

Contemporary Teaching learning Technology in Education: An Overview

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ABSTRACT -Contemporary educational technology plays both the cause and effect of the development of technology in the area of education. New technology of education gives birth to a new type of education system and the new education system produces an opportunity for the creation of new types of technology. In this era of explosion of knowledge many methods of acquiring knowledge have developed. The use of these methods can make the procedure of knowledge acquisition more effective, simple and easy. These methods and techniques keep the learner in an active role and place the teacher in the character of director, tutor or facilitator. In this the teaching-learning process is student-centered. Modern teaching-learning techniques are better in a diversified classroom situation and for adapted learning. Through these techniques the insertion of the learner and the reach of the masses have been possible. In this research paper the same contemporary teaching learning methods, teaching techniques and teaching tools/applications have been discussed.

Key Words: Contemporary, Teaching-Learning, Teaching Techniques, Teaching Methods, Learning Tools and Applications.

INTRODUCTION

Teaching is a complex and ethical process. It takes place in the social and cultural environment. It is the interaction between the teacher & the student. The expected modification in the behaviour of a person through direct and indirect experience is called learning. Both teaching and learning together perform a purposeful function which is called education. Education is a constantly developing process which requires variations from time to time. As a consequence of changes in knowledge and science there is a change in technology. This technology transfers its previous technology. All the three important aspects of education such as teaching, learning and curriculum are also affected by this technological change. The basic motive of the teaching-learning process is to present the subject knowledge or curriculum to the students in an interesting and effective manner. It is necessary and indispensable to include contemporary technology in this process. At present day's modern teaching methods are very useful in the context of educating the mass and integrating education. After Covid-19 the format of teaching learning has completely changed. It has shifted education from formal to informal and nonformal. The nature of hardware and software approaches related to teaching learning has completely changed. Its turn into digital and online learning. A variety of teaching-learning methods, teaching techniques and teaching applications/tools are being used in the field of education. All of these are helping students to expand, experience, collaborate and explore their learning. By counteracting the differentiating factors of age, class, interest, attitude, aptitude, domicile, gender, caste and socio-economic level this technology is providing students with the opportunity to learn personalize and at their own pace. Further in study we will discuss these teaching-learning methods, applications & Tools and tips will be discussed in detail.

CONTEMPORARY METHODS TEACHING - LEARNING METHODS -

1. Flipped classroom :- Flipped classroom is a new approach in the arena of education. In this lecture materials and presentations are shared by teachers for learner to view/read at home or outside the classroom. It offers opportunity for active learning during regular classroom time. Flexible environment, learning culture, intentional content sharing and professional teachers are the four essential elements of flipped learning. In this both teachers and students actively use the classroom environment successfully. Flipped classrooms improve the student's retention, skills of thinking and motivation as associated to traditional lecture methods.

2. Blended learning :- Blended learning or hybrid learning is also known as technology-mediated instruction or web-augmented instruction. It is an ground-breaking slant of education where online educational activities combine with traditional classroom teaching. Blended learning requires the physical presence of both the teacher and students. It has few elements of student control over time, place, path & speed. It is used in the field of skill development and training. Various researchers have found that student achievement is higher in blended learning experiences than online or fully face-to-face learning experiences. One aspect of hybrid learning is that some students attend the class physically and others join the class virtually from home.

3. Collaborative learning :- Collaborative learning is a way in which more than two people try to learn something calm. It is the opposite of individual learning. People engaged in collaborative learning take advantage of each other's resources, abilities and skills. It involves sharing information with each other, accepting or evaluating their ideas and monitoring each other work. The model of collaborative learning shows that knowledge can be shaped inside a classroom. Here all the members actively participate and play different roles to share their knowledge and experiences. Collaborative learning restores the traditional student-teacher relationship in the classroom. These include web-based discussions with face-to-face interactions. Collaborative learning actions may include collaborative writing, group projects, joint problem solving, debates, study teams and other activities. Collaborative learning processes are evaluated on the basis of conversation analysis and statistical discourse analysis.

