
Teaching Through Media and Technology

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Teaching includes all the activities of providing education to others. Teaching is an art and science. It is a process of imparting knowledge and skills. To teach is to touch a life forever. A teacher takes a hand, opens a mind, and touches a heart. Teaching through media provides a useful platform for teaching. Media can be a component of active learning strategies, media could be a film clip, a song you hear on the radio, podcast of a lecture or newspaper. Teaching with technology can deepen student learning by supporting instructional objectives. In the classroom, technology can encompass all kinds of tools from low-tech pencil, paper, and chalkboard, to the use of presentation software, or high-tech tablets, online collaboration and conferencing tools. Online collaboration tools, such as those in Google Apps, Presentation software, Course management tools such as Canvas, Lecture-capture tools, such as Panopto etc. are few examples of technology used in the class room.

Key words: Google Apps, Presentation software, Canvas and Panopto.

Introduction

The person who provides education is called teacher. The teacher uses different method for giving best knowledge to his student's. He tries his best to make understand students. Teaching means interaction of teacher and students, they participate for their mutual benefits.

Many great teachers of world define teaching in different way and we can say that teaching is just to train the students so that they can stand on their own foot in society. Abbott and McMahon say: 'Teaching is helping other people to learn and has four main functions.

The teacher has to decide what students should learn, the teacher has to help the learners to learn, the teacher has to make sure that the students have learnt, and the teacher has to look after the welfare of her/ his students. As we list out in order of importance the three most important

abilities that teacher impart to students are cultivate thinking skills, stimulate interest in the subject, and motivate students to learn.

Of course, credentials, knowledge, critical thinking, and all other faculties of intelligence are important. However, a great teacher should be much more than credentials, experience and intelligence. She/he should be kind, compassionate empathetic, positive, a builder, bridges gaps and builds relationships, friendships with community.

You inspire and uncover hidden treasures, possibilities, talents and magic right before everyone's eyes. In the era of knowledge explosion, the two important tools that a teacher can make use in the class room activities are teaching through media and technology. According to Kothari commission (1964-66) "the destiny of India is being shaped in the four walls of her class room". The ICT integrated teaching learning can bring tremendous changes in the field of education.

Teaching through media

Media can be a component of active learning strategies in a group discussions or case studies. Media could be a film clip, a song you hear on the radio, podcast of a lecture or newspaper article. Students can also create their own media. For example, student video projects can be a powerful learning experience. Effective instruction builds bridges between students' knowledge and the learning objectives of the course. Using media engages students, aids student retention of knowledge, motivates interest in the subject matter, and illustrates the relevance of many concepts. Media – like all other teaching techniques – should be used judiciously in the learning process.

The dramatic growth of social media creates new opportunities for engaging students. These include social networking sites such as Facebook, My Space, LinkedIn, and Twitter along with blogs and wikis. The term media was first used to describe newspapers more than two centuries ago. Today media has many different connotations. For instance, there are mass media, print media, visual media and social media. While media can take on many different forms, the purpose of all media is universally the same – media is a channel of communication.

Media can be used in direct instruction, active learning teaching strategies and student projects. Existing media resources can be used within lectures to stimulate interest in and develop knowledge of the material being taught. Given the tremendous rate of technological change, instructors face an ongoing challenge in choosing the most effective media platform to reach their students. Instructors can also create their own media to effectively and efficiently convey knowledge.

Existing media resources can also be used to engage students and facilitate active learning strategies which promote deeper learning. Media provides a useful platform for teaching, cooperative learning and problem solving and for giving more interactive mode of demonstrations. Student-created media involves a high degree of engagement, promotes individual learning, social interaction and immersion, and is highly customizable and collaborative (Yowell and Rhoten, 2009). Student-created media provide an alternative or a

complement to traditional method, by doing a digital storytelling, project, personal reflection and communication by students, teaching can be promoted.

Media can be used in almost any discipline to enhance learning, both in class, and also for out-of-class assignments. Short film and television clips, written articles, and blog postings can be viewed to reinforce concepts and spark discussion. Research suggests that people learn abstract, new, and novel concepts more easily when they are presented in both verbal and visual form (Salomon, 1979). Other empirical research shows that visual media make concepts more accessible to a person than text media and help with later recall (Cowen, 1984).

In Willingham's (2009) research he point out that students remember everything that's on television and forget the lectures – because visual media helps students retain concepts and ideas. Bransford, Browning and Cocking (1999) also note the crucial role that media plays for creating learning environment. Media, such as movies, documentaries, television shows and music brings interactive learning like visualizations and student-enriched activities.

Advantages of Using Media

Many media sources (feature films, music videos, visualizations, news stories) have very high production quality capable of showcasing complex ideas in a short period of time. Media offers both cognitive and affective experiences. It can provoke discussion, an assessment of one's values, and an assessment of self if the scenes have strong emotional content. The uses of media sources help connect learners with events that are culturally relevant. News, stories can be used to connect theories taught in the classroom with real world events and policies. Popular media (films, music, YouTube) are a familiar medium to students that helps gain attention and maintain student interest in the theories and concepts under discussion. Students can hone their analytical skills by analyzing media using the theories and concepts they are studying. The use of media in the classroom enables students to see concepts and new examples. Students can experience worlds beyond their own, especially if the media is sharply different from their local environment.

