

COURSE DESIGN
FOR
ADD-ON COURSE
ON
Leveraging Technology for Modern Education.

I. Basic details of the 30 hours and on course

Sl. No.	Title	Leveraging Technology for Modern Education.
1.	Course Overview:	In this 30-hour add-on course, participants will explore the multifaceted uses of technology in modern education. From enhancing classroom engagement to facilitating remote learning, this course will equip educators with the knowledge and skills needed to leverage technology effectively in educational settings.
2.	Faculty Requirement	1.SAUGATA SARKAR (Dept, of Education 2.BAPPA DAS (Dept, of Education 3.RAJESH GUPTA (Dept of Philosophy)
3.	Pedagogy	Hybrid mode of learning and practice
4.	Course Fee	Free
5.	Intake capacity	All students, department of education
6.	Course duration	8 weeks/30 hr
7.	Course Content	Annexture-II
8.	Course Outcome	<ol style="list-style-type: none"> 1. Understand the role of technology in modern education. 2. Explore various tools and platforms available for educational purposes. 3. Learn strategies for integrating technology into teaching and learning activities. 4. Develop skills for creating engaging and interactive digital content. 5. Examine best practices for using technology to support differentiated instruction. 6. Discuss the importance of digital citizenship and online safety. 7. Explore emerging trends and future directions in educational technology.
9.	Assessment process	<ol style="list-style-type: none"> a) Attendance Mark: 05 b) Project test: 15 c)Written test (MCQ): Marks: 30
10.	Student feedback	After 15 hrs of course and also at the end of course via Google Form or Physical Form

II : Detailed syllabus of the add on course:

Module No	Course Outline	Hours
1.	Introduction to educational technology: Understanding the role of technology in modern education. Current trends and challenges	3
2.	Tools and platforms for education: Learning management system. Productivity tools (Google workspace, MS office 365)	4
3.	Integrating technology in teaching and learning: Blended learning models. Exploring note taking apps and techniques. Using digital annotation tools for active reading and research.	3
4.	Creating digital content: Multimedia creation tools. Interactive presentation. Digital story telling techniques.	3
5.	Multimedia presentation and content creation: Overview of presentation software (PowerPoint Google slides) Incorporating multimedia elements (images, videos, audio) into presentation	3
6.	Interactive learning with online resource: Exploration of online learning platforms. Strategies for self directed learning and leveraging online resource	3
7.	Emerging trends in educational technology: Artificial intelligence (AI) in education. Exam-ChatGPT, Google Bard, Copilot, Perplexity	2
8.	Digital citizenship and online safety: Responsible use of technology Cyber security Teaching digital literacy skill.	4
9.	Practical class	2
10.	Activities: (A) Attendance (05) (B) Project Test (15) (C) 30 Mark's test (MCQ)	1+2