4. Experiential learning :- Experiential learning is an experience-based learning process. Usually, the any experience comes deep in the mind so it helps in remembering information. It can also be named learning by thinking. Hands-on learning is considered to be the form of experiential learning. Experiential learning is different from traditional learning that involves rote or memorization. In this method the learner performs an active role. Its nature is different from other forms of active learning such as action learning, adventure learning, free-choice learning, cooperative learning, service-learning and situational learning. Experiential learning is also called experiential education. Experiential learning adopts a practical way of learning. In this the teacher sits in the classroom and talks about more than just imparting and transferring his knowledge to the students. It moulds learning into an experience that goes beyond the classroom and tries to create an opportunity for learning.

5. Cooperative Learning:- Cooperative learning is a teaching method in which small teams are formed first. Each team consists of students with diverse levels of ability, ability and ability. Different kinds of learning activities are done to strengthen the understanding of a concept. Each member of the team is also responsible for learning what has been taught and helping teammates learn. All the students work on the assignment until all have successfully understood and completed it. The result of cooperative efforts is for the mutual benefit of all the participants.

6. Competency-based learning:- Competency-based learning also known as competency-based education. It is basically a framework for the assessment of teaching and learning. In this, education is given relative to the pre-determined criteria. Therefore competency-based learning is sometimes offered as an alternative to the traditional methods of assessment in education. In this method all student has to gain proficiency while learning in an absolute manner.

7. Problem-Based learning:- Problem-Based Learning is a teaching learning method that aims to help students solve an open-ended problem. It is useful for each subject. Problem-based learning is abbreviated as PBL. This tutorial process often involves working in small groups of learners. Each student plays a role inside the group. This role can be formal or informal and changes frequently. In this procedure the character of the teacher is to formulate learning easier by supporting, facilitating, guiding and monitoring the learning process. The drive of the teacher is to build confidence in the student by motivating them to solve problems in addition to improve their understanding.

8. Inquiry-based learning:- Inquiry based learning is a form of active learning. It starts with asking questions, initiating, highlighting problems or creating scenarios. This is in contrast to traditional education. In inquiry-based education the teacher is in the role of a facilitator or mentor rather than a lecturer. Students identify issues and questions to develop problem-solving with inquisitive knowledge. The purpose of inquiry-based education is primarily concerned with the development and practice of thinking, understanding, reasoning, analysing and problem-solving skills.

9. Differentiated Instruction :- Differentiated Instruction also known as Differentiated Learning / Education. It is an approach to effective teaching. In this method all of the students have to decide different paths to attain the content and process it. After acquire the knowledge they understand those ideas and apply that new information. For this the different methods of teaching material and assessment are also be developed. With this the students can learn effectively and in the best mean contempt differences in their abilities. Differentiated classes are also described as responding to the diversity in the level of readiness of the students, interests, abilities, attitudes and learning framework. All students can participate in such classes and all of them are expected to succeed. In this the different expectations are set by the teacher for the completion of the tasks of the students. It is an organized and flexible way to accommodate the learning needs and preferences of each child and to actively adjust the teaching-learning process.

10. Project-based learning:- Project-based learning is a modern teaching method. It uses a dynamic classroom approach. In this method the students gain deep knowledge through active learning on real-world problems and issues. In this, students investigate a

difficult question, challenge, issue or problem and answer it accordingly. They work for it for a long time and acquire about a particular episode. There is a coordination of active learning and inquiry-based learning. Thus, this project-based learning is different from traditional paper-based and rote teacher- centred learning.

11. Virtual and Logic Reality:- Virtual and Logic Reality Learning Digital technologies like these are constantly changing the paradigm of education. It has also entered the field of education. In modern times the concepts and processes need to be learned comprehensively. With AR and VR technology students can understand complex concepts and processes on 3D models in a virtual environment without having to perform real models.

12. Simulated Learning:- Simulation learning is a method that a participant can use to teach course concepts and skills. The main role of this method is in the field of training. It also gives chance to students to apply their knowledge, ideas and skills in a real-environment practice. Simulation is a special term that can be understood as an artificial representation of the real-situation procedure to attain educational goals through experiential learning. Simulation tools work as an alternative to the real classroom. Here trainees can make mistakes and learn without disturbing anyone. Simulation gives trainees the opportunity to develop the necessary skills through trial-error in a safe & controlled setting before practicing in real situation. This type of learning is already being used in areas like aviation, healthcare and military. Nowadays it is being applied in many other fields including education.

