

संस्कृत वै-क्रीडाधारिताधिगमः

शैक्षिकप्रविधौ नूतनोपागमः



जिज्ञासाप्रश्नः



वर्तमान शिक्षाशास्त्रीपाठ्यक्रमे
शैक्षिकप्रविधेः पाठ्यविषयाः

- ई-मेल
- इन्टरनेट / ब्राउज़िंग
- ई-अधिगमः
- सङ्गणकसहकृताधिगमः
- अभिक्रमिताधिगमः
- टंकणम्



किम् अधुना पाठ्यक्रमे एताः
प्रविधयः योजनीयाः ?

- AI
- Game Based Learning
- Gamification
- App Developement
- Basic Programming
- NLP
- VR

राष्ट्रीयशिक्षानीतिः शैक्षिकप्रविधिः च



(d) Content creation, digital repository, and dissemination: A digital repository of content including creation of coursework, Learning Games & Simulations, Augmented Reality and Virtual Reality will be developed, with a clear public system for ratings by users on effectiveness and quality. For fun based learning student-appropriate tools like apps, gamification of Indian art and culture, in multiple languages, with clear operating instructions, will also be created. A reliable backup mechanism for disseminating e-content to students will be provided.

23.2. Given the explosive pace of technological development allied with the sheer creativity of tech-savvy teachers and entrepreneurs including student entrepreneurs, it is certain that technology will impact education in multiple ways, only some of which can be foreseen at the present time. New technologies involving artificial intelligence, machine learning, block chains, smart boards, handheld computing devices, adaptive computer testing for student development, and other forms of educational software and hardware will not just change what students learn in the classroom but how they learn, and thus these areas and beyond will require extensive research both on the technological as well as educational fronts.

23.5. The thrust of technological interventions will be for the purposes of improving teaching-learning and evaluation processes, supporting teacher preparation and professional development, enhancing educational access, and streamlining educational planning, management, and administration including processes related to admissions, attendance, assessments, etc.

24. Online and Digital Education: Ensuring Equitable Use of Technology

24.1. New circumstances and realities require new initiatives. The recent rise in epidemics and pandemics necessitates that we are ready with alternative modes of quality education whenever and wherever traditional and in-person modes of education are not possible. In this regard, the National Education Policy 2020 recognizes the importance of leveraging the advantages of technology while acknowledging its potential risks and dangers. It calls for carefully designed and appropriately scaled pilot studies to determine how the benefits of online/digital education can be reaped while addressing or mitigating the downsides. In the meantime, the existing digital platforms and ongoing ICT-based educational initiatives must be optimized and expanded to meet the current and future challenges in providing quality education for all.

राष्ट्रीयशिक्षानीतौ शैक्षिकप्रविधौ
अत्यधिकं बलं दत्तमस्ति विशेषतः
नूतनपद्धतीनां नूतनप्रविधीनां प्रयोगे ।

कक्षाशिक्षणम्



” आज विद्यार्थी के रूप में मेरे बच्चे भी उन्हीं पाठों का अध्ययन कर रहे हैं जो बीस साल पहले विद्यार्थी रूप में मैंने पढ़े थे। सारे संसार में अध्यापन और मूल्यांकन की नयी नयी पद्धतियाँ आजमाई जा रही हैं, लेकिन हमारे विद्यार्थी श्यामपट्ट पर लिखे अभ्यासों की नकल करते हैं।”

राष्ट्रिय पाठ्यचर्या की रूपरेखा, पृ.139।

प्राथमिकस्तरे

- खेलविधि:
- बालकेन्द्रितम्
- अत्यधिका सहभागिता
- पठने रुचि:
- सहभागी पाठ्यसामग्री

माध्यमिकस्तरे

- व्याख्यानविधि:
- शिक्षककेन्द्रितम्
- श्रवणम् अधिकम्
- सामूहिकशिक्षणम्
- न्यून सहभागिता
- रुचिकरपाठ्यसामग्री: अभावः
- प्रयोगस्य अभावः

उच्चशिक्षास्तरे

- व्याख्यानविधि:
- शिक्षककेन्द्रितम्
- श्रवणम् अधिकम्
- सामूहिकशिक्षणम्
- न्यून सहभागिता
- रुचिकरपाठ्यसामग्री: अभावः
- प्रयोगस्य अभावः

वै-क्रीडाधारिताधिगमः डिजिटल गेम बेस्ड लर्निंग



Game-based learning is an active learning technique that uses games to improve student learning. The learning, in this case, comes from playing the game, which promotes critical thinking and problem-solving skills.

