

UTILITY OF TECHNOLOGY IN TEACHING & LEARNING

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Abstract

This research paper deals with Technology a term that refers to a body of knowledge that is employed to, generate tools, creates skills and choose materials for human use. Technology includes the use, of materials, tools, techniques and sources of power to make life easier or more pleasant and work more productive. Educational technology can foster collaboration. Not only can teachers engage with students during lessons, but students can also communicate with each other. Through online lessons and learning games, students get to work together to solve problems. Modern education has a significant edge over conventional instruction because of the inclusion of interactive, multimedia information.

Keywords: modern technologies, impact of technology, methodologies

Introduction

Bryant (2006) carried out a study intended to identify the relationship between the use of text messaging and the information of social networks for teenagers. The sample of study consisted of 40 participants ranged in age group (11-13). The study results confirmed that there is a limited overlap between friendships in the lives of individuals and friendships through interactive technology. So, there is a number of friends on the internet to communicate with them online and instant messaging has proven that it is not a substitute for a source of social support to people who suffer from isolation.

Today's youth do not necessarily feel that using the Internet, email, IM, and text messaging takes time away from their friendships. Instead, many consciously use the Internet and SITs to influence their peer networks. According to a recent U.S. study, 67% of the youth surveyed felt that the Internet only helps "a little or "not at all when trying to make new friends (Lenhart, Rainie, & Lewis, 2001). In contrast, 48% of the respondents said that they use the Internet to improve their relationships with friends, and 32% said that they use the Internet to make new friends (Lenhart, Rainie, & Lewis, 2001).

Educational technology can foster collaboration. Not only can teachers engage with students during lessons, but students can also communicate with each other. Through online lessons and learning games, students get to work together to solve problems.

There are many different types of technology that can be used for learning, including:

- Personal computers: Laptops and desktops can be used for a variety of purposes, such as researching, writing, and creating presentations.
- Tablets: Tablet computers, such as iPads, are portable and can be used for accessing online resources, taking notes, and completing assignments.
- Smartphones: Many students use their smartphones to access online resources, communicate with classmates, and complete assignments.
- Online learning platforms: There are many online platforms, such as Blackboard or Canvas, that provide access to course materials, assignments, and discussions.
- Educational software: There is a wide variety of educational software available, including programs for language learning, math practice, and science simulations.
- Virtual reality: Virtual reality (VR) technology can be used to create immersive learning experiences, such as virtual field trips or simulations.

To sum up, all that can be said about technological advancements in education, we cannot use a single term. In various nations, "educational technology" may be referred to as "educational equipment," "audio-visual resources," or "the technology of instruction," among other words.

There is no catch-all phrase that can capture everything that has been said or written regarding the impact of technology on education. It's important to note that the term "educational technology" encompasses a wide range of concepts that go by different names in different countries. Traditional methods of instruction predominate because computers are still not commonly employed in many classrooms. Frontal work, when the instructor faces the class and the pupils face him or her, predominates. One disadvantage of this kind of instruction was that pupils did not progress as quickly as they could have on their own time and did not participate enough. Children in the classroom do not all have the same level of understanding of the content, and teachers rarely pay equal attention to the needs of those who have not yet grasped the material and those who are doing far above average. Because of this disparity, teachers face unique challenges while trying to evaluate students' progress and impart information to a diverse population of students. The instructor prefers to maintain only adequate instruction, meaning that students with knowledge gaps will not be adequately addressed. Teaching will be dull for the most advanced students, but it will help the students

with less knowledge move forward without the negative feelings of ignorance, frustration, or humiliation.

Since the advent of computers and other forms of electronic communication, many scientists have been able to A number of scholars have attempted to measure the efficacy of modern computer-based education against more conventional forms of education.

We have spent a great deal of time and energy over the years trying to address the question of whether or not the current state of educational technology favors conventional or modern approaches to teaching.

Modern education has a significant edge over conventional instruction because of the inclusion of interactive, multimedia information.

The use of technology in the classroom provides two-way communication between the student and the educator.

There are many ways that technology can be used to improve teaching and learning. Some important considerations include:

1. Accessibility: Technology should be accessible to all students and teachers, regardless of their location or socio-economic background.
2. User-friendliness: The technology should be easy to use and understand, with clear instructions and a simple interface.
3. Customizability: The technology should be flexible and customizable to meet the needs of different learners and teaching styles.
4. Integration: The technology should seamlessly integrate with other tools and systems that teachers and students use.
5. Collaboration: Technology should facilitate collaboration and communication among students and teachers.
6. Engagement: Technology should be engaging and interactive, to keep students motivated and involved in the learning process.

Here are a few ideas for using technology in the classroom:

- Incorporate interactive teaching tools: There are many online tools, such as quizzes and games, that can be used to make lessons more interactive and engaging.
- Use video lectures: Record lectures or demonstrations and share them with students to watch at their own pace.
- Utilize online resources: There are many online resources, such as videos, articles, and simulations, that can be used to supplement in-class instruction.

- Collaborate with Google Docs: Use Google Docs to facilitate group projects and assignments, allowing students to work on documents together in real time.
- Use social media: Utilize social media platforms, such as Twitter or Facebook, to facilitate discussions and communication among students.
- Use educational apps: There are many educational apps available that can be used to reinforce concepts and skills.

Many potential benefits of using technology in classrooms, including:

- Improved access to information: Technology can provide students with access to a vast array of information, resources, and learning materials.
- Enhanced engagement: Technology can make learning more interactive and engaging, helping to keep students motivated and focused.
- Increased collaboration: Technology can facilitate collaboration and communication among students, both in and out of the classroom.
- Improved problem-solving skills: Many technological tools and resources promote problem-based learning, helping students develop critical thinking and problem-solving skills.
- Greater convenience: Technology can make it easier for students to access learning materials and complete assignments, regardless of their location.
- Enhanced accessibility: Technology can be used to make learning more accessible for students with disabilities, by providing alternative ways to access and interact with course materials.

Impact of Technology on Education: In this decade, technology has significantly impacted many facets of life, particularly when it comes to enhancing education, learning support, and information access. In reality, kids these days rely on their technology, such as computers, laptops, and mobile phones, to study in or out of the classroom. Additionally, kids contact with teachers online and use it to do informational searches for homework-related tasks. Despite the fact that technology plays a significant role in both teaching and language acquisition, it may not always be beneficial. Any technology's effectiveness as a learning tool depends more on how it is used than on the technology itself. Expressively, many Numerous recent studies have expressly looked at the efficiency of technology and the possibility for it to be improved in the field of language acquisition. The development of technology has genuinely given several disciplines new platforms, greatly enhancing the quality of

education. Additionally, schooling has extensive applications. In actuality, technology is the use of scientific knowledge and methodologies for various goals.

Conclusion:

The evidence in this paper shows that technology has a positive effect on student learning expectations and outcomes. Evidence also shows that technology integration is becoming more common in public and private schools. Technology integration is shown to be effective in all age groups and is also shown to be helpful for students with special learning needs. To reiterate, technology integration has the following benefits: 1) increased student motivation; 2) increased student engagement; 3) increased student collaboration; 4, increased hands-on learning opportunities; 5) allows for learning at all levels; 6) increased confidence in students, and 6) increased technology skills

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