13. Immersive learning:- Immersive learning is a teaching learning method in which students are immersed in virtual dialogue. In these methods the feeling of presence is used as evidence of immersion. Virtual dialogue can be generated in two ways. The first is the use of virtual techniques and the second is through a story like reading a book. Most of the immersive learning activities are supported through virtual tools. It also includes Augmented Reality (AR), Virtual Reality (VR) and Virtual Learning Environment (VLE). Immersive VR refers to those occasions where the participants feel like being in a virtual space. The Textual Immersion is used to describe Cognitive Immersion. Under the Cognitive Immersion everyone has a so-called daydream and imagines themselves to actually be in the story and become a hero. It refers to being lost in the story participating in it and being drawn into it by imagining, literature and other media engagements such as film. Immersion is also considered as an experience where more of reality creates the world. It is structured by the participant's own cognition.

CONTEMPORARY TEACHING LEARNING TECHNIQUES -

1. Mind Mapping:- Mind mapping is an innovative teaching technique. It was first developed by Tony Buzan in the year 1960. Mind map is used as an effective technique of teaching and learning. The mind map draws a connexion between the concept and idea. Frequently the concepts shown in the box are associated with words or word pairs that explain the connection between the idea. Through this the students get clear information and find new relationships to understand them. So, the students have to organize and structure their ideas better. By this technique the students are able to remember the information for a long time. In this way the mind map helps in learning better and achieving higher goals.

2. Gamification:- Game design techniques are used for non-game experiences to learn more effectively through gamification. It is a new way of learning by doing. It creates an attractive environment for teaching and learning. First of all, it has to design gamification based on the concepts of learning theory such as behavioural, gestalts, cognitive and constructivist which makes it more effective. With the frequent development of modern technologies like game thinking and game mechanics attract learners, teachers, parents and academics to solve problems through new ways of learning. It is rapidly evolving as an innovative, interesting and innovative teaching approach in the ground of education at present. It is an exclusive teaching-learning method developed in the area of education and training. It aims to motivate students to advance the learning process by educational games, game design tailored to the learning environment and the submission of game elements.

3. Brainstorming:- Brainstorming is a funny and effective way of teaching. Students can be involved in this and they should motivate to participate. There are various means to do brainstorming techniques in the classroom. In this the teacher launches a topic for discussion to the whole class and every student has to give at least one idea. The condition is that the students can tell their ideas when they are fully persuaded. But this is expected to lead to inequality in participation. The class can also be split into small groups. Each group can discuss and present their ideas after a fixed time.

4. Think-Pair-Share:- Think-Pair-Share is an innovative collaborative learning strategy. It was first explained in year 1987 by Frank Lyman an instructor at the University of Maryland. It can be used to help students form personal ideas & opinions and discuss & share it with others in the group. It can be used before reading or teaching a concept. It works better in small groups or a limited classroom. The think-pair-share technique is often used to build fluency with learners. In this the learners are asked to provide examples and extensions of processes.

5. Role-play:- Role-playing is an operative way to actively engage students. First of all, they can be given a topic to study. They then have to perform a particular part with each student in the group. For this they are asked to prepare a role-play and present it to

the class. This allows students to recognise the situation along with the subject. This strategy also makes students aware of the various real-world aspects associated with the content of the course.

6. Case Study:- A case study compiles real-life activities. In this the principles are put to practical use. It is a challenging task to find a case that is related to or fit to the classroom curriculum. In this practise the case material can be provided by the teacher to the students. sometimes the students are left free to find and develop it. Whenever case material is provided, the students are expected to read, understand and be prepared to answer about various aspects related to the case. Whensoever students are expected to develop a case the teacher's workload increases significantly. Here a skilled teacher is expected to guide the discussion keeping in mind the goal of the case.

7. Instructional Scaffolding:- In instructional scaffolding all the students are supported by the teacher /instructor in the entire process of learning. it is an additional support given by the teacher. Probably this support is given to almost every student. The nature of this instructional technique is student- centric and in it make learning better and easier than teacher-centred learning. When students are taught a concept or skill for the first time the instructional scaffolding means supports learning better. These supports can include resources, interesting tasks, prompts, templates and guides. Guidance used in the acquaint of cognitive and social skills is also included. Instructional scaffolding is used in modelling, advising, instructing and coaching a task. As students grow their self-learning strategies the support used is removed. In this way the students are able to increase their knowledge, learning and skills on all three domains- cognitive, affective and psychomotor. Here the learning progression goes to a higher level of learning than additional common teaching tactics.

