#### Introduction

ICT (Information and Communication Technology) tools can significantly enhance teaching and learning by fostering engagement, collaboration, and personalized learning. Here are ICT tools for education categorized by their uses:

#### 1. Content Delivery and Presentation

- PowerPoint Alternatives: Prezi, Canva Presentations, Google Slides.
- **Interactive Whiteboards:** SMART Board, Jam board, Miro.
- Screen Recording and Video Lessons: Screencast-O-Matic, Loom, OBS Studio.
- **Video Platforms:** YouTube, Vimeo, Edpuzzle (for interactive video lessons).

#### 2. Learning Management Systems (LMS)

- **Google Classroom**: For managing assignments, sharing resources, and grading.
- **Moodle**: A highly customizable LMS for courses, quizzes, and forums.
- **Edmodo**: For teacher-student communication and resource sharing.
- Blackboard: Robust LMS for higher education institutions.

#### 3. Collaboration Tools

- **Google Workspace:** Docs, Sheets, and Slides for real-time collaboration.
- **Microsoft Teams:** Integrated platform for meetings, file sharing, and collaboration.
- **Padlet:** A collaborative virtual bulletin board.
- Flip (formerly Flipgrid): Students create and share video responses.

#### 4. Interactive Learning and Assessment

- **Kahoot!:** Engaging quizzes and polls.
- Mentimeter: Real-time polls, quizzes, and Q&A.
- Quizizz: Self-paced gamified quizzes.
- Nearpod: Interactive lessons with embedded quizzes, videos, and polls.
- Socrative: Quick formative assessments and quizzes.

#### 5. Content Creation and Visualization

- Canva: For creating infographics, posters, and presentations.
- **Powtoon/Animaker:** Tools for making animated videos.
- **MindMeister:** Online mind mapping tool.
- Thinglink: For interactive images and videos.

#### 6. Digital Classrooms and Communication

- **Zoom/Google Meet/Microsoft Teams:** For live online teaching.
- **ClassDojo:** For communication, behavior tracking, and classroom management.
- **Remind:** Communication app for sending updates to students and parents.

### 7. Subject-Specific Tools

- Mathematics: GeoGebra, Desmos (graphing tools).
- Science: PhET Interactive Simulations, Labster (virtual labs).
- Languages: Duolingo, Quizlet, LingQ.

### 8. Gamification in Learning

- **Minecraft: Education Edition:** For problem-solving and creativity.
- Classcraft: Role-playing game for classroom management.
- **Prodigy:** Math learning through a role-playing game.

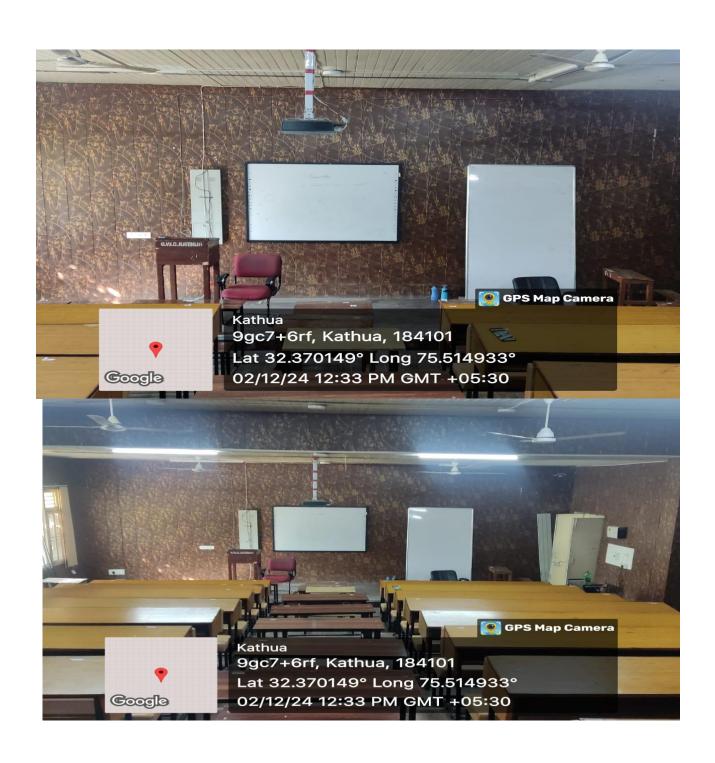
#### 9. Assistive Technology for Inclusive Education

