ADOPTING AN INNOVATIVE TECHNIQUES FOR STUDENTS IN SECONDARY SCHOOL

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Abstract

We are living in a society in which technological development has turned the world into a global world. Development of new technology has brought experimental implementation in government, business and education sector. The emergence of new technology particularly information and communication technology, has remarkable impact on people's culture ways to think and do the work .Overall result indicated that decision of adopting techniques were determine by the teacher and school management .This paper which is worthy in the broader modification debate in secondary school education, emphasizes on skills that can strengthen language acquisition and content knowledge for students Innovative teaching and learning methodology that is applicable.

Introduction:

As we advance in to the 21st century, we realize that technology has become an integral part of our everyday lives. Technological innovations have integrated in to every sphere of the society, redefining the way we conduct our daily activities. It changed the way we work, shop, interact, and also learn.

Today's technology can be used more creatively. It should not be only limited to the classroom walls, but something which should lead to innovative ways of learning the required skills. Innovative techniques need to be unique. Be it for continuously improve the existing practices or change the way to achieve the goals.

MEANING OF INNOVATION:

Innovation is a new idea and creative thoughts, new imaginations in forms of device or method. Innovation takes place through the provision of more effective products, processes, services, technologies or business models that are made available to markets, government and society. Innovation is generally considered to be the result of the process that brings together various brilliant ideas in such a way that they affect society.

According To Kanter, Innovation includes original invention and creative use and defines innovations as a generation, admission and realization of new ideas, products, services and processes.

Innovation techniques in education that helps to foster a creative mindset from an early age can play a vital role in transforming from low to high productivity.

"INNOVATION IS THE MEANT OF NEW IDEAS, THINGS, SERVICES AND PRACTICES WHICH ARE INTENDED TO BE USEFUL"

Innovation in education is an ongoing process and is needed every once in a while to keep things healthy and engaging for students as well as teachers……..Innovation are always needed because every problems need its solution, so it becomes the need from time to time discover something new and useful in education.

INNOVATION IS CREATING SOMETHING THAT OTHERS WANT:

Uchendu (2015), describe innovation as a process in which new programs or practices are put in place or injected in to the operation of a system to replace old or ineffective ones.

TYPES OF INNOVATION IN EDUCATION:

1. Content based innovation which includes introduction of new subjects with the revision of old subject in a new way.

2. Structure organized classrooms

3. Process is the combination of facilities and technologies used to deliver and provide service.

IMPORTANCE OF TECHNOLOGY IN EDUCATION:

Technology has the ability to enhance relationship between teachers and students. Technology helps to make teaching and learning more meaningful and fun. NOW THIS TIME, The education system in India is continuously adopting the educational technology format and discovering the joys of learning and India is the World's largest country where is k-12 education system has more than 260 million enrollments. Because Education System of India is increasingly adapting new technology to promote better learning.

Expansion of new technologies are unavoidable as that's the way the world's moving. Most of the schools have already implemented new ideas to educate and prepare the students for the future.

The main aim to adopting innovative techniques in schools to improve students' performance and School's growth.

FIVE INNOVATIVE TECHNOLOGIES WHICH WERE IMPLIMENTED IN 2018 BY SCHOOLS IN INDIA:

Education has become more interactive, purposeful and engaging while students explore concept such as ratio and proportion using motions and animation capture technology. Following are the innovations introduced in schools in the last five years that have the capability to transform the landscape of the education.

1. ***3D Printing:*** It is a favorable technology in education. Students can 3D prints almost everything i.e. lessons from Physics, Biology abstract concepts of Math's & Science can be envisioned through 3D printing courses as it makes learning fun, engaging and interactive.

2. ***Sign Language Translate:*** A sign language is a blessing for the millions of deaf students for whom everyday communication in school requires costly translator and tedious note writing.

A sign language translator is responsible for helping deaf or hearing-impaired individuals understand what is being said in a variety of situations. A translator must understand the subject matter so he or she can accurately translate what is being spoken in to sign language. The sign language translator is equipped with motion

sensing cameras and voice recognition that translate sign language into spoken words and spoken words in to text in real time.

1. ***Classroom Animations:*** This resource has been designed to help practitioners teach animation skills. It can be used to plan an animation project in the classroom or playroom. Through these children learn faster, even math's concepts are turned in to fun activities. This generation will nurture a love for maths like no others.

2. ***Educational Games:*** Kids loves to play rather than study. They put their maximum efforts in to gaming and crossing each level of the game becomes extremely important for them. Educational games are games that are designed to help people to learns about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play. Strategic games improve the functioning of brain. Gaming creates a dynamic that can inspire learners to develop skills and build an emotional connection to learning and subject matter.

REVIEW OF LITERATURE:

Sandholtz et al. (1997) worked on "TEACHING WITH TECHNOLOGY, CREATING STUDENT CENTERED CLASSROOM." They reported that there were positive changes in student's attitude. Their interest and motivation typically extended to the last week of the school and as school become involved working in computers, the time they spent on assignments and projects often increased. Student's interest and enthusiasm resulted in greater on task behavior and they were highly involved in their assignment and frequently able to work with little assistance. The project increased student's initiative as they worked beyond the requirements of their assignments and independently explored new applications and developed new skills. Student's experimentation and risk taking increased.

Jonassen et al. (1999), conducted study on "learning to solve problems with technology" they reporting that after analyzing applications of IT in various schools. These learning activities around several mind tools, which can be used by teachers to enable students to learn effectively. These are databases, semantic, network visualization tools, micro worlds, expert system and mental models.

Grabe (2001) stated that technology should facilitate meaningful learning in the classroom. Also it should engage the thinking, decision making, problem solving and reasoning behaviors of students.

CONCLUSION:

Technology took very important place in today's education. If we use technology in a proper manner then we get best output in student's teachers and school's growth. Teacher must use technology as a tool to make learning fun in their classroom. Innovation of technology in educations a systematic way of designing, implementing and evaluating the total learning and teaching. This paper which is worthy in the broader modification debate in secondary school education, emphasizes on skills that can strengthen language acquisition and content knowledge for students. Innovative teaching and learning methodology that is applicable.

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