



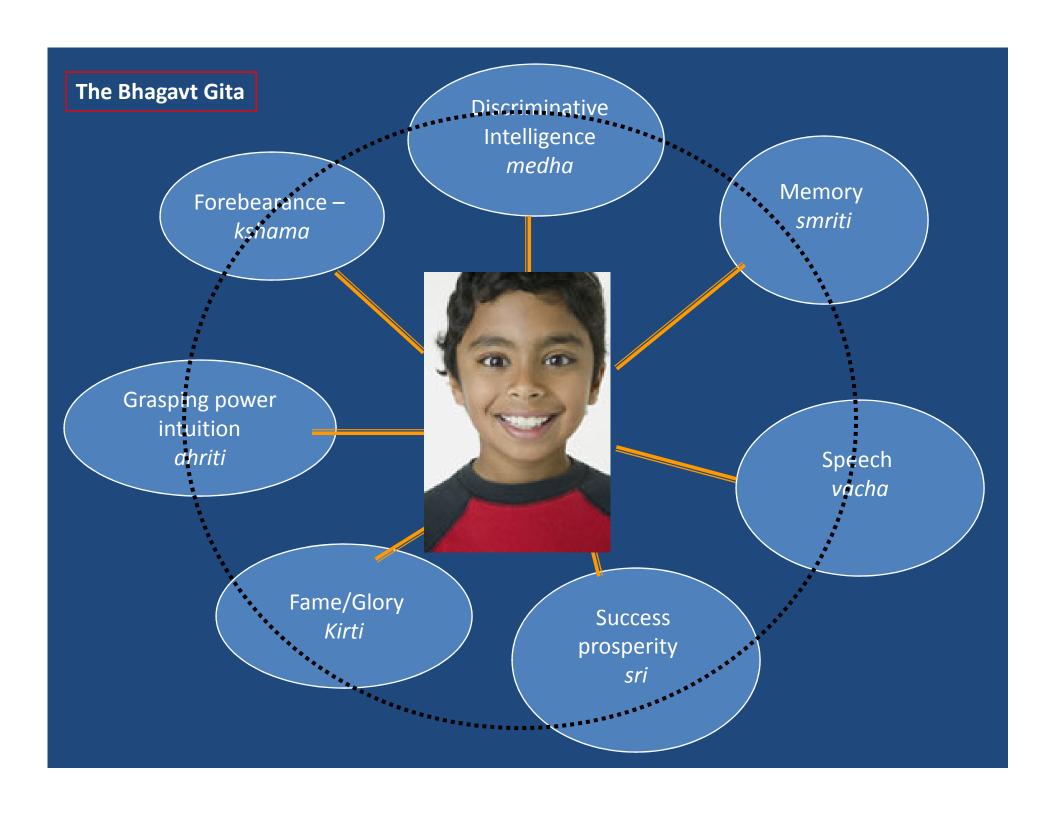
IS A PHYSICS GRADUATE OR
PHYSICS TEACHER OR
A PHYSICS LAB ASSIATNT
A PHYSICIST?

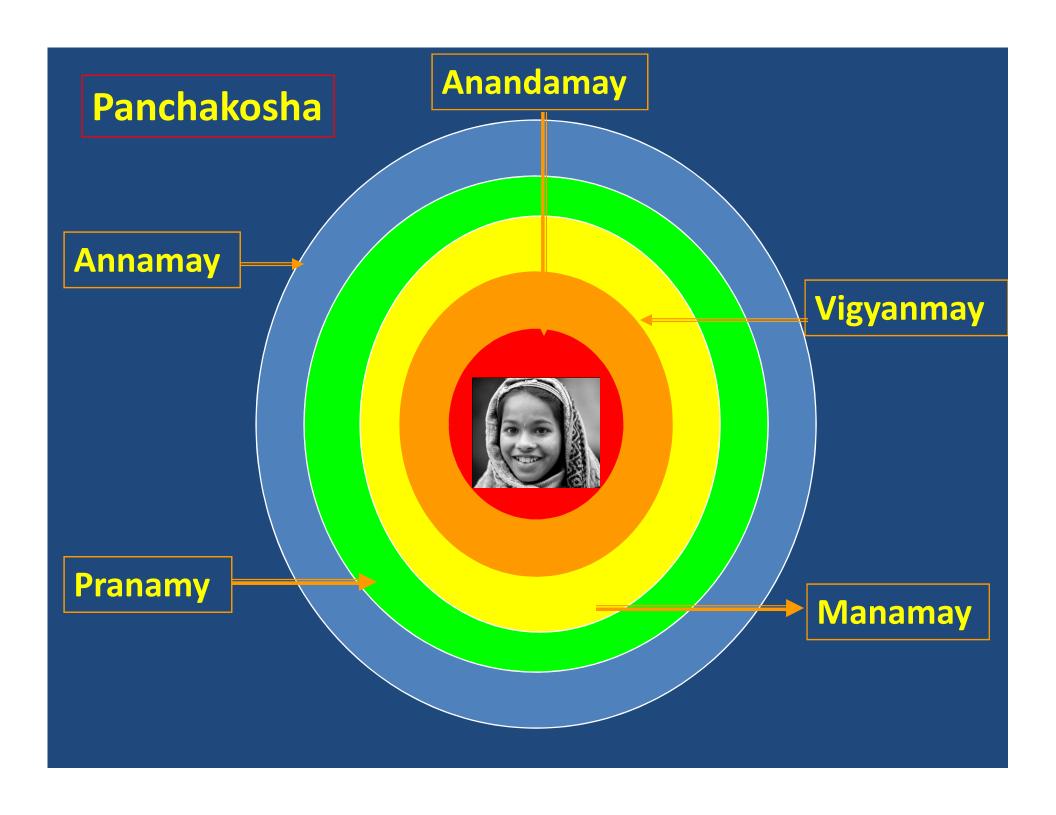
THEN HOW COME
A TEACHER,
A BUREAUCRAT,
A POLITICIAN
QUALIFY TO BE
AN EDUCATIONIST?

