LEARNING OPPORTUNITIES IN THE PRESENT SCENARIO

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INTRODUCTION:

Learning is a natural process. It is spontaneous to a child, nurtured by a ' variety of interactions at home, in school and within the community. The child !earns through one's own experiences as well as from the experiences of others. The child acquires these experiences by involving in simple activities. Doing or engaging in such activities plays an important part in cognitive development of the child. Learning gets accelerated when the child gets adequate opportunities to explore, experiment, assemble and dismantle things freely, commit mistakes and learn from the mistakes Seen in this perspective, learning is an active. reflective and interactive phenomenon within a social context. Direct involvement of the child in actions extends understanding, helps develop intellectual faculties and development achieved through active participation leads to further expression in the form of more and more activities.   Learning occupies a very important place in our life. Most of our behaviour is mainly influenced by what we learn and how we learn it. It is a life long process that involves Constant change, adjustment and development. Out instincts, attitudes, appreciations, skills find abilities are primarily the product of learning. Learning implies acquisition of knowledge and skills on one hand, modification of behaviour on the other hand. It is measured in terms of improvement of behaviour.

The learning environment at present has become multi-channel and multidimensional which is very powerful. Multi-channel system is the product of various types of instructional materials, design and information. Teaching by collective use of a [series of information from different sources/media such as text, sound, graphics, animation and video with the help of computer and connected multimedia software will enhance the quality of teaching. When a teacher uses multimedia in her/his classrooms, the students like to get more impressions on the topics, because of its special features. It can stimulate the students mind and encourage learning through all senses. Even the driest subjects can be made interesting by using this.

The effectiveness of any educational system is achieved only when its educational process results in true learning in the individuals and as a result leads to human resource development in its true sense. In the 21st Century, a teacher is not the only source of knowledge or information because of globalization. The advances in technology are changing the whole nature and philosophy of education and by this it is forcing us to get reformed thoroughly.

Technology wonders have been adopted by teachers in classrooms with the aims of enhancing teaching learning process Computer is certainly one of the most versatile and ingenious developments of the modern technological age.

Blended Learning

Blended learning combines face to face learning with on line learning to provide the most efficient and effective instructional experience by combining delivery modalities blended learning is the right mix of various media to maximize learning experience with minimum   utility of resources of ensure optimum

realization of educational objectives, by making the perfect blend of informational technology and instructional technology.

E-learning

Electronic learning (e-learning) is a general term used to refer to computer enhanced learning. It is commonly associated with the field of Advanced Learning Technology (ALT), which deals with both the technologies and associated methodologies in learning using networked and/or multimedia technologies. It is also known as online learning. Distance education provided the base for e-learning's development, e-learning can be "on demand". It overcomes timing, attendance and travel difficulties. There are fundamentally two types of e-learning : Synchronous Learning and Asynchronous Learning. Without live interaction with the instructor. A synchronous technologies are audio cassette, e-mail message board forums, print material, voice mail/fax, video cassette, CD-ROMS. Synchronous, means "at the same time," involves interaction of participants with an instructor via the web in real time. Synchronous technologies are telephone, video conferencing, web conferencing etc.

U-Learning

U-Learning means "everywhere learning" (the internet or learning content follows people around). Core "knowledge pots" (work-related content, personal knowledge, internet) hold content and information. Various devices plug in and retrieve the information in the appropriate format (PDA, cell phone, laptop, or any other technology gadgets). It fulfills e-learning's promise of "anytime, anywhere, and any context". Ubiquitous Learning (u-learning) emerging through the concept of ubiquitous computing. After the initial impact and applications of computers in education, the introduction of e-learning and mobile learning epitomized the constant transformations that were occurring in education.

Cooperative Learning

Cooperative learning is the instructional use of small groups so that students work together to maximize their own and each other's learning.

In cooperative learning groups, students have two responsibilities:

1) To learn the assigned material.

2) To make sure all other members do likewise.

Simply placing students in groups and telling them to work together does not promote higher achievement and higher level reasoning. In order to be productive, cooperative learning groups must be structured to include the essential elements of :

• Positive interdependence (each member can succeed only if all members succeed).

• Face to face interaction.

• Individual accountability (each member do their fair share of work)

• Interpersonal and small group skills.

• Group processing (reflecting on how they work and improve,

Positive Learning Environment

A positive learning positive learning in which staff, environment is one in which staff students, and parents build safe and peaceful environment where people feel accepted and respected and where learning is the main focus.

Therefore, a positive learning environment exists when all students feel comfortable, wanted, valued, accepted, and secure in an environment where they can interact with caring people they trust. A positive school climate affects everyone associated with the school, be it the students, staff, parents, and community. It is the belief system or culture that underlies the day-to-day operations of a school.

A positive learning environment is created through the use of a variety of learning methods including.

Audiovisual aids

Illustrated lectures

Demonstrations

Brainstorming

Small group activities

Group discussions

Role plays and case studies

 Guest speakers

M-Learning

Mobile phones are used for the purpose of learning without geographical barrier. They are also used to deliver texts, audio clips and digital pictures. Now, mobile phones have the ability to talk and walk at the same time in a global village that makes learning a process very easy. Mobile learning (M-learning) aims at making the learning process more flexible, accessories and personalized. M-learning is the acquisition of any knowledge and skill using mobile technology, anywhere, anytime that results in an alternation of behavior.

EDUSAT

EDUSAT is a collaborative project of ISRO, the Union Ministry of Human Resource Development, state departments of education and the Indira Gandhi National Open University (IGNOU). EDUSAT is the first exclusive satellite for serving the educational sector in India. Growing demand for an interactive satellite based distance education system through audio-visual medium, employing Direct to Home quality broadcast prompted the government to launch it. The satellite has multiple regional beams covering different parts of India.

Virtual Learning Environment (VLE)

Is a system that creates an environment designed to facilitate teachers in the management of educational course for their students, especially a system using computer hardware and software. No physical boundary is required for getting access to virtual learning; entire universe is the classroom. Teaching is virtual classroom is learner-centered or student centered. The medium of instruction, in virtual learning in India is broaly restricted to English and Hindi and occasionally some regional programes are being telecasted. Learning environment exists in the form of digital content i.e. stored, accessed and exchanged through networked computer. Virtual classroom supports independent learning and generative active learning techniques. Both teachers and learners are active participants in the learning process. In virtual classroom knowledge is not something that is 'delivered to students' but rather something that emerges from active dialogue.

Conclusion

Society is constantly changing as a result of various external influences, in the modern age of science and technology. Today's world scenario demands more of learning then ever before. During the last few decades, the pivot of education has shifted from teacher centered to learning centered education which makes learning meaningful. Learning centered education is a multifaceted expression which allows students to learn, to think creatively   and to gain potential skills in order to equip for higher stages of education and life in general.

So we must move from stero-types system of education to developing independent thinkers and learners who engage in lifelong learning. In addition to factual knowledge, students must learn why, when and how various skills and concepts are relevant. Effective problem solving and thinking are not based solely in motivation and knowledge of thinking strategies but also on well organized and indexed content knowledge. So we must implement a number of strategies to adopt the new assumptions about thinking, learning, instruction and achievement.

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