8. Jigsaw Technique: – This technique is very useful in drawing the attention of every student towards a particular topic. Under this the many teams are formed in the class. In this every group is prepared. Different but similar topics/skills are given to learn. When all students complete their topics/skills then the clusters are designed in such a way that every new group has a member of all the previous groups. Now the students have to teach all the people of the new group everything that they have learned in the previous team. In this way, every student is meditative and prompt while learning a particular topic / skill because they have to teach the same thing to other members of their new team.

9. Micro-learning: - Micro learning is a set of compact e-learning modules that are designed for the learner's fatigueless learning. These modules can be educational, skill-based or professional. It is usually planned for less than 20 minutes. Only one learning objective or topic is kept here. In other words, the microlearning is recognized as a knowledge technique in which small lessons are presented to the learners to process. Microlearning is considered good in work-based learning. This method also reduces the cognitive load on the learner. This technique is useful in overcoming the challenges related to slow learners.

10. Spaced Repetition:- Spaced repetition is a modern technique of evidence-based learning. In this procedure the learning is done through flashcards. In this scheme new, important and additional difficult flashcards are shown again and again. While old, unimportant and fewer difficult flashcards are shown less often. In this system the psychological arrangement effect is taken advantage. It has been proven in various researches that the use of spaced repetition increases the speed of learning. Spaced repetition gives better results in cases where the learner has to learn many things and always remember them. Many spaced repetition software programs have been created to help in the learning process.

CONTEMPORARY TEACHING LEARNING APPLICATIONS AND TOOLS-

1. Google Classroom:- Google Classroom is a welcome blended learning platform settled by the Google company for educational institutions. Its motives are to make assignments, distribute it and make grading easy based on its evaluation. The main aims of Google Classroom is to make the process of sharing platform between teachers and students easier. Google Classroom uses a variety of proprietary user applications (Google Applications for Education) for the purpose of managing the communication of student and teacher. Students can be invited to join the class through private/Special codes. It can also be automatically imported from the school domain. Here each class creates a separate folder in its user's Google Drive. Here the student submits his work to be received by their teacher. The teacher monitors the improvement of each student by reviewing the revision history of the document. After providing the assessment and grading the teacher returns the work with comments and grades.

2. Interactive Whiteboard:- Interactive whiteboard, also known by various nouns such as interactive board, interactive display, interactive digital board or smart board, etc. It can be like a standalone touchscreen computer in the first place, which is used separately to work and operate. Second, it can similarly be a connecting device that is used as a touchpad to regulate the computer from the projector. They are used in a variability of places. It is useful in classrooms of all levels of study, corporate board rooms and work groups. It is also useful in training rooms, broadcasting studios and other places for professional sports coaching.

3. Zoom Workplace: - Zoom Workplace is commonly known as Zoom. It is written in lowercase with all letters. It is developed by Zoom Communications. It is a proprietary videotelephony software program. Its free plan allows up to 100 participants

simultaneously with a time limit of 40 minutes. Its users can upgrade through subscribing to a paid plan. The highest plan supports up to 1,000 participants simultaneously for meetings that last up to 30 hours.

4. Chat GPT: - Chat GPT is a generative AI chatbot settled by OpenAI. It was released on 30 November 2022. This product uses huge language models. It is specifically designed as Generative Pre-Trained Transformers (GPTs) to generate text, speech and images in reply to user prompts. ChatGPT has significantly accelerated the AI boom. OpenAI operates this service on a freemium model. Operators can interact with ChatGPT through text, audio and image prompts.

5. Kahoot: - Kahoot is a Norwegian online game-based learning platform. It has learning games known as "kahoot". It has multiple-choice quizzes created for the user. They can be accessed over a web browser or the Kahoot! app. It was started in year 2006 but was used a lot during the COVID-19 pandemic in 2020. It helps in learning the English language.

