

EVALUATION OF TECHNICAL LEARNING TOOLS FOR FOUNDATION PROGRAMMES IN HIGHER EDUCATION

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ABSTRACT

*The teaching and learning tools have changed every part of current and modern life and education is no exception and the require of technical is necessary to encourage the student and the staff as well for learning more and there are so many teaching tools available in the teaching field or area each of teaching tools has various features and drawback, now a days if you are working in the education field you will find the **services** and **technical** and **tools** are helping the teachers as student to create platform good for teaching and learning and the technology and technical is accessible in any modern education sectors because the student looking for more and more interactive method for learning and the teacher look for let the student learn and at the same time the teachers have to compete for their student more attention by technology that student learn fun. The main purpose of this study is given the educators chance to know about the Education and learning technologies and how to affect the lackluster and apply the lean fun in the class time and in the classroom. I use quantitative research method or design to collect the data from various the educators and student and the evidence have been collect through the distribution of Modified survey questionnaire.*

KEYWORDS: *Learn, Learning, Teaching, Teaching-Learning, Teaching and Learning App, Teaching, Education, E-Learning and Learning Tools, Learn App, Teaching App, Teaching and Learning App and Teaching Tools*

Article History

Received: 10 Jan 2019 | Revised: 25 Jan 2019 | Accepted: 31 Jan 2019

INTRODUCTION

Teaching is important and required for everyone in life, but you should select the technology or the tools that keep the learning for student more fun and let the teacher sharing the knowledge. in this demand has so many education tools for teachers and student.

The tools are important for giving students opportunities to learn more and without feeling lackluster And teaching and learning tools are can effect hard the education life and making a big change in learning area this the reason I mention so many teaching app and tools such as **Nearpod, Kahoot, Buncce, Thinglink, Remind**, etc.

Now days with mobile and other devices and become or help increasing requirement across every business, its make sense that our college is also effectively organizing and using mobile technology in the classroom. We need to use and support both learnings, teaching and technology infuses classrooms with digital learning tools, such as handheld devices and computers

EDUCATION TECHNOLOGY APP

The education area is the way then any working environment needs to learn new tools and app, through this technology or app you will be finding a method of teaching to encourage the student learning more. By using the app, services and tools are helping the teachers for class learning improve and the learning fun also there:

Evaluation and Analysis of Teaching and Learning Tools

Table 1: Evaluate Lectures Specification

Variety of Teaching and Learning App	Type	Available on	Graph	Interactive /Communication	Scoring	Upload /Download	Listen and Watch	Color and Fun	Type is Free	Used by Lectures
Nearpod	Upload the presentation, Question and answer	IPad and Computer	✓	✓	✓	✓	✓	✓	X	✓
Kahoot	Multiple choice question	PC, IOS and google play	✓	✓	✓	✓	✓	✓	X	✓
Bunce	Poster communication. Image and video	PC, Ipad	✓	✓	✓	✓	✓	✓	✓	✓
Book Creator	Create and fun book and publish	is an iPad app	✓	✓	✓	✓	✓	✓	✓	✓
Remind	Email	All the system	✓	✓	X	✓	X	✓	✓	✓
Go Noodle	Games, video and activities	All the system	✓	✓	✓	✓	✓	✓	✓	✓
Thinglink		IPhone, IPad and IPod	✓	✓	✓	✓	✓	✓	✓	✓

Table 2: Evaluate Student Specification

Variety of Teaching and Learning App	Type	Available On	Graph	Interactive /Communication	Scoring	Upload /Download	Listen and Watch	Color and Fun	Type is Free	Access by Student
Nearpod	Upload the presentation, Question and answer	IPad and Computer	✓	✓	✓	✓	✓	✓		X
Kahoot	Multiple choice question	PC, IOS and google play	✓	✓	✓	✓	✓	✓	X	X
Bunce	Poster communication. Image and video	PC, Ipad	✓	✓	✓	✓	✓	✓	✓	X
Book Creator	Create and fun book and publish	is an iPad app	✓	✓	✓	✓	✓	✓	✓	X
Remind	Email	All the system	✓	✓	X	✓	X	✓	✓	X
Go Noodle	Games, video and activities	All the system	✓	✓	✓	✓	✓	✓	✓	X
Thinglink		IPhone, IPad and IPod	✓	✓	✓	✓	✓	✓	✓	X

Study of Existing Tool/App

Nearpod is one of the teaching tools for learning through the mobile device and usually provide a host of made and its interactive lesson developed by subject matter experts for schools levels and the features of this tools are allow the teachers to import lesson from any type of file and also add so many interactive elements such as web-link and video.

