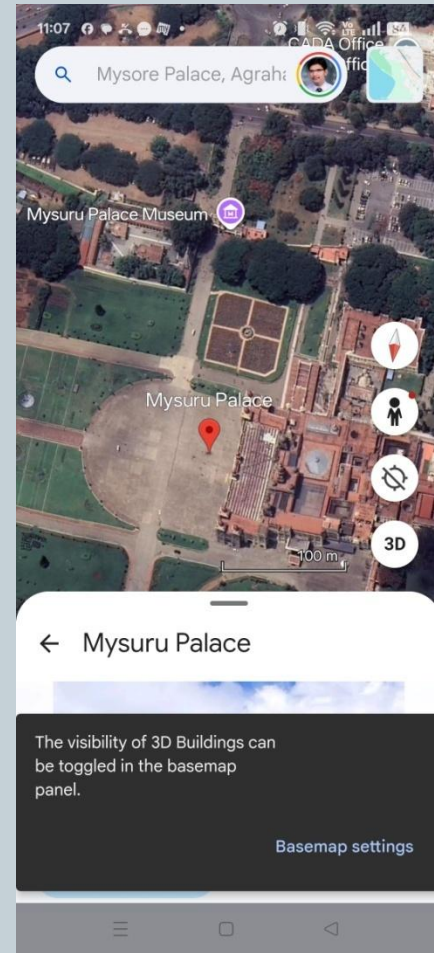
Finding distance



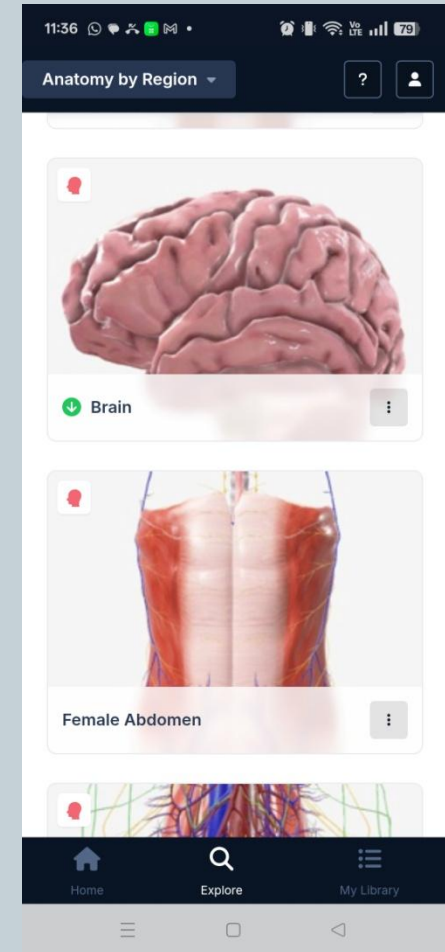
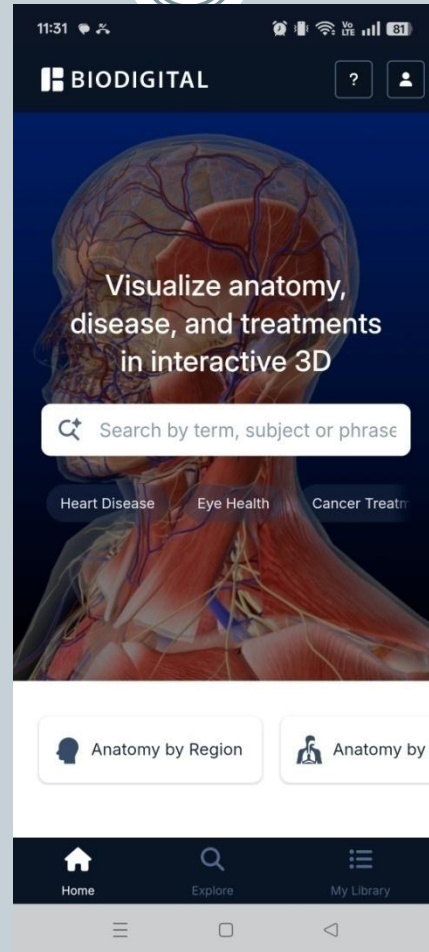
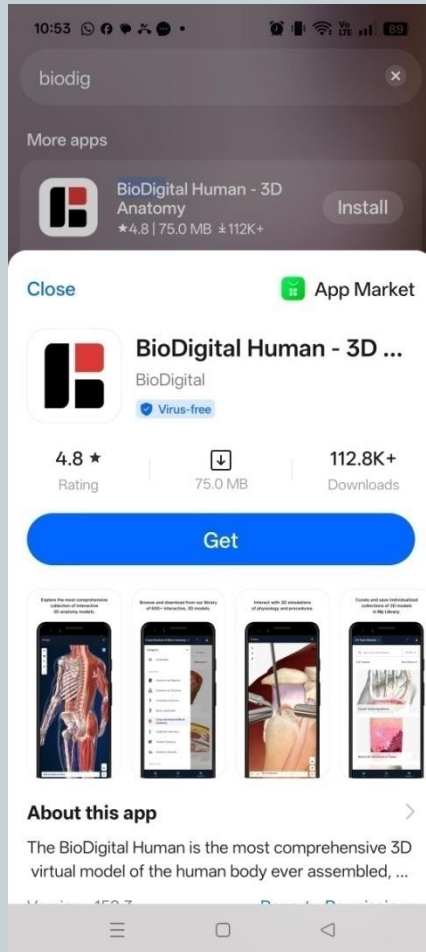
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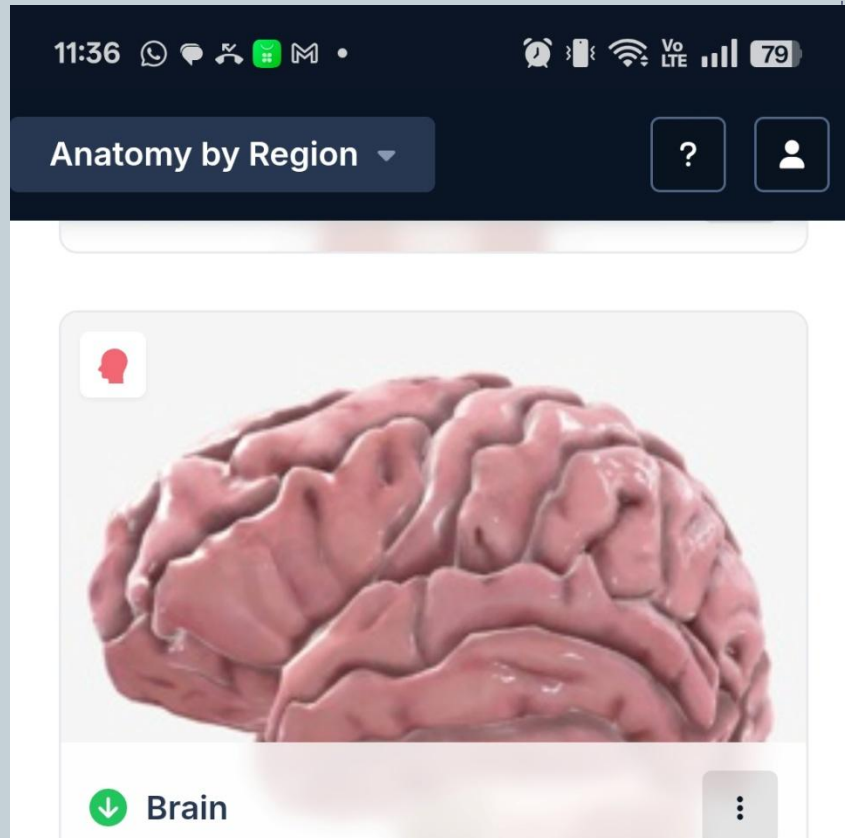
Any place