6. PM e-Vidya App: - PM e-Vidya is a unified mobile application. It was launched via the Ministry of Education, Government of India for students, teachers and parents. By this they are given multi-mode access to digital, online and on-air education. Through this app they get access to about 200 DTH TV channels. Through these channels, "One Class- One Channel" is telecast in many regional languages for classes 1 to 12. It provides an integrated platform that connects access to national educational portals like DIKSHA, SWAYAM and SWAYAM Prabha. It also connects its users to educational broadcasts through All India Radio and Community Radio stations. It gives video and text material in dozens of Indian languages. It also offers exclusive e-content designed for children with special needs (CWSN/Divyang) for educational inclusion.

7. E-Pathshala App: - E-Pathshala is a well-known portal/app jointly developed by CIET and NCERT. It was first started by CIET and NCERT together with the accommodation the Ministry of Human Resource Development. It was launched in November 2015. It congregation's educational resources for teachers, students, parents, researchers, trainers and educators. It can be retrieved on the web. It is also available on Google Play Store, App Store and Windows. Its content is available in English, Hindi and Urdu languages. This platform offers a diversity of educational resources. It has NCERT textbooks for class 1 to class 12. It also has NCERT's audio-visual & periodicals resources, supplements, study materials, teacher training modules. There are many other printed & non-printed materials available. Users can download these materials for offline practise beyond the download limit and without any interruption. This app also supports a flip book set-up to provide a more accurate experience. E-Pathshala is accessible through QR codes for chapter-specific resources in its official website, iOS android apps and NCERT books. Here students can access e-books and audio & video tutorials. Students also can track their study progress. Students can bookmark chapters during learning. The platform also provides access to other digital resources, workshops, competitions and exhibitions related to education.

8. DIKSHA App: - Diksha App is a national digital education platform of the Government of India. It has been established to provide digital content related to school education to teachers, students and parents. The extended name of the Diksha App is 'Digital Infrastructure for Knowledge Sharing'. It has been designed for school and college of the country and for students, teachers, trainees and their parents. It was launched on 5 September 2017. It has also been declared as "One Nation One Digital Platform" under the PM e-Vidya scheme. The Diksha app is very useful for teachers. Regularly teachers get lesson plans, worksheets, teaching activities and online training courses through this app. A certificate is also received for completing the training competently. Students can easily get videos, quizzes and additional learning materials related to it by scanning the QR code given in the textbooks. It also helps parents to learn the dimensions related to children's studies and school activities. This app currently supports more than 36 Indian languages.

9. NISHTHA App: - It is an application that is a national learning platform of the Government of India to increase the skills and capacity of teachers and school principals. The name of the NISHTHA app in an extension word is 'National Initiative for School Heads and Teachers Holistic Advancement' (NISHTHA). This app is operated by NCERT and the Ministry of Education through the DIKSHA portal. Its main objective is to advance the eminence of school education. For this, teachers are introduced to new teaching-learning techniques, explain the methods of evaluation and teach teaching affording to the requirements of children. Under its app, various online courses for instance FLN, ECCE and Nano courses are accessible for pre-primary, primary and secondary level teachers.

10. SWAYAM Portal: - This portal is an online teaching learning platform launched by the Ministry of Education under Government of India. Its full name is "Study Webs of Active-Learning for Young Aspiring Minds." Courses from class 9th to postgraduate level are available for free on this portal. Its curricula have been prepared by renowned professors from reputed institutions like IIT, NCERT, CIET, IGNOU, IIM and UGC. Through this portal, the students also receive an official certificate after completing a course and passing the corresponding examination. There is a nominal examination fee for the certificate. Here courses of various fields like science, arts, education, medical, engineering, law and management are available.

DISCUSSION

Contemporary educational technology made the teaching-learning process effective. Due to this the learning procedure becomes simple and comprehensible. In the present time the knowledge of these techniques becomes necessary for the wide access and inclusion of education. These techniques are very helpful for students to learn personally and on their own way. Changes in modern information and communication technology cause changes in the scopes of education. These technologies bring about a massive change in the area of education and these changes give rise to a new technology. In the present time education has become student-centred. Due to these all-educational activities are being developed in the interest and regards of the student. The traditional teaching-learning techniques have their limitations and reach of education through them is limited. As an alternative these modern teaching-learning methods are being adopted. Through the Internet and Artificial Intelligence both teaching and learning have become interesting and effective.