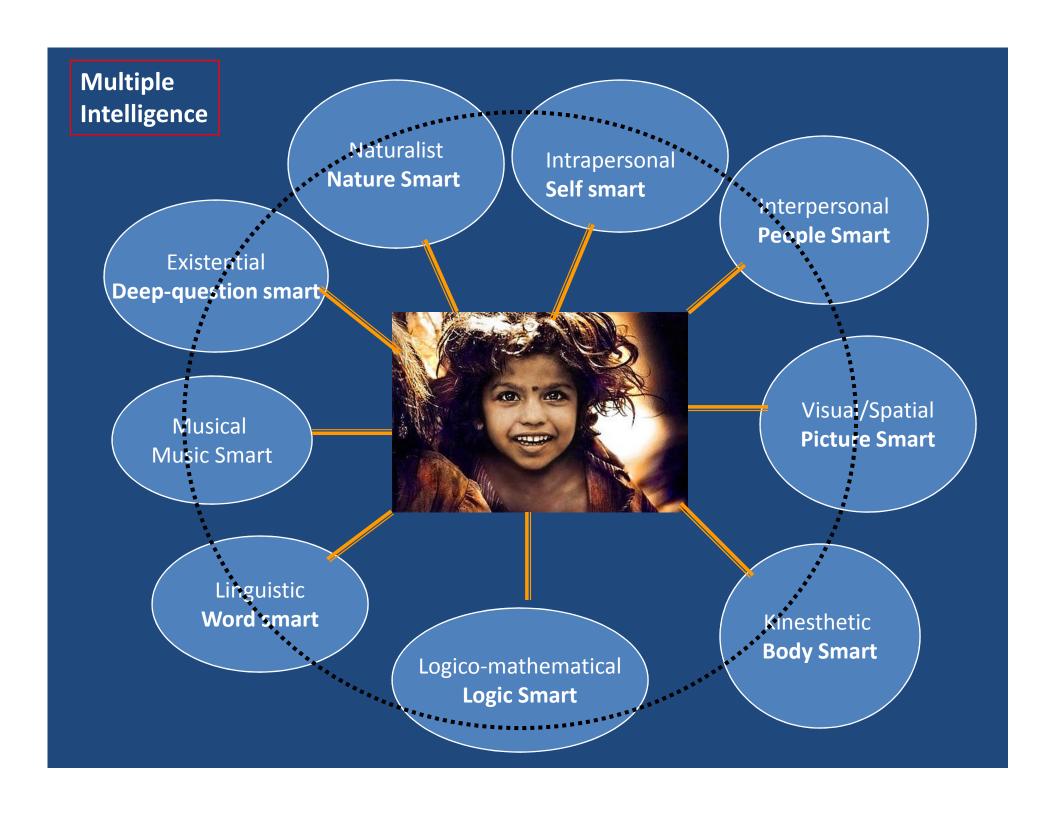
EDUCATION

'TEACHER TEACHES SALMA SCIENCE'

WHAT'S THE NATURE OF SALMA?