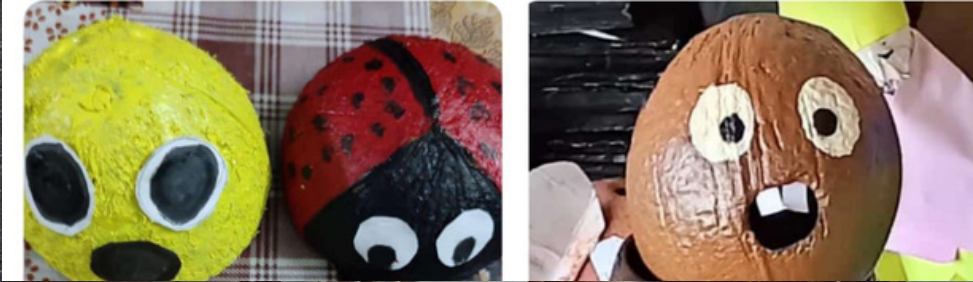
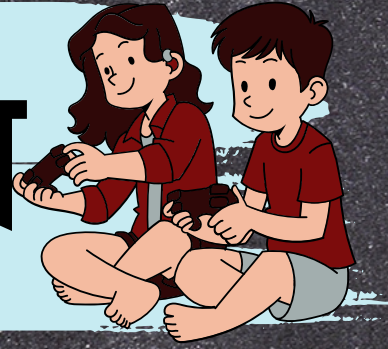
क्रीडाधारिताधिगमः शिक्षणस्यैव कश्चन उपागमो विद्यते, यस्मिन् छात्रः शिक्षकेण निर्मितसङ्गणकक्रीडाधारितक्रीडया विषयवस्तुसम्बन्धितथ्यानाम् अधिगमसन्दर्भे अन्वेषणं करोति। समुचितक्रीडाधिगमस्य प्रयोगः छात्रेभ्यः अनुरूपितवातावरणं (Simulation environment) कल्पयति, यत्र छात्राः लक्ष्यं प्रति स्वाभाविकतया व्रजन्तः क्रियाणां चयनं कुर्वन्ति। ते क्लेशमुक्तव्यवस्थायां (risk-free settings) त्रुटीः कुर्वन्तः प्रायोगिकरूपेण सक्रियाः भूत्वा विषयमधिगच्छन्ति।

किमर्थम्? क्रीडाधरिताधिगमः



- पुनरावृत्तिः (Repetition)
- कौशलविकासः (Skill Development)
- वैयक्तिकाधिगमः (Personalised Learning)
- अभिप्रेरणम् (Motivation)
- सहभागी अनुबन्धनम् (Engagement)
- अनुकूलनम् (Adaptivity)
- गरिमामयी असफलता (Graceful Failure)
- एकविंशतिशताब्द्याः छात्राः (21st Century Students)

गेमीफिकेशन



क्रीडा: (गेम्स)



दीर्घसन्धिः

अ+अ=आ

रा	म	अ	नु	जः	क	अ	त	कः	दे
म	त	अ	नु	सा	रः	न्	सु	स्	वा
आ	वे	दे	र	ध	द	न	व	चित्	ग
ल	द	अ	व	र्म	स	अ	आ	ग	म
यः	स	त्	य	अ	र्थी	भा	ग	ज	न
प	र	म	अ	र्थः	र्च	व	त	आ	म्
व	शि	व	आ	ल	यः	न	म	न	म्
नः	वे	द	अं	तः	ध	मा	त	नः	र

शब्दान् अन्वेषयतु



उपसंहारः



"TELL ME, AND I'LL FORGET,
SHOW ME, AND I MAY REMEMBER,
INVOLVE ME, AND I'LL UNDERSTAND."



मिलित्वा नूतनप्रविधीनां प्रयोगाय अग्रेसरामः