Talking about the teaching methods the flipped classroom combines traditional and modern teaching methods. Over blended learning there is an opportunity to learn both online and offline. It is natural that learning will be meaningful and effective. While on the one hand all students learn by helping each other through collaborative learning and the other hand, they are able to gain real experience through experiential learning. By the cooperative learning method all students learn by helping each other through the learning by doing principle. Competency-based learning works effectively in the development and enhancement of individual ability and helps in increasing divergent thinking, reasoning and analytical power by problem solving method. Keeping in mind the cognitive load the inquiry-based learning is very important where students are able to get the opportunity to learn according to their curiosity. Taking into mind individual variations the differentiated instruction is useful where the interests, inclinations, attitudes and aptitudes of all the students are respected. It can be an effective way of educational inclusion. The project method is useful to a great extent to make knowledge permanent and comprehensive. Augmented and virtual reality are proving to be very useful model for explaining procedural and complex concepts and for experiential learning. The simulation method is providing good work and results for developing values and learning skills. Its use is very effective in the field of training. Through immersive learning the imagination and retention are developed which leads to the development of abstract thinking and creativity.

Teaching techniques are useful to make the learning process interesting. By mind mapping it is possible to gain new knowledge by finding the thoughtful and relationship of patterns. By gamification the curriculum is made fun by connecting it with games so that the child learns easily. Through brain streaming the brain of the students is exercised. With this the students learn divergent thinking and problem-solving methods. By exchanging ideas and understanding through the Think Pair Share technique the students are able to make their knowledge permanent and develop understanding. By the role-playing participant are able to gain knowledge of human values and emotions. Through case studies the students go to the bottom/depth of various aspects of an event, person or place through deep exploration, reflection and contemplation. When there is a problem in acquiring knowledge, the teacher provides additional help or hints through instructional scaffolding. Jigsaw is an evolving form of group discussion. Through this one is able to get a prospect to share their understanding and experiences. By adopting the technology of micro learning, the curriculum is broken down into appropriate sections to make learning interesting. Specialized repetition helps in enhancing and retain memory power in students.

Tools and applications that help in modern learning help in learning. The teacher is virtually connected with the students through Google Classroom. The interactive white board helps in teaching the concepts. It is easy to write and erase both on it. On the one hand it is easy and easy to conduct online classes and participate in meetings through the Zoom Workplace app, on the other hand Chat GPT helps students to satisfy their curiosities. Learning of the English language is got easy through the Kahoot app. By the PM e-Vidya app access to various online channels and portals develops. Through the e-Pathshala app the students and parents get access to the e-library of various education boards. The Diksha app also provides the facility to read various courses and get certificates. The Nishtha app is useful in providing modern training to teachers and school heads and in enhancing their efficiency. Through the Swayam app there is a golden opportunity for professional development along with knowledge acquisition in higher education.

EDUCATIONAL IMPLICATIONS

- The integration of modern technologies has established the role of the teacher as a guide, coordinator, facilitator and mentor.
- These technologies allow students to actively learn through hands-on experiments using simulators and virtual labs.
- Open access to digital libraries and online resources empowers students to become self-directed and lifelong learners.
- Artificial intelligence analyses student's performance in real time and customizing the content, pace & difficulty level according to their learning speed.
- Advanced machines and assistive technologies make education easier and accessible for students with special needs and physical disabilities. This advances inclusive education.

- Models like flipped classrooms and blended learning provide students with flexible learning models. This allows them to understand new topics at their personal pace, enabling them to participate more effectively in group discussions.
- Automated tools and Google Classroom provide teachers with instant updates on student's progress. This enables real-time data analytics which motivates students.
- Instead of stressful final exams the students are now assessed continuously and formatively through interactive quizzes, digital portfolios and game-based approaches.
- Virtual and augmented reality allow students to conduct complex science experiments and practice other complicated processes in a safe situation.
- Game elements upsurge student engagement and digital tools benefit them collaborate with students around the world on international schemes.

CONCLUSION

In the era of explosion of modern knowledge, education is the only means that can do the welfare of the world. These innovative teaching-learning techniques should be adopted to keep in mind the 'all read all increase' tactic and to include education. Contemporary technology should be used beyond the traditional rote and chalk and talk method. These methods are helpful in developing the reasoning, understanding, experience, memory, retention, creativity, problem solving and scientific thinking of the students. The use of these techniques not only makes the well-being of the students possible but also the teaching work of the teachers is effective. Therefore, contemporary educational techniques are worth adopting.

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