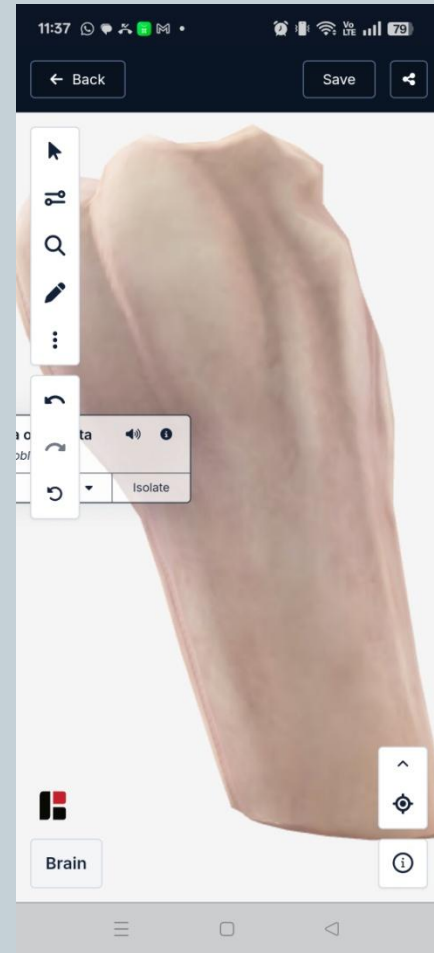
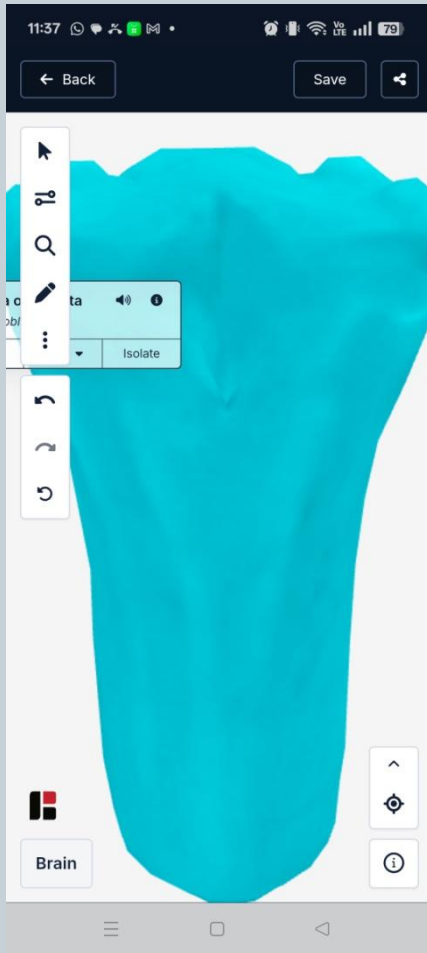
Biological Sciences- Bio-digital Human



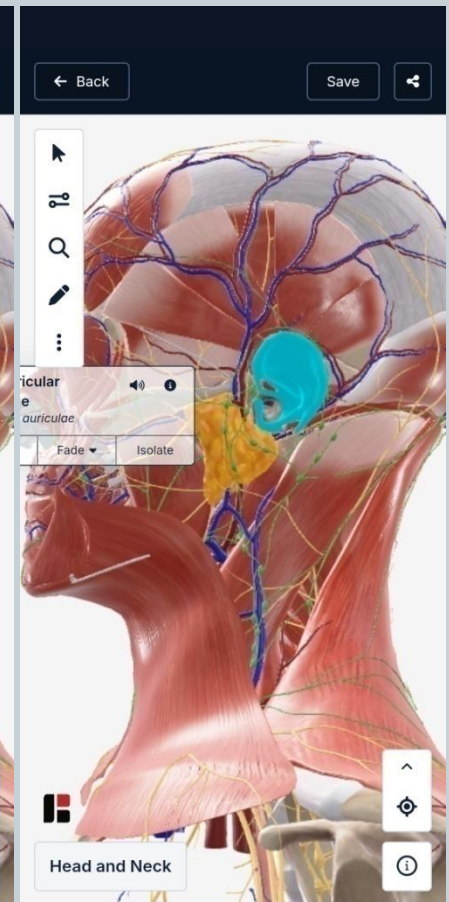
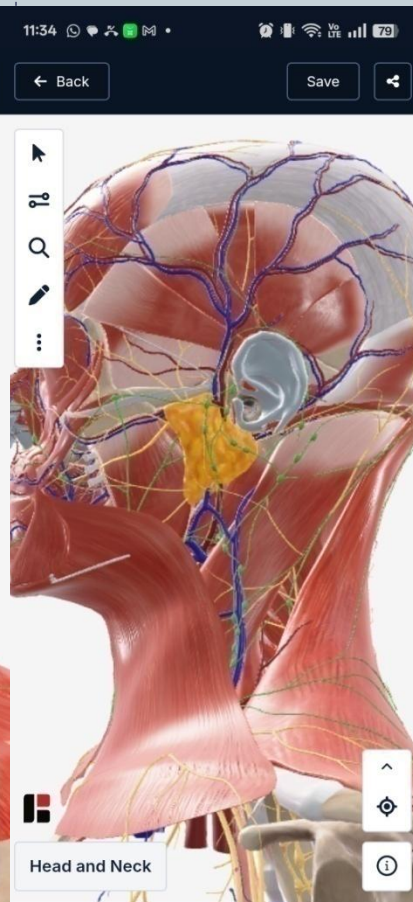
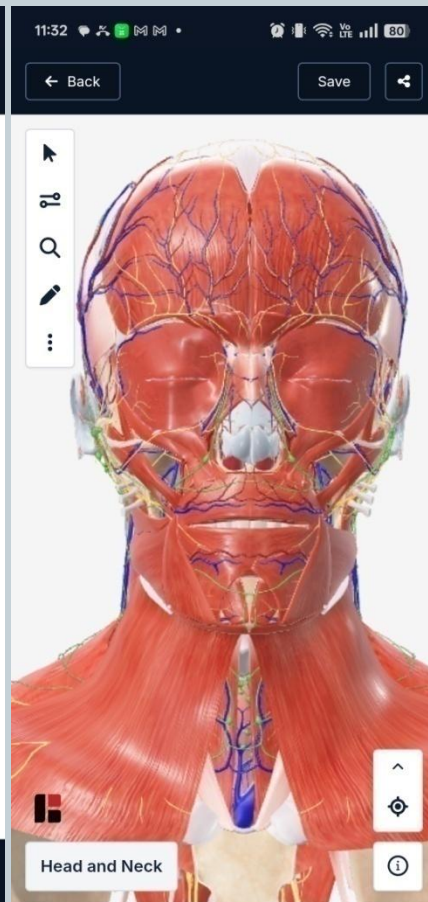
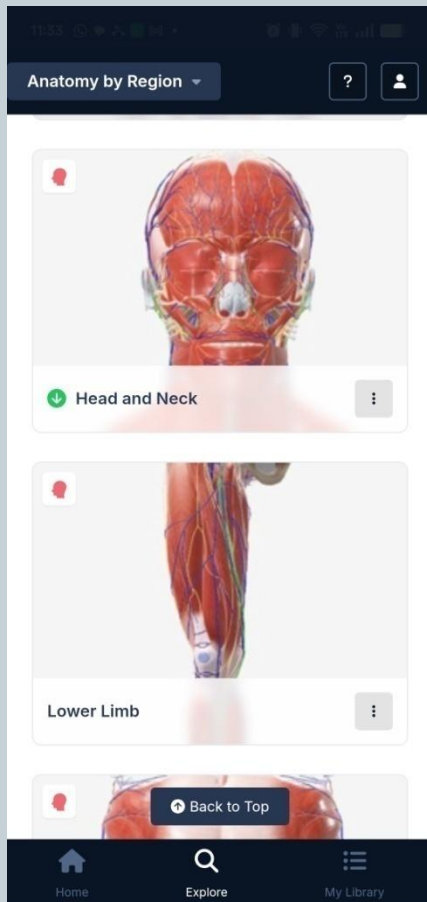
Brain-Anatomy



