

VEER NARMAD SOUTH GUJARAT UNIVERSITY

M.Ed.

Optional Group - 3 :

Paper - I : Educational Technology

Objectives

The Student teacher will be able to :

1. Understand about the meaning, concept, nature, scope and significance of E.T. (Educational Technology) and its components in terms of Hardware and Software.
2. Acquaint with the innovations in E.T. and to know the use of E.T. in improving the education system.
3. Acquaint with the researches conducted in the area of E.T. in India.
4. Distinguish between communication and instruction so that they can develop and design a sound instructional system.
5. Understand about the three types of Programs and steps in the development of Programmed Instructional Materials.
6. Explain the application of E.T. in teacher education and have basic understanding of teaching levels, strategies and models.
7. Explain about the role of teacher as a manager and understand management of E.T.
8. Understand role of computer in instruction along with the concepts related with internet.

Syllabus

UNIT -1 :

(A) : EDUCATIONAL TECHNOLOGY (E. T.)

1. E. T. : Meaning, Concept, Nature, Scope and Significance
2. E. T. : Components : Hardware & Software
3. E. T. to improve formal, Non-formal and Informal education
4. Innovations in E. T. : Videotapes, Tele- conferencing INSET, Educational implications and problems of new technologies.
5. Activities of E.T. resource centres : CIET, State E.T. cells, AVRC and EMRC.

(B) : RESEARCHES IN EDUCATIONAL TECHNOLOGY

1. Researches conducted in the area of E. T. In India.
2. Future priorities in Educational Technology.

UNIT - 2 :

(A) : COMMUNICATION, TEACHING AND INSTRUCTION.

1. Concept and means of communication
2. Factors affecting classroom communication
3. Comparison between teaching and instruction
4. Designing instructional system : formulation of objectives & task analysis
5. Designing of instructional strategies such as lecture, team teaching, discussion, seminar and tutorials.

(B) : PROGRAMMED INSTRUCTION

1. Basic Principles of Programmed instruction
2. Origin and types : Linear, Branching and mathematics model-characteristics & limitations
3. Steps in the development of Programmed Instructional Materials : Behaviour specification, content analysis, writing frames, tryout, editing and validation.
4. Orientation to self learning material preparation

UNIT - 3 :

(A) : EDUCATIONAL TECHNOLOGY IN TEACHER EDUCATION

1. Micro- teaching : meaning & scope
2. Principles of Micro- teaching
3. Feedback in Micro- teaching
4. Simulation in Micro- teaching
5. Development of teaching skills

(B) : TEACHING LEVELS AND STRATEGIES

1. Reflective levels of teaching
2. Teaching Strategies : meaning, nature, functions and types.

UNIT - 4 :

(A) : MANAGEMENT OF EDUCATIONAL TECHNOLOGY & TEACHING MODELS

1. Application of systems approach in improving the effectiveness of instruction
2. Planning for managing teaching -Learning process
3. Organizing for managing teaching -Learning process
4. Leading for managing teaching -Learning process
5. Controlling for managing teaching -Learning process

(B) : TEACHING MODELS AND COMPUTER ASSISTED INSTRUCTION

1. Models of Teaching : meaning, nature, functions and types (concept attainment and advanced organizer model)
2. Application of computers in instruction, learning and testing.
3. Characteristics of computer assisted instruction (CAI)
4. Concept related with internet : world wide web (www), intranet, search engine, browsing, e-mail and teleconferencing.

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Optional Group - 3 :

Paper - II : Innovations and Change in Education

Objectives

1. To acquaint a student teacher with the meaning, concept and need of innovations and change in Education.
2. To Enable a student teacher to understand the characteristics of innovative teacher in education.
3. To make aware a student teacher of innovations in various educational fields.
4. To enable a student teacher to understand the stages of innovation
5. To acquaint a student teacher with the innovative areas in secondary and higher secondary schools.
6. To acquaint a student teacher with innovative practices.
7. To enable a student teacher to understand the foundations and process of change.

Syllabus

UNIT -1 : INNOVATION : DEFINITION AND CONCEPT.

1. Meaning, concept and need of Innovations in Education
 1. Definition of Innovation
 2. Meaning of Innovation
 3. Concept of Innovation
 4. Need of Innovation in Education
2. The stages of Innovation
 1. Knowledge stage
 2. Persuasion stage
 3. Decision stage
 4. Implementation stage
 5. Confirmation stage
 6. Diffusion of innovations
3. The characteristics of Innovative teacher in education.
4. Barriers to educational Innovations

UNIT -2 : INNOVATION IN DIFFERENT AREAS OF EDUCATION :

1. Innovation in curriculum
2. Innovation in educational administration
3. Innovation in educational evaluation

4. Innovation in educational technology
5. Innovation in teacher education
6. Innovation in inservice training programme

Innovation in schooling

1. Progressive school
2. Freedom in learning situation
3. Open education
4. Competency based teacher education
5. De-Schooling society

UNIT - 3 : EDUCATIONAL CHANGE

(A) THE FOUNDATIONS OF CHANGE :

1. The need of Change
2. The concept of educational change
3. Characteristics of educational change.
4. The planned change

(B) THE PROCESS OF CHANGE :

1. Adoption time
2. Adoption & rejection
3. Stages

(C) THE AGENTS OF CHANGE :

1. Teachers
2. Science and Technology
3. Mass- Media
4. Social revolution
5. Economic factors
6. Value system

(D) EDUCATION AND SOCIAL CHANGE

(E) SOCIAL CHANGE AND LEADERSHIP

(F) FUNCTIONS OF ERIC (EDUCATIONAL RESEARCH AND INNOVATION COMMITTEE)

(G) SUGGESTIONS FOR THE PROMOTION OF INNOVATIVENESS IN STUDENTS

UNIT - 4 : INNOVATION : STRATEGIES AND PRACTICES.

1. Innovative areas in secondary- higher secondary schools
 - (a) Curriculum :
 - Population Education
 - Environmental Education
 - Sex Education

- (b) Instruction :
 - Self learning programme
 - Open School
 - Open University
- 2. Innovative Practices :
 - Principles underlying self - learning materials
 - Individualization and self- learning materials
 - Education for all
 - Education through television and Radio
 - Use of computer in Education
 - Simulation and gaming
 - Examination reform in Education

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