The use of ICT in pedagogy
every teacher’s daily mentor, assistant and friend

500+ schools | 5000+ teachers | 200,000+ students
Challenges
The world will need to recruit **25.8 million** school teachers to provide every child with a primary education by 2030.  

( UIS Factsheet 2015)
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In low-income countries, there is an average of **43 students** per teacher *(GEM Report 2013/14, Table 10 p. 391)*.
In one-third of all countries, less than 75% of teachers were trained according to national standards (UIS).

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It is difficult to recruit and retain teachers in remote rural areas and in conflict-affected areas, where the majority of out-of-school children...
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Teachers are mostly trained via offline/online workshops which expect them to figure out how to adopt what they learn into their daily practice.

There is no simple way for teachers to use evidence based feedback about what’s working to improve and personalize their teaching.
If we Teach Today’s students
As we taught Yesterday
We rob them of Their Tomorrow.

—John Dewey
The Role of Technology for 21st Century Classrooms

Our Journey
Current Digital education products focus on Self Learning
Everybody is in a hurry to make the student smarter
What about the Teacher???
Digital Classroom + Ineffective Teacher Support = Failed adoption

- Low usage
  (because teachers aren’t provided appropriate motivation & support)
- Low implementation fidelity
  (because teachers can’t figure out the right way to use the product)
- Low customer retention
  (because it is not giving the customer the desired outcomes)

Digital Classroom + Current ways of Effective Teacher Support = Scalable, Affordable

- Daily mentorship is the only model of teacher support producing results
  (but... it is impossible to find enough high-quality mentors available to teachers everyday)
An app that makes it easy & interesting to teach better and continuously improve by using evidence-based feedback on what is working well.

every teacher’s daily mentor, assistant and friend

Hi, I’m Gee
What teachers are expected to do:

1. Teacher education
2. Textbook/Content
3. Make lesson plans
4. Teach
5. Assess
6. Analyze student performance
7. Improve

What most teachers prefer doing:

1. Teacher education
2. Textbook/Content
3. Make lesson plans
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This is what we do for them using our app and algorithms.
The Guru-G Effect

Content from textbooks and other sources → Adaptive teaching packs → In-class guidance to teacher → Improved learning
2012
Field Research & Gathering
In-Sights

2013
Global Voyage
Unreasonable @ Sea
Product Development

2014
First Implementation across 50 Remote Schools, South India

2015
Expanded to 7 States across India – Extreme Locations, 5 Indian Languages

2016
Re Design the Product & partnerships with Global Education Companies

2017
Building Global Partnerships
Looking forward to Global Pilots
Our Technology Solution
Bridges the gap between training and classroom teaching

The APP largely focuses on process and methodology of teaching

Confirms to the existing teaching principles and practices

Helps Teacher Learn new skills and customize their teaching methods in real-time
Do you want to discover curriculum aligned ideas and lesson plans on your smartphone?

Gee gives you new ideas for using different types of content to teach each class in an interesting way.
EASILY ADD AND MANAGE ALL YOUR CLASSES
ORGANIZE YOUR CLASSES AND TRACK PROGRESS
FIND NEW PRACTICES, LESSON PLANS

<table>
<thead>
<tr>
<th>Category</th>
<th>Time</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHALK AND TALK</td>
<td>12:30</td>
<td>Briefly introducing the class to the concepts of Thrust, Pressure, Buoyancy and Archimedes' Principle. ...</td>
</tr>
<tr>
<td>TAGS:</td>
<td>Memory, Understanding, Creating</td>
<td></td>
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<tr>
<td>CINEMA/VIDEO</td>
<td>12:30</td>
<td>Explaining Thrust, Pressure and Archimedes Principle in detail using videos</td>
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<tr>
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<td></td>
</tr>
<tr>
<td>PICTURE/ILLUSTRATION</td>
<td>12:30</td>
<td>Examples of Pressure and Thrust using images</td>
</tr>
<tr>
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ADAPTIVE GUIDANCE FOR TEACHING CREATIVELY

Draw two planets on the board in two configurations. One where the planets are close to each other. One where they are far apart. Ask the students to guess in which configuration do planets exert more force on each other. Now draw two configurations. One with planets bigger than the other. Let the students guess where gravity is stronger.

