## **Training on Blended Learning**

Date: 11th – 15th September 2023

Organized by: CIET, NCERT, New Delhi

#### **Technology Tools and Resources in Blended Learning**

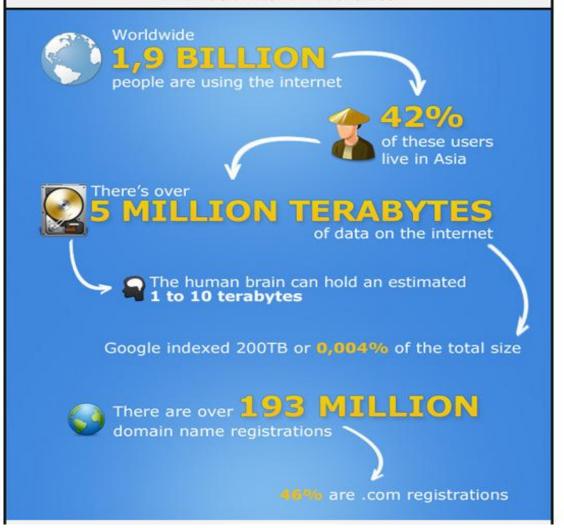
September 14th, 2023; 4.00 p.m. - 5.00 p.m.

Prof. (Dr.) Manas Ranjan Panigrahi

E-mail: manaseducation@gmail.com

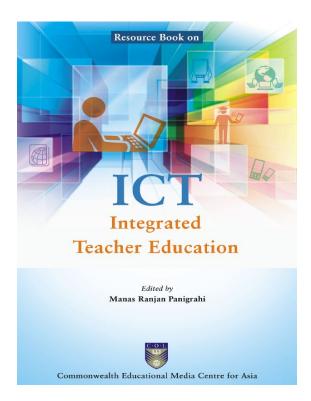
# THE AWESOME SIZE OF THE INTERNET

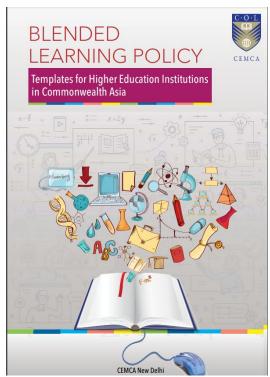
AN INFOGRAPHIC BY THEROXOR, COM

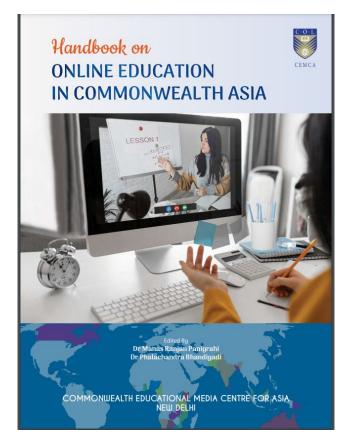


## What are the Issues?

- Connectivity and Electricity
- Access to Learning Platforms
- Learning Resources
- Teachers Capacity
- Learners Readiness







## What NEP-2020 Says

- Inclusion and Access: Enhance Educational Access to Disadvantaged Groups including Divyang students
- Digital Platforms: Digital platforms and ongoing ICT based educational initiatives to be optimized and expanded
- Blended Learning: Emphasis on effective models of blended learning
- Content Creation: Content creation, digital repository, and dissemination. Technology Integration In Teaching, Learning & Assessmen
- Expansion of Platforms: Expansion of existing e-learning platforms DIKSHA, SWAYAM, etc.
- Pilot Studies: A series of pilot studies to be conducted













## Online Regulation Says....

#### Highlights

- •Standards for infrastructure and staff
- Instructional processes
- •40% learning resources can be sourced form other sources such as Open Educational Resources.

56

THE GAZETTE OF INDIA: EXTRAORDINARY

[PART III—SEC. 4]

#### UNIVERSITY GRANTS COMMISSION NOTIFICATION

New Delhi, the 4th September, 2020

**No. F. 1-1/2020(DEB-I).**—In exercise of the powers conferred by sub-sections (1) and (2) of section 26 read with clause (j) of section 12 of the University Grants Commission Act, 1956 (3 of 1956) and in supersession of the University Grants Commission (Open and Distance Learning) Regulations, 2017 and University Grants Commission (Online Courses or Programmes) Regulations, 2018 except as respect of things done or omitted to be done before such supersession, the University Grants Commission with the previous approval of the Central Government hereby makes the following regulations, namely:-

#### PART I

#### PRELIMINARY

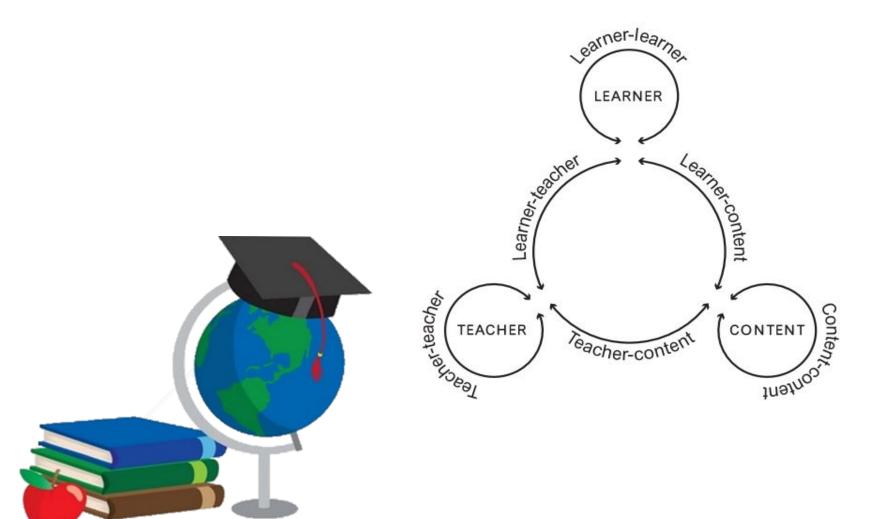
 Short title, application and commencement.— (1) These regulations may be called the University Grants Commission (Open and Distance Learning Programmes and Online Programmes) Regulations, 2020.