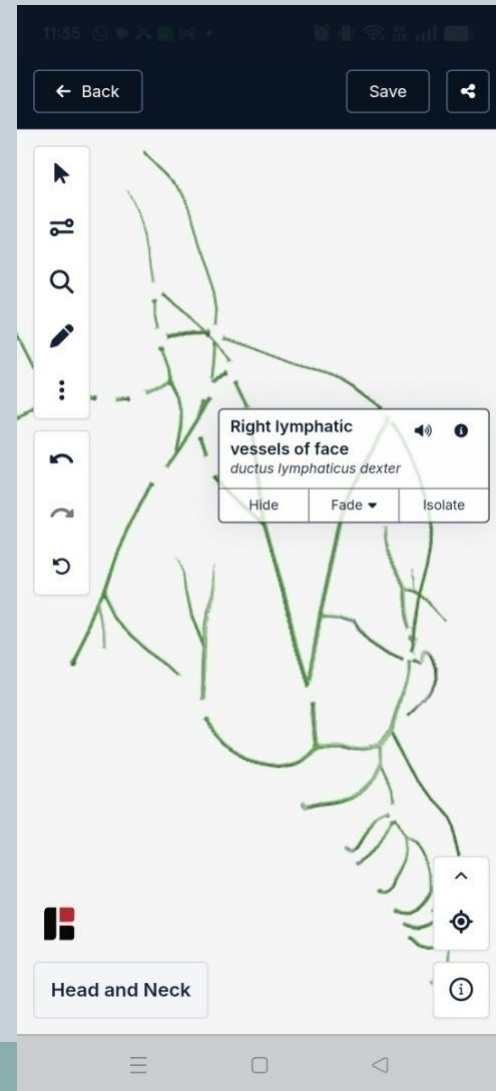
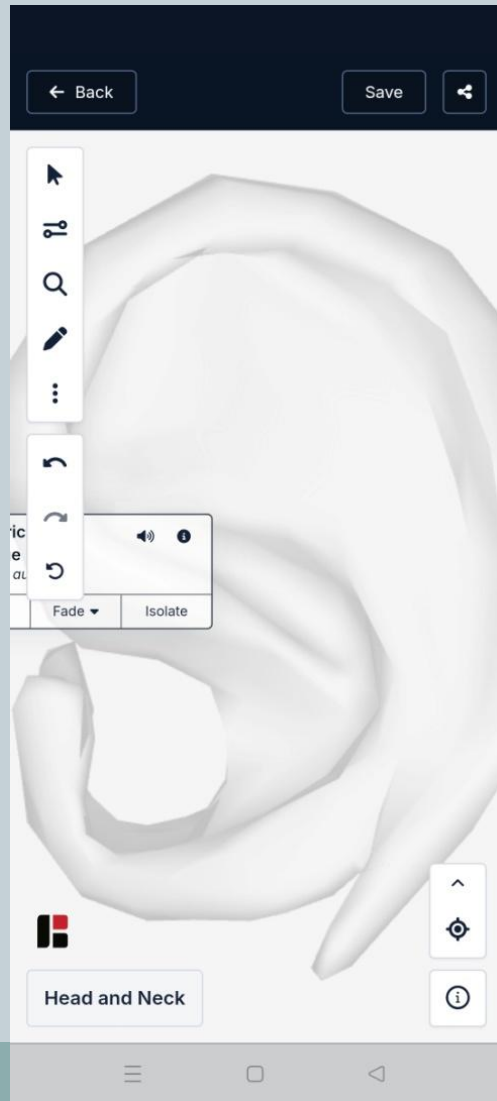
Medulla Oblongata



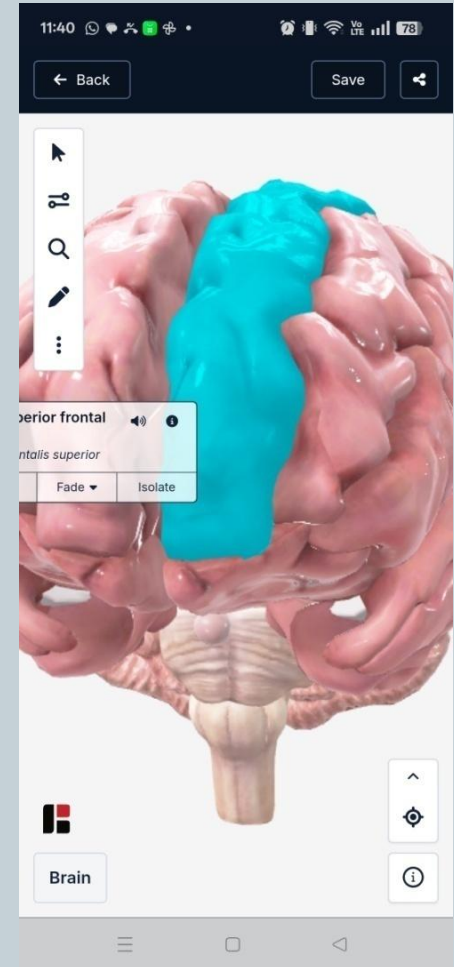
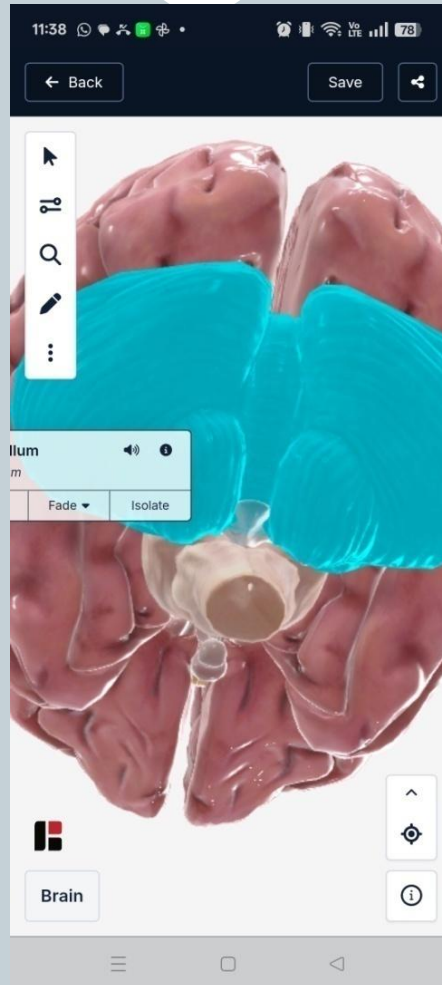
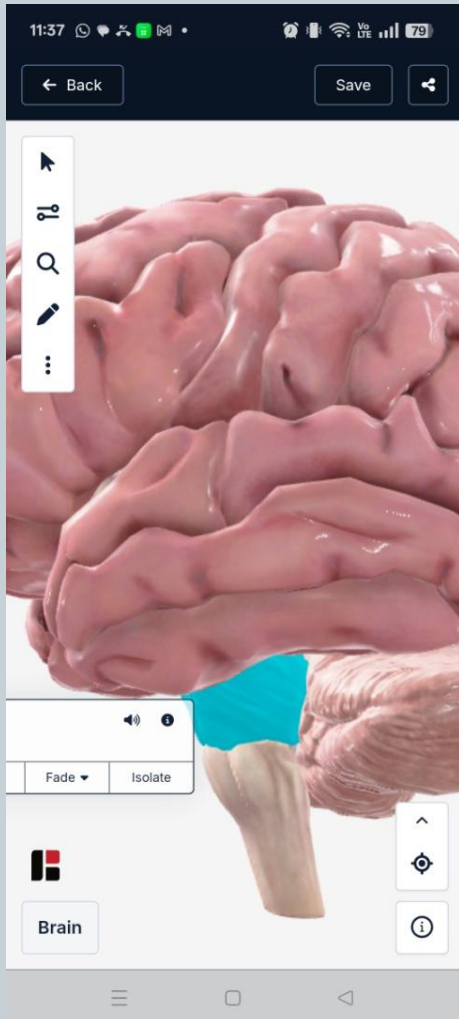
Head and Neck