How to introduce Media

Before learning the concept. Showing media before the discussion gives students an image to which they can compare the topics under discussion. This approach allows quick reference to easily recalled examples. Schwartz and Bransford (1998) show that demonstrations focused on contrasting cases help students achieve expert-like differentiation. In addition, Schwartz and Martin (2004) found that carefully-prepared demonstrations "help students generate the types of knowledge that are likely to help them learn" from subsequent lectures. After a brief introduction but before learning the concept.

This method provides students with a brief capsule of what the media is about and what to look for – helping to focus attention while watching the media. After learning the concept. Showing media after describing a theory or concept allows the instructor to use the scenes as a particular study. This approach helps students develop their analytical skills in applying what they are learning. Before and after. Repeating the media is especially helpful when trying to develop student understanding of complex topics.

Tips to use media

Start small- Find one movie, song, or news source and incorporate it into your class. Provide a clear link between what you want your students to learn and the media. Care must be taken provide the proper learning context. It takes time to integrate media effectively into a course. Use the subtitles feature for visual media. This is especially useful in focusing student attention on the words being said. Be prepared- Technology does not work hundred per cent of the time so have a backup plan. If the media equipment does not work, go to plan next and continue on with your class without missing a beat. Evaluate student understanding-you ask them to write a reaction in paper, take a quiz, or place questions on your exams that relate to the media content they will pay more attention and learn more in the process. Stay legal- View the copyright information on the cautions page. In addition to numerous advantages, there are also a number of cautions that faculty should keep in mind in utilizing media.

Using media requires a complete understanding of copyright law, an appreciation of the workload involved, and some skill in recognizing content that will enhance learning, instead of becoming a distraction. The instructor takes on the role of a facilitator who helps students interpret what they are listening to, reading or seeing. Media can also be pupil created. This approach helps the student to step into the role of the teacher and create content that will engage learners and help them to master concepts.

Teaching with technology

Teaching with technology can deepen student learning by supporting instructional objectives. In the classroom, technology can encompass all kinds of tools from low-tech pencil, paper, and chalkboard, to the use of presentation software, or high-tech tablets, online collaboration and conferencing tools, and more. The newest technologies allow us to try things in physical and virtual classrooms that were not possible before. What you use depends fundamentally on what you are trying to accomplish.

Few examples of Technology: Online collaboration tools, such as those in Google Apps, allows students and instructors to share documents online, edit them in real time and project them on a screen. Tablets can be linked to computers, projectors and the cloud so that students and instructors can communicate through text, drawings and diagrams.

Course management tools such as Canvas allow instructors to organize all the resources students need for a class (e.g. syllabi, assignments, readings, online quizzes), provide valuable grading tools, and create spaces for discussion, document sharing, and video and audio commentary. Clickers and smartphones are a quick and easy way to survey students during class. This is great for instant polling, which can quickly assess students' understanding and help instructors adjust pace and content.

Lecture-capture tools, such as Panopto, allow instructors to record lectures directly from their computer, without elaborate or additional classroom equipment, as educators we strive for students to engage with our subject beyond a superficial level. There are many ways in which technology can be used in the classroom to engage students and facilitate exciting, engaging and interesting lessons. Allowing the use of technology in the classroom has freed from the lesson-

plan shackles. However, allowing the freedom to search and discover the subject through technology has fostered a love for the subject. Filming a peer assessment or recording a group discussion and uploading to Audio Book is yet another way of engaging students.

Use Technology as a Topic for a Writing Assignment

Create a class webpage

Class webpage can be anything from a basic site where you post announcements (think “online bulletin board”) to a much more elaborate one that includes class photos, a class blog, downloadable materials, and your own domain name. Enjoy Webs.com (<http://www.webs.com/>), which offers both free and premium service packages.

Use an online grading system

Sites like MyGradebook.com (<http://www.mygradebook.com>) offer the opportunity to track grades, record attendance and seating charts, and compile reports on student progress, do an email exchange: Have your students exchange emails with students in another school, city, state, or country – especially valuable if both sets of students are studying the same material. Give multimedia presentations: Given up a traditional lecture by using a PowerPoint presentation that incorporates photographs, diagrams, sound effects, music, or video clips.

Have your students work together to create a wiki on a topic they are studying. They will need to correct each other’s work and collaborate in order to make it a success. Create a Podcast. There are thousands of podcasts available on the Web. Search for ones that meet your students’ needs. Have students create their own podcasts to document their progress through the year or discuss their ideas on a variety of issues pertaining to the course. According to your skill level, integrating technology in the classroom offers the chance to increase student interest and teach valuable professional skills – and have some fun.

Conclusion

Teaching with media and technology enhances the transfer of learning. Media can be used in direct instruction, active learning teaching strategies and student projects. Existing media resources can be used within lectures to stimulate interest in and develop knowledge of the material being taught.

The phrase “teaching with technology” may conjure up a variety of different images depending on our own experiences as instructors, students, or even conference attendees. It might be using PowerPoint, podcasting lectures, web designing, Web-based interactive learning modules and simulations to teach skills and concepts. The tool itself is a starting point to make the teaching more likely to be effective and appropriate. If it is integrated into a careful planning process that make magic in teaching and learning.

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