

2.3.4 - ICT support is used by students in various learning situations

- 1. Understanding theory courses:
- a) Course content:

https://www.grtcoe.com/pdf/Course%20Materials/course%201%20Childhood%20and%20growing%20up.pdf

- b) Learning Management Systems (LMS): https://www.grtcoe.com/lms.html
- c) Google Classroom: https://classroom.google.com/w/Nzc3NzAwNjE5NzI2/t/all
- d) Recorded lectures: https://www.youtube.com/@GRTCollegeofEducation
- **e) Quizzes:** https://docs.google.com/forms/d/1jNALROQ6KfXEnRYvKcY16VMgDAW-tvCCY0pc5M89nuc/edit
- f) Online Resources: Access to e-books
- g) British Council Library: https://library.britishcouncil.org.in/cgi-bin/koha/opac-user.pl
- ii) DELNET: https://www.delnet.in/
- h) Educational videos: https://www.youtube.com/@GRTCollegeofEducation
- i) MOOC:

https://www.edx.org/search?tab=course&hs_analytics_source=referrals&utm_source=mooc.org&utm_medium=referral&utm_campaign=mooc-cta&hs-referral=mooc.org&hsCtaTracking=8c061ca4-7805-45f0-96e7-d92b0415d98b%7C3502957c-ca33-46a0-aa98-13545ddc8359&page=1

- j) NPTEL: https://swayam.gov.in/explorer
- k) Interactive Whiteboards and Smart Classrooms: Enhance engagement and comprehension through interactive visuals: https://www.grtcoe.com/facilities.html
- l) Course material: https://www.tnteu.ac.in/study_material.php

2. Practice teaching

- a) e-lesson plan: https://www.grtcoe.com/images/2.3.4-Lesson-Plan.pdf
- b) Digital classrooms: https://classroom.google.com/w/Nzc3NzAwNjE5NzI2/t/all
- **c) Video Recording Tools:** For recording teaching sessions for self-evaluation or mentor feedback.
- **d) Virtual Classrooms:** Platforms like Zoom or Google Meet for conducting online mock teaching.
- e) **Teaching Aids:** Use of PowerPoint and other multimedia tools to enhance lesson delivery.
- **f**) **Assessment Tools:** Online quizzes and polls (e.g., Kahoot, Quizizz) to assess student understanding.

3. Internship

- a) School Books: https://tnschools.gov.in/scert?lang=en
- **b) Digital Portfolios:** Platforms like Google Sites for documenting experiences, reflections and achievements.
- c) Communication Tools: Emails, WhatsApp groups and Slack channels for regular interaction with mentors and coordinators.
- **d) Biometric:** For attendance.

4. Out of class room activities

- a) Social Media Platforms: For organizing, documenting and sharing activities and events.
- i) Facebook: https://www.facebook.com/grtcoe.admin
- ii) x: https://x.com/NSSGRT1TVLR
- iii) LinkedIn: https://www.linkedin.com/in/grtcoe-admin-016474212/
- **b)** Collaboration Tools: Google Docs for planning and reporting group activities.

c) Blogging Tool: Platforms like WordPress or YouTube to reflect on and share experiences.

https://www.blogger.com/blog/posts/8251180032023845924?bpli=1&pli=1

5. Biomechanical and Kinesiological activities

- **a)** Wearable Devices: Smart watches and fitness trackers for monitoring physiological parameters.
- 6. Field sports
- a) Digital Scoreboards: For conducting games.

1. Understanding Theory Courses

- Learning Management Systems (LMS): Platforms like Moodle, Google Classroom, and Microsoft Teams provide access to course materials, recorded lectures, quizzes, and forums.
- Online Resources: Access to e-books, educational videos (e.g., YouTube EDU), and MOOCs (e.g., Coursera, NPTEL).
- **Interactive Whiteboards and Smart Classrooms:** Enhance engagement and comprehension through interactive visuals.

2. Practice Teaching

- **Video Recording Tools:** For recording teaching sessions for self-evaluation or mentor feedback.
- **Virtual Classrooms:** Platforms like Zoom or Google Meet for conducting online mock teaching.
- **Teaching Aids:** Use of PowerPoint and other multimedia tools to enhance lesson delivery.
- Assessment Tools: Online quizzes and polls (e.g., Kahoot, Quizizz) to assess student understanding.

3. Internship

- **Digital Portfolios:** Platforms like Mahara or Google Sites for documenting experiences, reflections, and achievements.
- Communication Tools: Emails, WhatsApp groups, and Slack channels for regular interaction with mentors and coordinators.
- **Mobile Apps:** For attendance, task tracking, and logging field observations.

4. Out of Classroom Activities

- Social Media Platforms: For organizing, documenting, and sharing activities and events.
- Collaboration Tools: Google Docs, Padlet, Trello for planning and reporting group activities.
- **Blogging and Vlogging Tools:** Platforms like WordPress or YouTube to reflect on and share experiences.

5. Biomechanical and Kinesiological Activities

- **Motion Analysis Software:** Dartfish, Kinovea, or Coach's Eye for analyzing body movements.
- Wearable Devices: Smartwatches and fitness trackers for monitoring physiological parameters.
- **3D Modeling Tools:** For studying human anatomy and movement patterns.

6. Field Sports

- **Performance Tracking Apps:** Hudl, Strava, or Ubersense for performance review and improvement.
- **GPS and Sensor Technology:** For tracking movement, speed, and performance metrics.
- Digital Scoreboards and Video Review: For real-time feedback and game analysis.