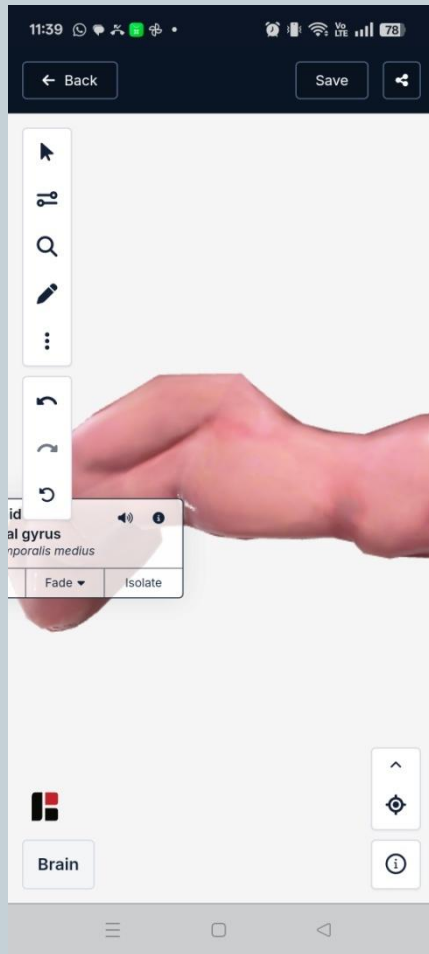
Ear/Face Parts



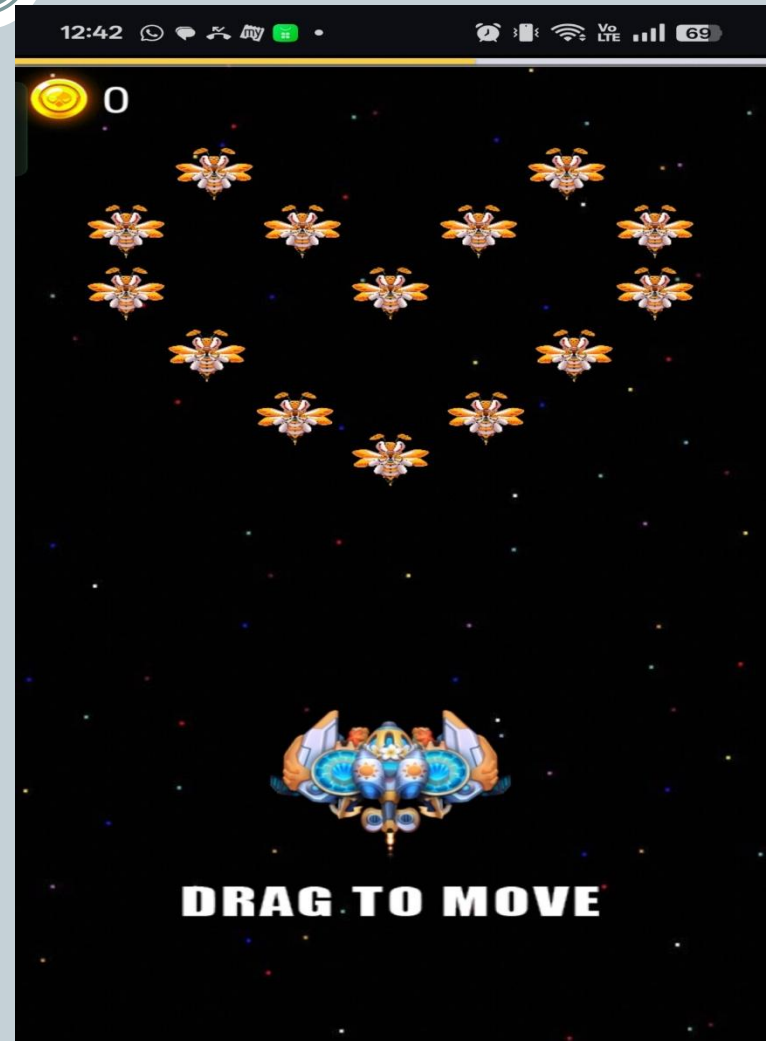
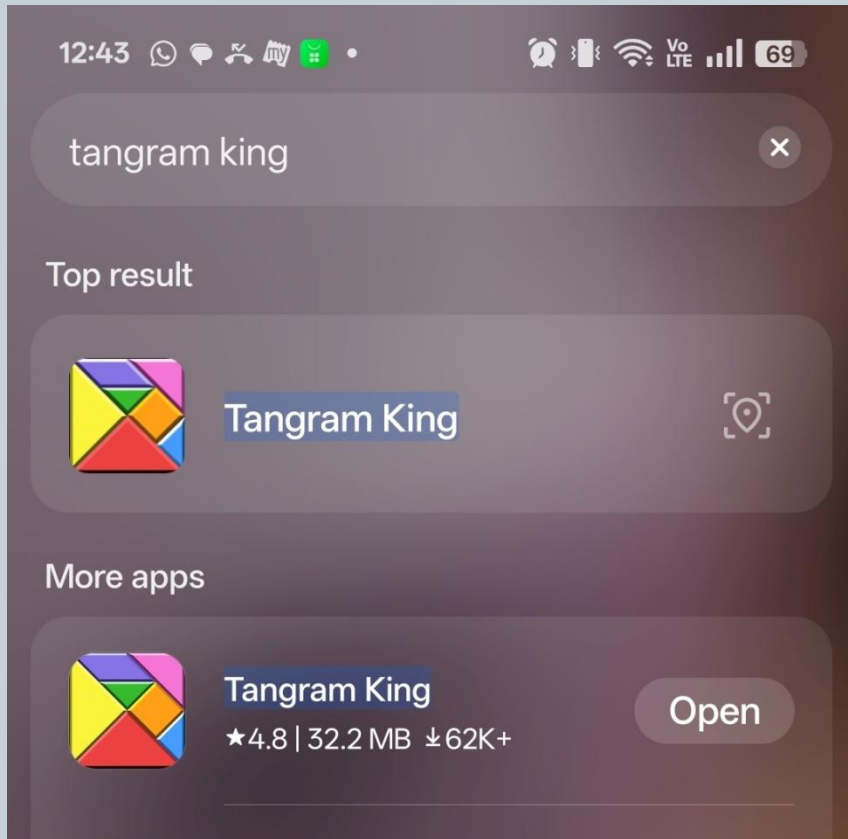
Other isolated parts