- Text-to-Speech: NaturalReader, Kurzweil.
- **Speech-to-Text:** Google Docs Voice Typing, Dragon NaturallySpeaking.
- Accessibility Tools: Microsoft Immersive Reader, Grammarly.

#### 10. Analytics and Feedback

- Google Forms/Microsoft Forms: For surveys and quizzes.
- Plickers: Quick feedback using printed cards.
- Classkick: Track and provide real-time feedback on student work.

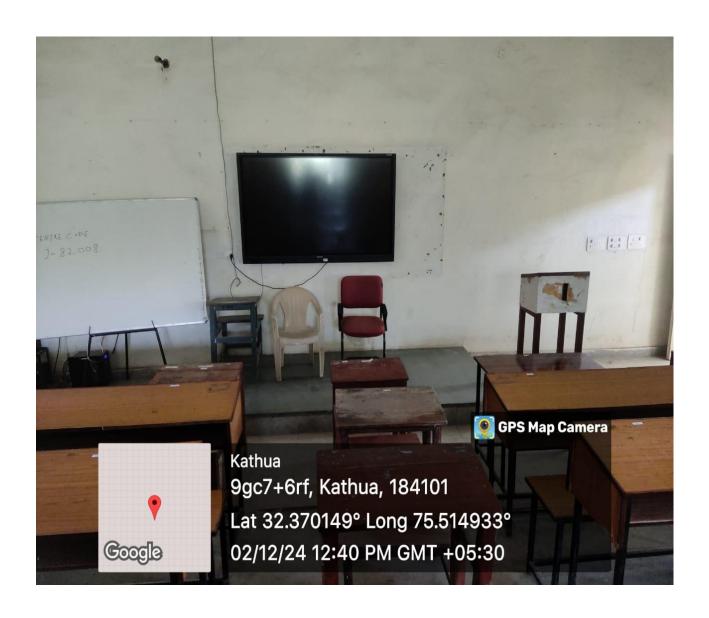
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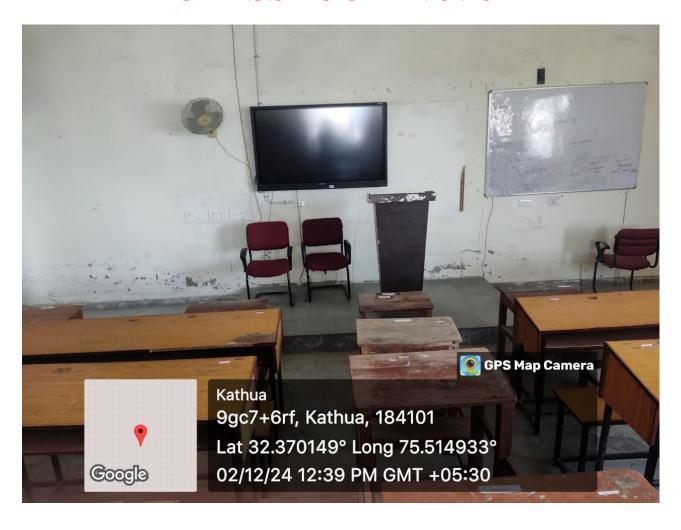












## **BROWSING CENTRE**





## KYAN PROJECTOR IN MULTIPURPOSE HALL



## BOTANY LAB.



## **COMPUTER LAB**





## ZOOLOGY LAB.



## HOME SCIENCE LAB.