Multiple modes, blended

ODL and Online: 2 Modes

Purely online delivery

#### Six levels of interaction

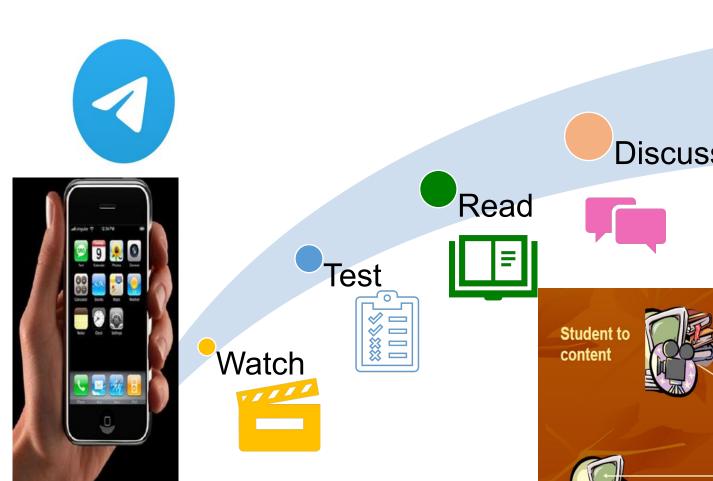


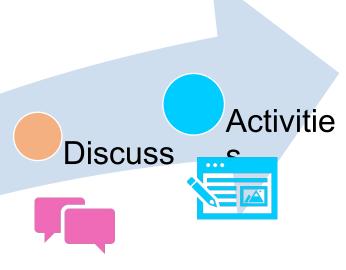
## **Blended Learning**

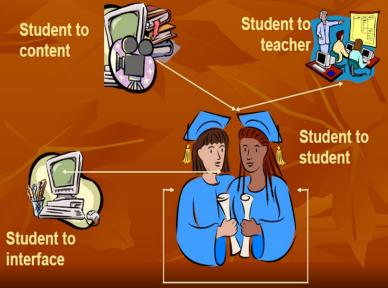
It requires the physical presence of both teacher and student, with some elements of student control over time, place, path, or pace



#### **Instructional Path**

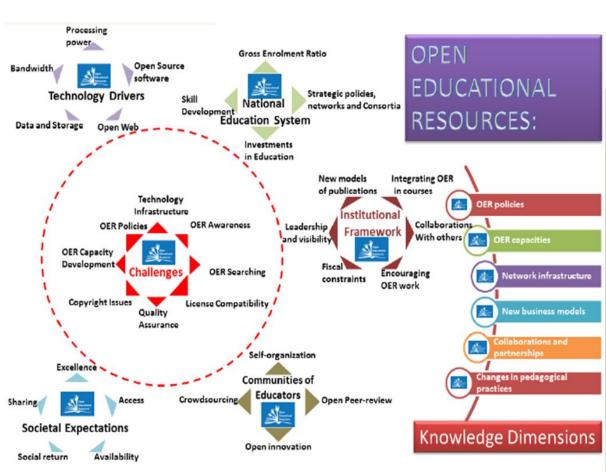






#### **OER for Learning**

OER are teaching, learning and research materials in any medium that reside in the public domain or have been released under an open license that permits their free use and, in some instances, re-purposing by others



## Learning Resources























































THE GLOBAL TEXT PROJECT

### **Collaborative Learning Tools**

- Facebook
- Twitter
- Social Media
- Wiki Educators
- Email
- Wikispaces
- Edmoto
- •ZOOM
- Google Apps





















#### **Collaborative Learning Tools**

- Kahoot
- Online Quizzes
- GoogleClassroom
- Hot Potatoes
- Canva
- •ZOOM breakout rooms
- Google Forms



https://pxhere.com/en/photo/82637

#### What institutions are using...















Email



Blackboard

#### What are students using?

tumble

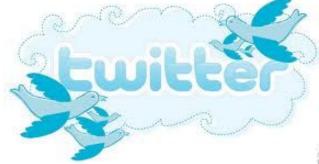


















# New Opportunities

## **21st Century Indian Learners**



- Net Generation
- Millennials

- Digital Natives
- Multi-taskers

#### **Social Media**



Social media is the collective of online communications channels dedicated to community-based input, interaction, content-sharing and collaboration. Websites and applications dedicated to forums, microblogging, social networking, social bookmarking, social curation, and wikis are among the different types of social media.

## **Big data ... Learning Analytics**





The Internet of Things



AR, VR, AI, ChatGPT, Virtual Lab, O-Lab, Robotics, etc.



#### Learning ways....







# **Open**Learn











**Open**Learn









The contents of this presentation, except logos/ graphics which are property of the respective owners, is made available under Attribution-ShareAlike 4.0 International (CC BY-SA 4.0).