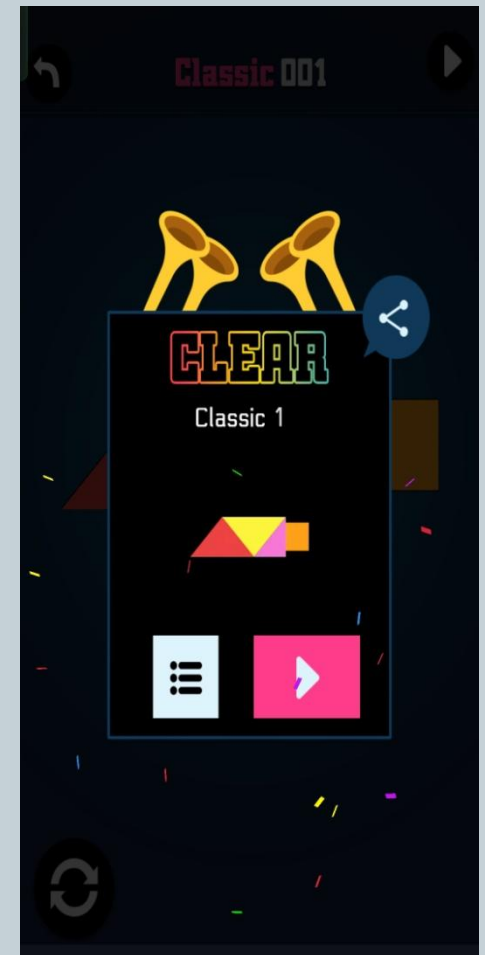
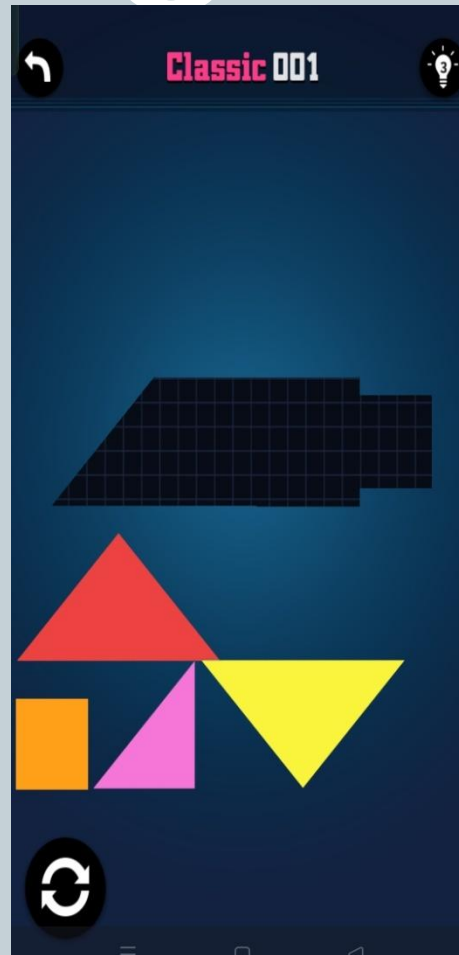
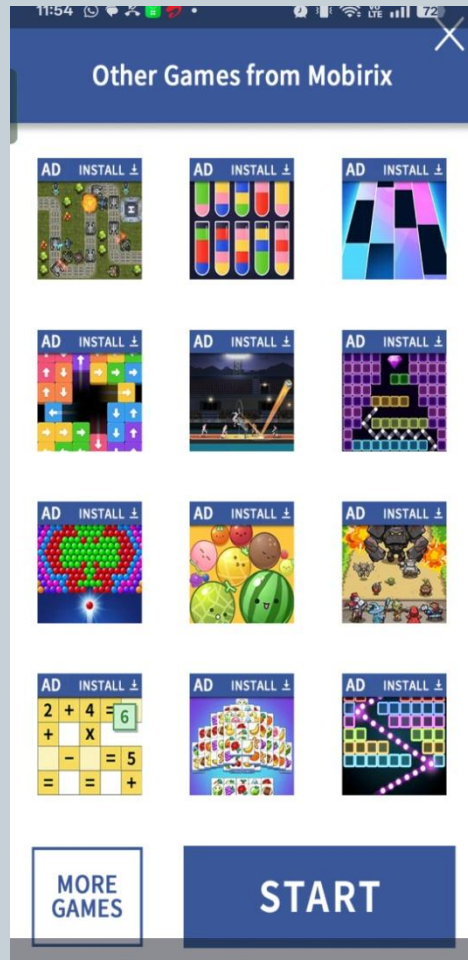
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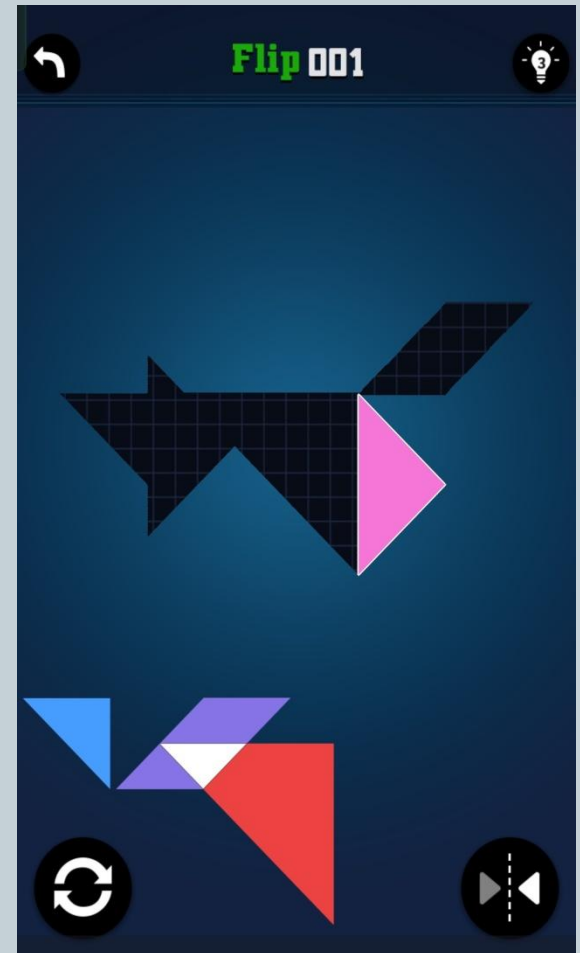
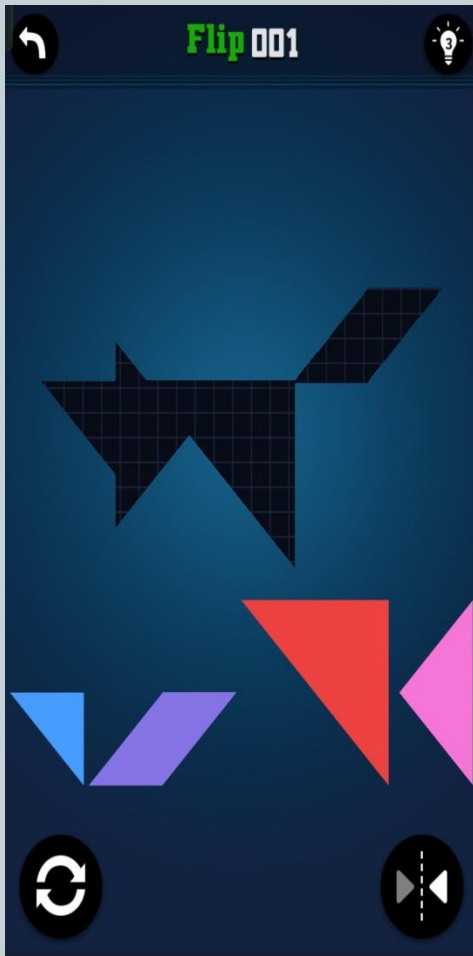
TANGRAM for Math-Installing