Nearpod can be used as a homework tool and the students can get chance to access their homework outside the class easily and using their own device this features for the student but there is value for educators also the educators can use the Nearpod as a **presentation tool** to choice and provide their students dissimilar presentations. Educator has a chance to make, start, edit, preview, and monitor presentations. They can track their student progress on several home works and assignments. Teachers can also access and download assessment reports as well as

The educators can then synchronize their prepared lessons to all students devices and each student has a chance to monitor their program the lesson. And the Nearpod user also have access to use the 3D and provide a full 3D image for using for teaching and the availability for Nearpod VR allow them to integration with Smartphone

The benefit for the teacher or the educators are allowing teachers to import lessons from the different type of file and begin adding any interactive elements such as web-links or video snippets to them.

Kahoot is learning game platform and its free game based platform and that engages the hand, mind, and heart and it's allows the student play and share the knowledge and the features of By using Kahoot can very easy to create discover, share the fun and play and also help to create widely more social, meaningful and pedagogical

Kahoot the student can play anytime and anywhere and they can have fun and learn at the same time the quiz app releases the magic of learning for teachers and students. Kahoot! Is a game-based platform that is used by 70 million of inquisitive minds in college and schools, You can play a game of Kahoot (Most often a quiz) live with everyone in the same room, compete against others remotely or perfect your quiz skill in single-player mode.

It's the one best match for internal training, team building and presentations and it is made for those of you who would like to support the products and host events with companions and customers

By using Kahoot's platform easy to use the features not only attract the teachers and student and make the class corporate sporting, cultural event, social and learning context.

By using Kahoot can allow the teachers or the educators create very quickly create fun learning games for the student. Multiple questions and the student can use any device for sign in to game room

The value will be for both student and educators by using it the student can able to engage and immerse themselves and By using this tools allow the teachers to integrate Kahoot as tools for language learning, different instruction, and special education.

Buncee is a web-based solution and its app can be downloaded in Apple's App Store and Windows 10 at the Microsoft Store. By using Buncee can extend the creation experience to your classroom and make it easy for students to communicate, document, and visualize their learning - all in a fun and engaging way.

Is one of the presentation and create tools and this support the educators as foster the 4 CS(1) of learning in student and It's used for the student learn fun and allow them to record video and audio direct from the Buncee The

features which available in this tools the integration with pixabay image and youtube. By using Buncess can develop the future skills in all the student abilities and can create a multimedia presentation. And the educators can use as presentation tools for review and introduce the curriculum standard and content

Book Creator is one of a simple app for creating application for education area and feature it's easily to create the e-book and share it between students and the advantage for both The students can you find it in anytime and share also the e-book and Teachers have the opportunity with Book Creator to develop interactive and developing teaching resources that can easily be shared with students

Book Creator is open-ended, cross-curriculum and creative and help them to create your own teaching resources combine images, text, video and audio. Book Creator sits is one of the best educational apps and useful for learners of all ages from kindergarten to grown person.

Remindis Real-time messaging and communicate faster with your school, group, or just a single person and Schedule reminders ahead of time. It's one of the best teaching and learning tools allow the student, parent, and teachers communicate very quickly and efficiently and by Remind ahead and allow all the communities together for success. Remind app include the attachment and see read receipts and the people can use the translate because it has 70 languages and the Remind is one of the apps which supports the huge number of student and lectures

Go Noodle is a game changer for my classroom. By this games can get students up and allow them to moving while and practice math, vocab and spelling makes my class more active its required activity and games and allow student to play, active and energetic and the platform features can see the hundreds of pre-record and custom video which designed by student and there are handful of video specify made to start introducing student the concept of mindfulness and meditation.

ThingLink is one of teaching tool for creating interactive images by classification the content drawing or photo. The reason for puting or mention the Tags can easily link to websites, Twitter, Facebook or, maps, videos,, other images, audio, or google resources

It's one also support the education and learning method and it's not used for edit the image but also teach the image and the very good its support 360 degrees and video and allow over 70 different tags to be used within content such video, map, image and link. with it becomes VR.

Thing Link Education usefully because it is provides the teachers and students with flexible and a powerful tool for teaching and learning that is useful for a student to learning and learn *By Tagging tools bring images to life* and give chance to upload, share and manage your interactive images across different platforms to be more accessible

Book Creator is one of the simple apps to creating e-books on iPad and through it the teachers and learner have an opportunity with an app to develop the interactive and developing teaching resources that can easily share with a student

CONCLUSIONS

Wikis and other tools are one of many tools that can be used to enhance the process of learning. Almost of learning tools that can be used to engage students in learning with others within a collaborative environment. This paper explains the learning and teaching tools, how this tools are important and require for enhance the teaching environment, the various learning and teaching tools currently use in education, and suggests additional uses in higher education

The challenges of education systems are going very fast and to keep the education is active you should use the teaching tools which are effective for continues the teaching. Finally, the tools can support the teachers and student but the responsibility to improving the teaching

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