Now draw one configuration where two small planets are close and another where two big planets are far apart. Now ask the students to guess. It’ll be hard to guess. Tell them they’ll learn in this class how to know answers to such questions.
ACCESS DIFFERENT KINDS OF MEDIA RESOURCES TO ENHANCE LEARNING

Use them in different ways:

1. Assign as homework
2. Show in class from a computer connected to a projector
3. Show in class from a projector that connects directly to a phone/tablet
GAMIFIED FEEDBACK TO TEACHERS FOR CONTINUOUS IMPROVEMENT

HURRAY YOU ARE DONE!
You have just finished teaching gravitation to 5A EVS

STAGES OF LEARNING ADDRESSED
- Memory
- Application
- Creativity

21ST CENTURY SKILLS IMPARTED
- Understanding
- Communication
- Analysis
- Critical thinking
- ICT Skills
- Collaboration

TIME TAKEN BY YOU:
⏰ 22:05

AVG TIME TAKEN BY PEERS:
⏰ 00:10

NEXT
AUTOMATIC GENERATION OF LOGBOOKS AND REPORTS
**BLOOM’S TAXONOMY**

<table>
<thead>
<tr>
<th>Level</th>
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<th>Hearts</th>
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<td>Memory</td>
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<tr>
<td>Creating</td>
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</table>

**21ST CENTURY SKILLS**

**DASHBOARD**

**MY CLASSES**

LEARN NEW TECHNIQUES AND IMPROVE IN A FUN WAY
Do you want to see your entire school’s daily teaching progress on your smartphone?

Gee will help you save almost 2 – 3 hours of work every single day in managing your teachers and teaching practices.
DASHBOARD: 3 HOURS OF DAILY EFFORT BY THE PRINCIPAL REDUCED TO 3 MINUTES
TEACHER LOG:
SEE EACH TEACHER’S PROGRESS & LOGBOOKS IN A SIMPLE WAY
LESSON PLAN MANAGER: THE SIMPLEST WAY TO MANAGE ALL YOUR TEACHERS’ LESSON PLANS

CHALK AND TALK
Briefly introducing the class to the concepts of Thrust, Pressure, Buoyancy and Archimedes’ Principle...

TAGS: Memory, Understanding, Creating

CINEMA/VIDEO
Explaining Thrust, Pressure and Archimedes Principle in detail using videos

TAGS: Memory, Understanding, Application

PICTURE/ILLUSTRATION
Examples of Pressure and Thrust using images

TAGS: Memory, Understanding, Application
Do you want digital content aligned with what was taught in school for your child’s learning?

Do you want access to fun quizzes for your child and know what your child has understood in each class?

Gee will help you do this in a fun and easy way!
3 FEATURES:
1. Logbooks
2. Content
3. Games/Quizzes
QUIZZES: GAMIFIED QUIZZES BASED ON WHAT WAS TAUGHT IN CLASS
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What makes objects fall to the ground when dropped?

- Electromagnetic Force
- Gravitational Force
- Strong Force
- Weak Force
QUIZZES: GAMIFIED QUIZZES BASED ON WHAT WAS TAUGHT IN CLASS
minimum need for support or training
Adaptive teaching & learning: using data from research & classroom practice to continuously predict what is likely to improve student performance
Teachers

- Saves time in preparing
- Saves effort in documenting
- Makes everyday teaching interesting & motivating
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**School Leaders**
- Saves time in managing teachers
- Saves effort in documenting
- Provides reports on innovative practices adopted — By-class, by-teacher
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**School Leaders**
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**Students**
- Digital content at home aligned with what the teacher teaches in class
- Fun assessments to see exactly what the child understood in each class
Milestones

500+ Schools

3 Global Publishers

5000+ Teachers

3 State Government, India

200,000+ Students

6 CSR Engagements