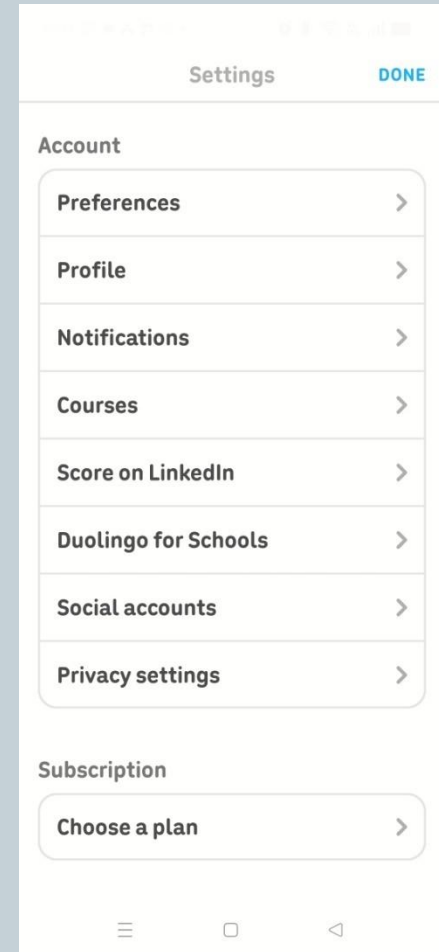
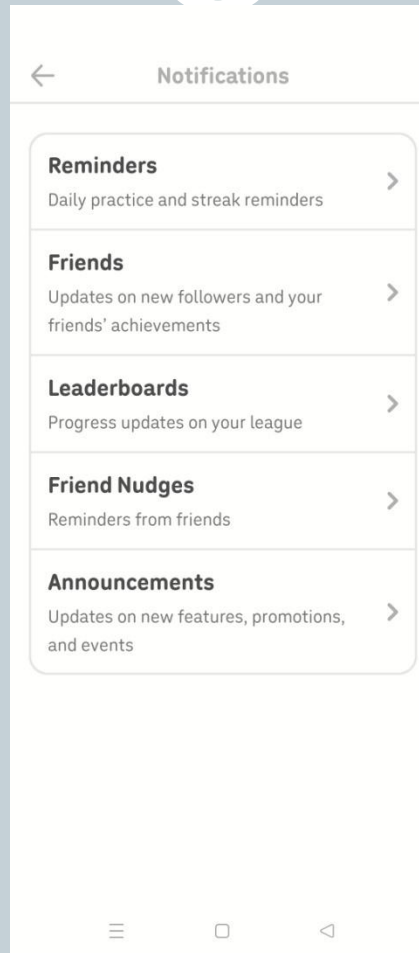
Making Shapes-Activity No1



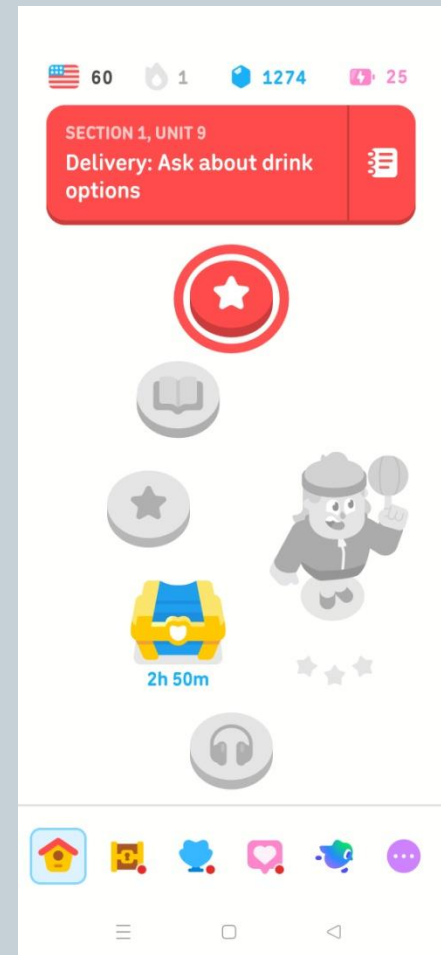
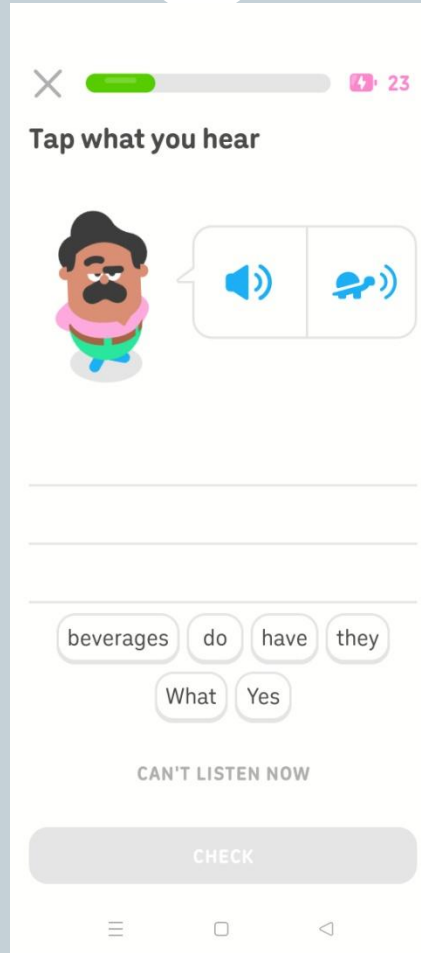
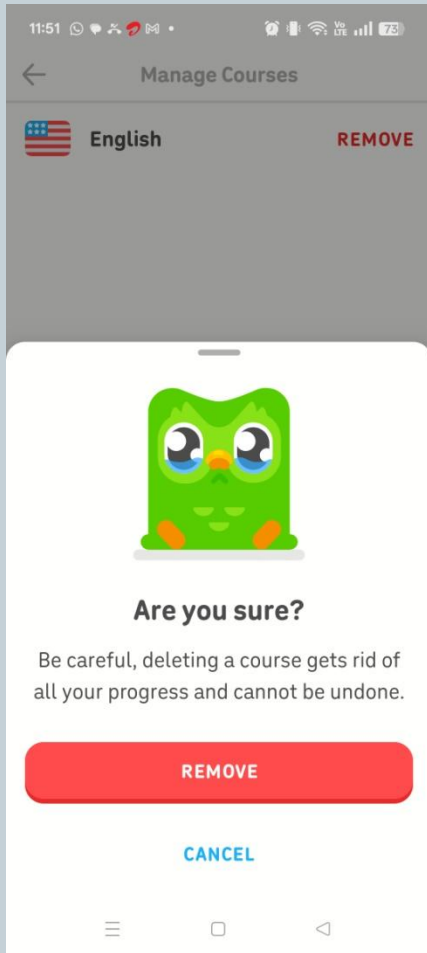
Making Shapes- Activity 2