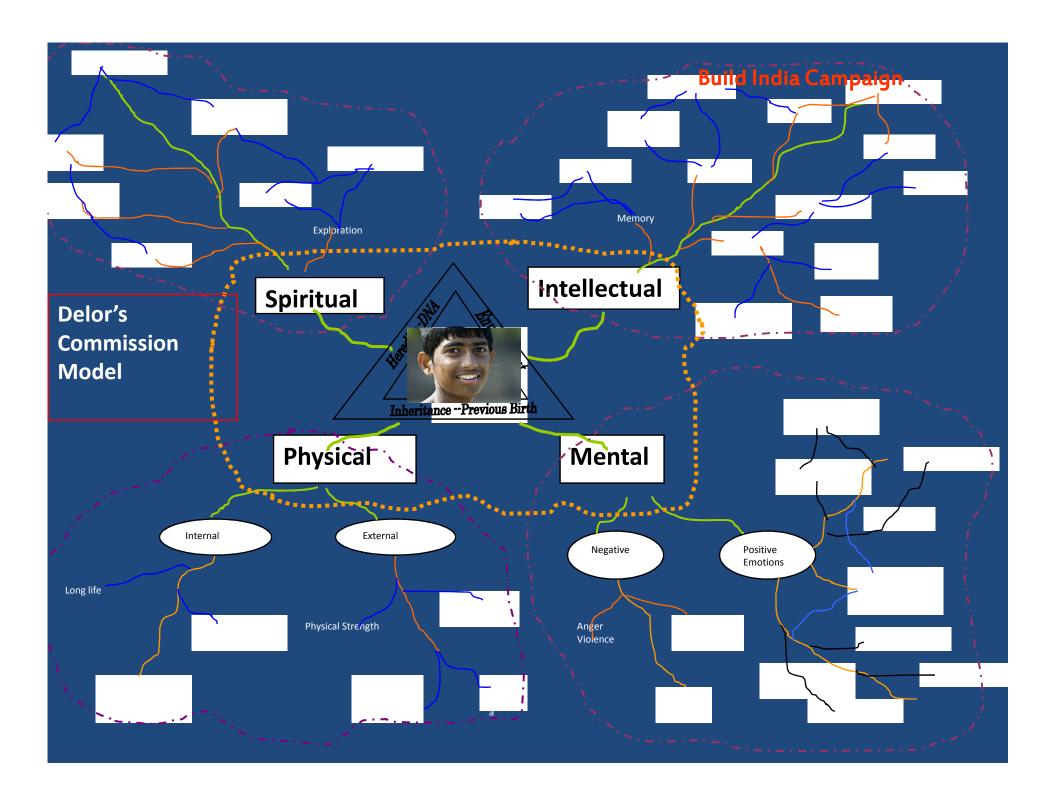






AND ADD

- **DEMOTIONAL INTELLIGENCE**
- ☐ SPIRITUAL INTELLIGENCE
- □ SOCIAL INTELLIGENCE



COGNITIVE



CONNATIVE

AFFECTIVE

'HUMAN BEINGS ARE SPECS OF INTELLECT IN OCEANS OF EMOTION'

WHAT SHOULD EDUCATION DEVELOP?

ONLY COGNITION CREATE ROBOTS OUT OF HUMAN BEINGS

WHAT CAN TECHNOLOGY DO TO HELP NURTURE MULTIPLE INTELLIGENCE?

- ✓ MAIN INTELLIGENCE(S)
- **✓ COMPLIMENTARY INTELLIGENCE(S)**

TECHNOLOGY SPONSORED DOUBLE ORPHANAGE SYNDROME

LET US CELEBRATE TECHNOLOGY CONSCIOUS OF ITS LIMITATION

'BEYOND TECHNOLOGY' IN EDUCATIONAL TECHNOLOGY: KNOWIEDGE ASSESSMENT

SOME COMMON MISCONCEPTIONS

- ***THINKING**
- *TAXONOMY OF EDUCL OBJECTIVES
- **CREATIVITY**
- ***INTERACTIVITY**
- **BRAIN STORMING**
- ***LEARNING TECHNIQUES**
 - ✓ AT LEAST 17 TYPES OF THINKING
 - ✓ AT LEAST 5 TAXONOMIES
 - **√**5 LAYERS OF CREATIVITY
 - ✓ BRAIN STORM VS BRAIN WIND & BRAIN BREEZE
 - **√72 LEARNING TACTICS**
 - √ 5 LAYERED TAXONOMY OF INTERACTIVITY





Different Learning Tactics contribute to the development of different levels of thinking