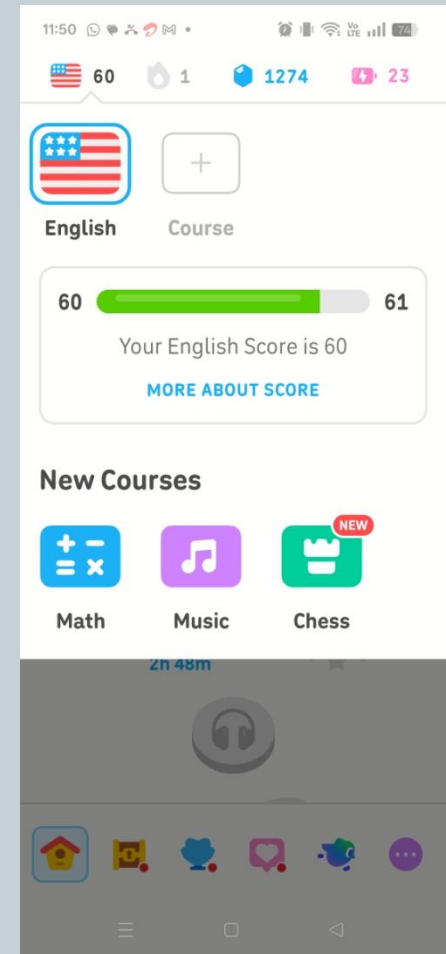
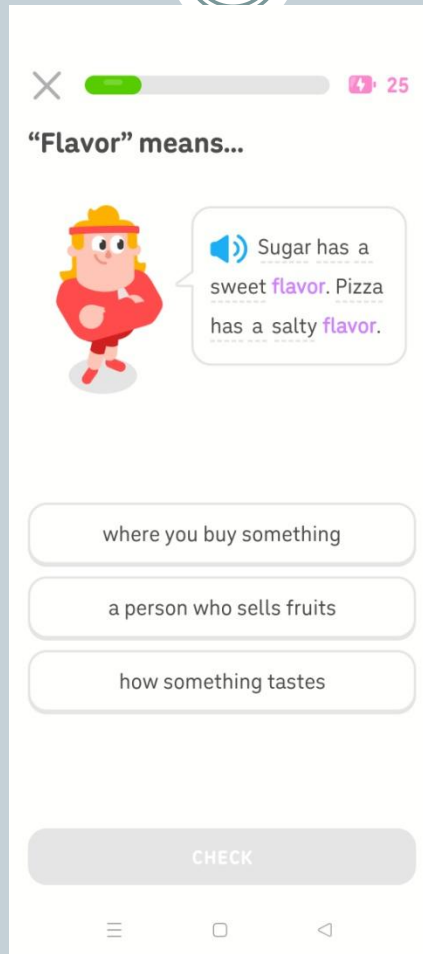
Languages- Duolingo



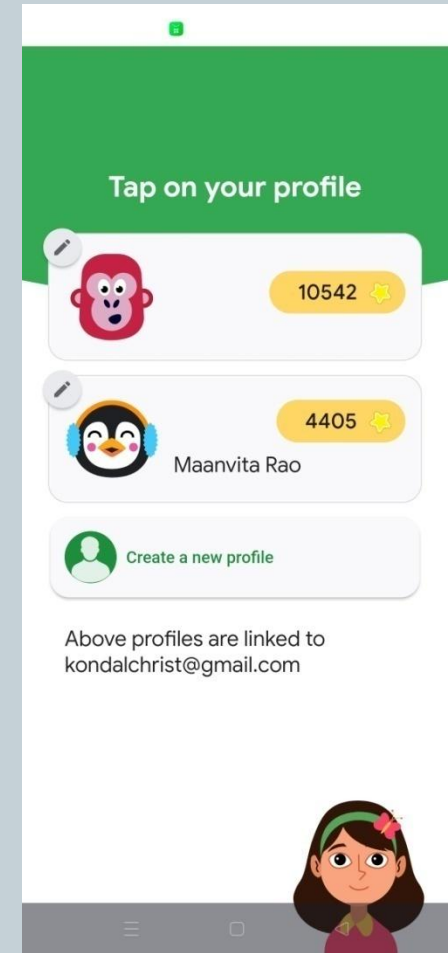
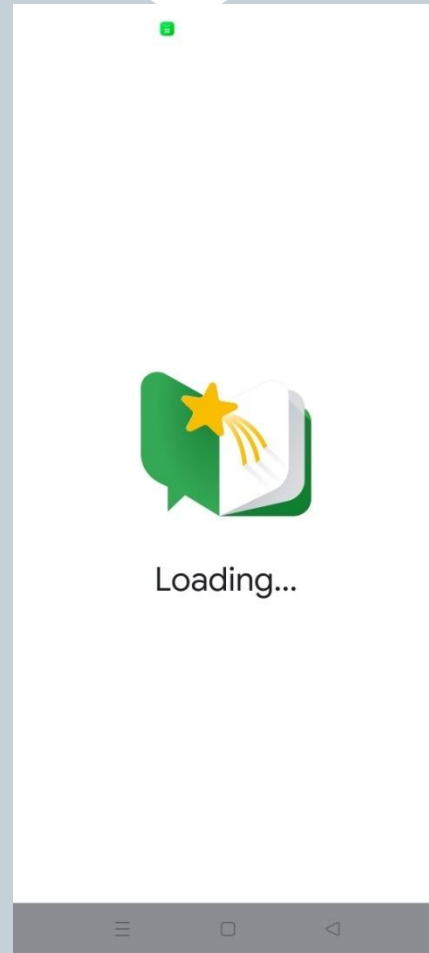
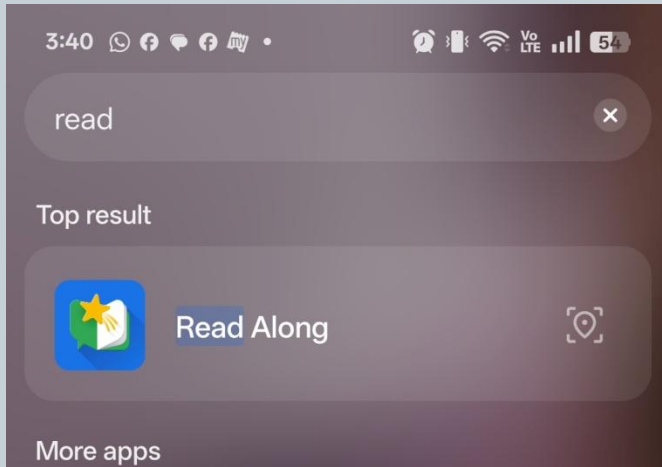
Navigating though