Active Reception

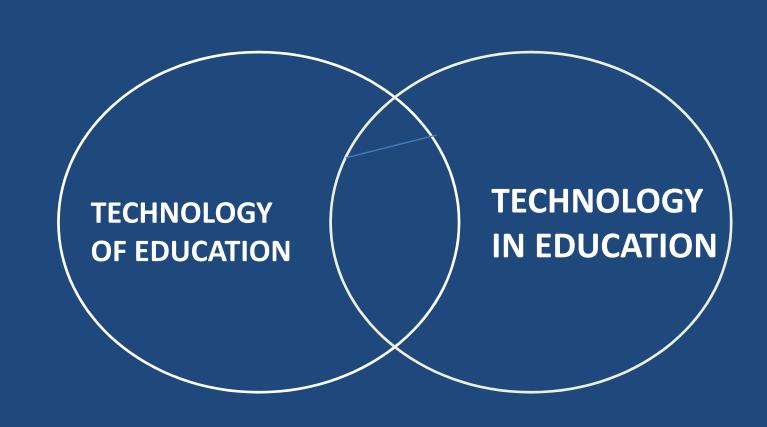
ETMA identified 72 learning tactics

ICT supported learning

Collaborative Learning

Experiential Learning

Exploratory Learning



QUALITY

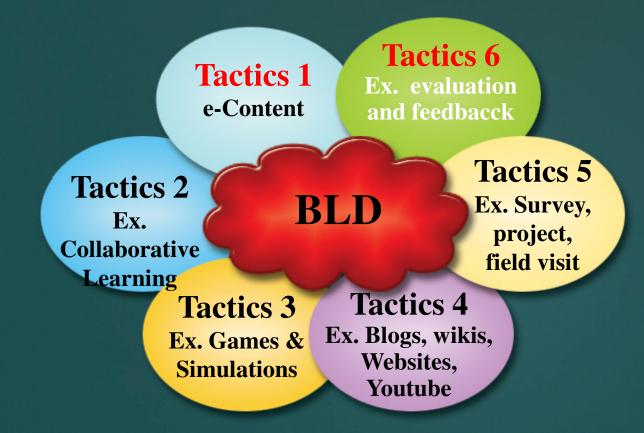
- **DEMPOWERMENT**
- □LEARNING DESIGN
- **ITECHNOLOGY CHOICE**
- **LEARNING CONTENT**

EMPOWERMENT

- >TEACHER BYPASS PROBLEM
- >COGNITIVE VS EMOTIVE EMPOWERMENT
- > PERSONAL ACCESS TO TECHNOLOGY
- >TEACHER BEHIND STUDENTS
- > DECISION MAKERS BEHIND TECHNOLOGY USERS

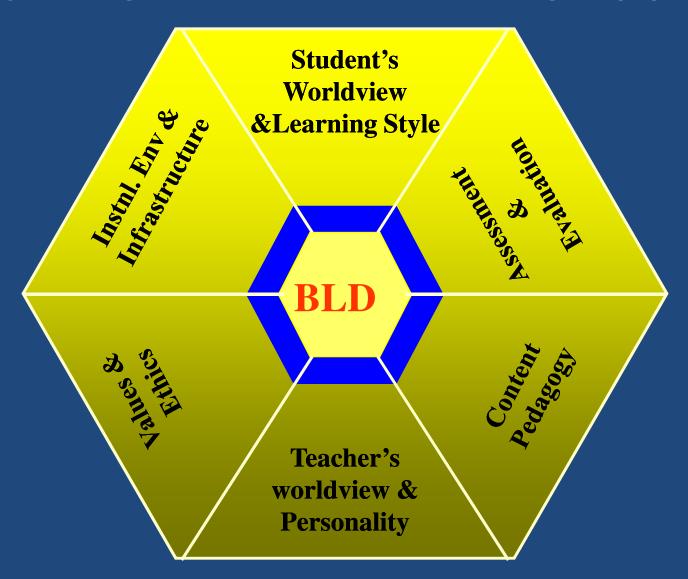


LEARNING DESIGN ICT INTEGRATED BLENDED LEARNING DESIGN



Tactics-based iBLD

LEARNING DESIGN ICT INTEGRATED BLENDED LEARNING DESIGN



TECHNOLOGY CHOICE

- *****MOBILE
- *****COMPACT
- **❖** RECHARGEABLE
- **\$LIGHT WEIGHT**
- ***LATEST, NOT CHEAPER OR 'APPROPRIATE'**

LEARNING CONTENT QUALITY UNESCO PROJECT CRITERIA FOR EVALUATING STORY BOARDS CRITERAI FOR EVALUATING E-CONTENTS STATE PROJECT LEARNING CONTENT GENERATION

LEARNIN	NG CONTENT GENERATION	
□INSTR	UCTIONAL DESIGN	
□ SITUAT	TED COGNITION	
□MEDIA	A CHOICE – SUBJECT, CULTURE &	AGE
□ CLASS	ROOM WORTHINESS	
CONTE	ENT & TECHNICAL QUALITY	

CONTRIBUTE TO THIS DISCOURSE IN THE MEGA EVENT

ETMA'S 5TH INTERNATIONAL CONFERENCE ON ICT CULTURE IN EDUCATION

SEPTEMBER, 20-22, 2012

NEW DELHI

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CONTACT

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Types of Thinking

Positive Thinking Logical Thinking Reflective Thinking Analytical Thinking Critical Thinking Constructive Thinking Creative Thinking Lateral Thinking Vertical Thinking

Heuristic thinking Intuitive Thinking Convergent thinking Divergent thinking **Abstract thinking** Systems thinking Integrative thinking Strategic thinking