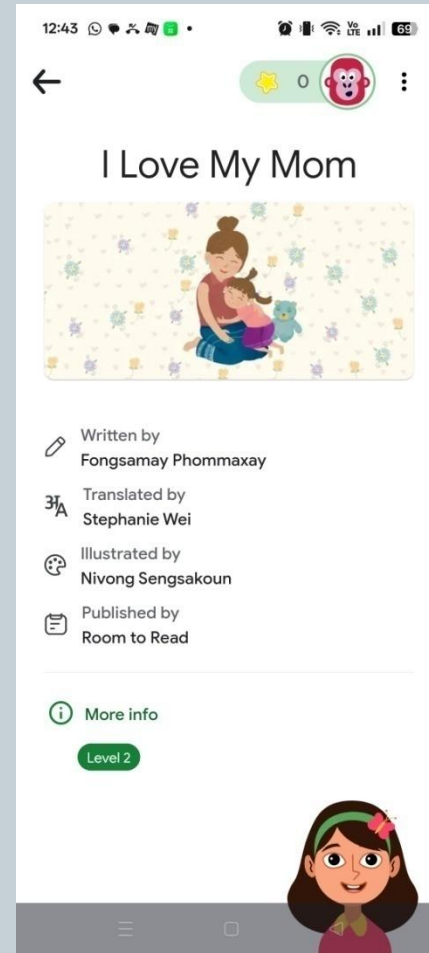
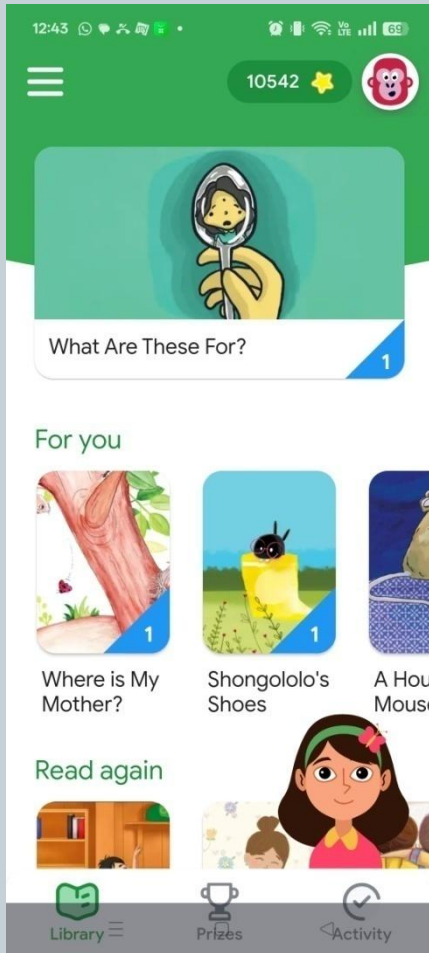
Navigating though



Read Along




Navigating through




Navigating though

Read again



Tall and Short I Love My Mom My Best Friend


Play games



Jumbled Words Speed Reading


Pop The Balloons

KIDS TV Story




Library Prizes Activity

Read again



Tall and Short I Love My Mom My Best Friend


Play games



Jumbled Words Speed Reading

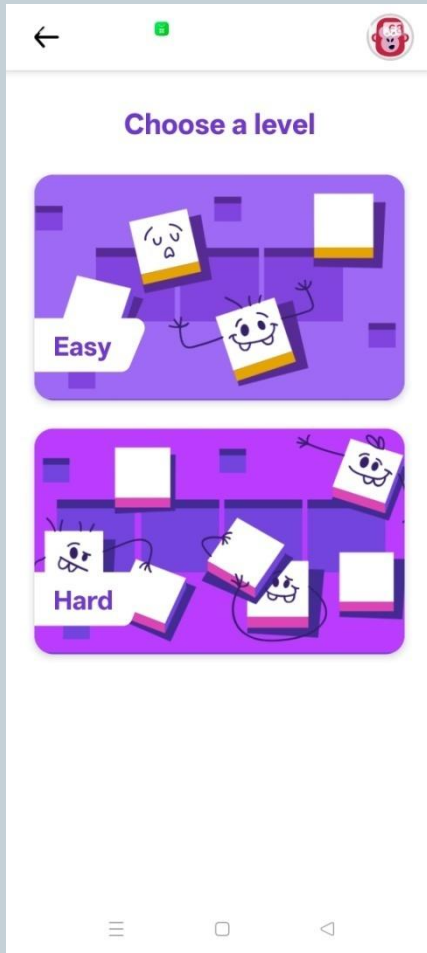
Pop The Balloons

KIDS TV Story

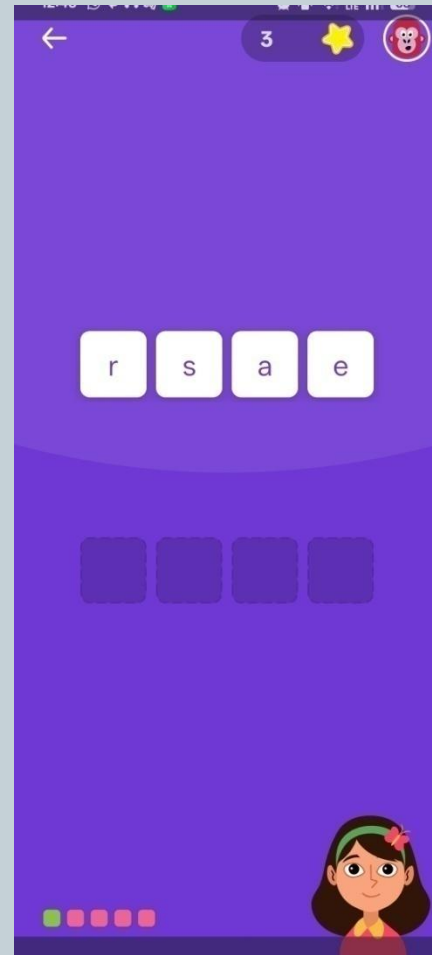
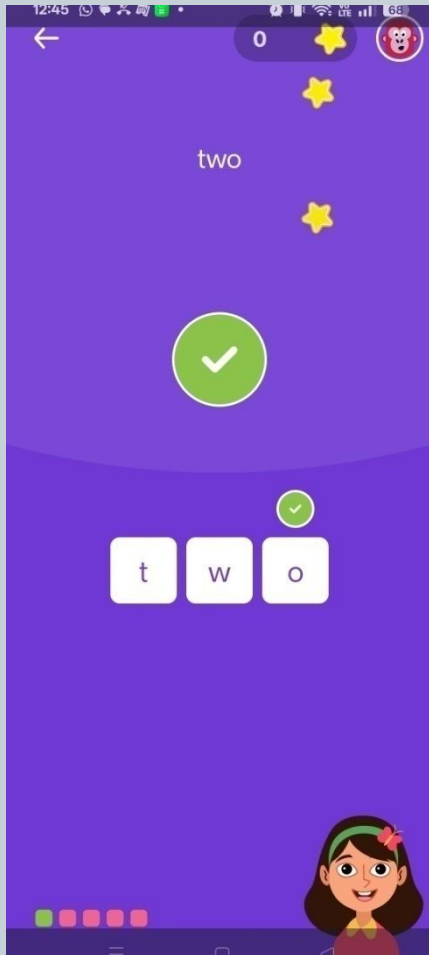


Library Prizes Activity

Navigating though



Navigating though



Numerous Activities

Chiku Learns to Wash He... 3

ChuChu Helps a Squ... 3

ChaCh Dino D 3

Animals

Shongololo's Shoes 1

A House for Mouse 1

Smile 1

Family

A Spoon 1

A Girl 1

Library Prizes Activity

What's Aameena Up... 2

Muna and Milan's Ga... 1

Who's Baby? 1

Friends

Colours on the Street 2

The Race 1

Monic the Di... 1

Funny

Katiti's Song 2

A Ve Man 1

Library Prizes Activity



SOURCES: INTERNET/MOBILE APPS