

Issue 18, February & March 2023

JPS EDGES

The Newsletter for 21st Century Schools Worldwide

Inside



Happenings & Achievements at JPS



Infocus



Gamification & Learning



Central Board of Secondary Education
Committed to Equity and Excellence in Education



FUTURE OF LEADERSHIP INITIATIVE



LEADERSHIP INITIATIVES AT JPS



Academic Rigor. You Become an Academic Wizard



TEDX at JPS. You Become A Ted Speaker



National Cyber Resource Centre



Green School Program. You Become A Green Warrior



Leadership Integrated Curriculum Empowered Leaders!



ISA Accreditation. You Go Global



Google Certified. School You Become A Tech Genie!



SPACE Program. You Don't Touch The Skies, You Cross Them Way Beyond!

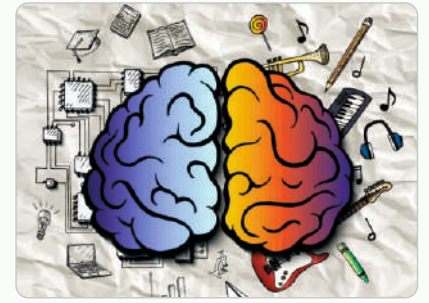


Excellence In Sports. You Break World Record



Get in touch with us at : www.jpsschennai.org

Welcome



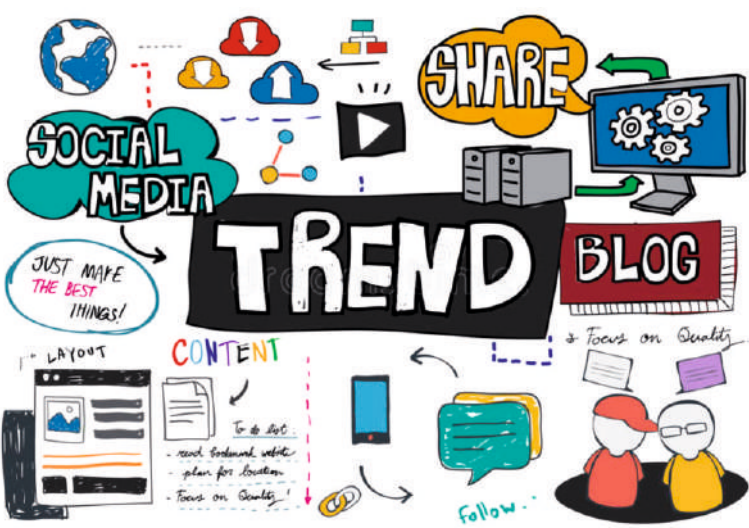
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“ Greetings of the season to all our readers!

- ★ A leader needs to be a learner. This is something we often hear but, how has the role of a leader evolved over the years and what the requisite qualities of a leader are debatable.
- ★ I am excited to introduce you to the concept of gamification in education, which we are implementing here at our school. Gamification is the application of game design principles to non-game contexts, such as education.
- ★ Our goal is to make learning more engaging, motivating, and fun for our students. We hope to create a learning environment that fosters creativity, problem-solving skills, and critical thinking by incorporating gamification into our curriculum.
- ★ We believe that gamification can be an effective way to motivate students to take an active role in their own learning. By providing them with challenges, rewards, and feedback, we can create a more interactive and dynamic learning experience that encourages students to take risks and learn from their mistakes.
- ★ Some examples of gamification in education include turning lessons into interactive games, using badges and points to recognize student achievements, and incorporating collaborative activities into the learning process.
- ★ We are excited to implement gamification into our curriculum and we hope that you will join us in embracing this innovative approach to learning. Together, we can create a learning environment that inspires our students to reach their full potential.



Tr. Saravanan Thiyagarajan
Principal
Jain Public School



Social Media Trends

YouTube Trends

Anjan Arun VII
#JPS#international pi day 2023
47 views • 3 weeks ago

Kanishka sai Grade IV A
#JPS # World TB Day
19 views • 3 weeks ago

Karthika Grade VIII
#JPS # World Meteorological Day
24 views • 3 weeks ago

Rowena Mercy Grade VII A
#JPS#World Theatre Day
36 views • 3 weeks ago

Oviya thiyagarajan Grade V A
#JPS# CISF Raising day
37 views • 4 weeks ago

#JPS # 6th Annual Sports Day
270 views • 1 month ago

TR. SARAVANAN THIYAGARAJAN PRINCIPAL
ission Open 2023
#JPS # Principal Speech at Sports Day 2023
130 views • 1 month ago

ADVAIYT IV A
#JPS#National Science Day
103 views • 1 month ago

ION OPEN 2023 - 2
#JPS # 6th Annual Sports Day
180 views • 1 month ago



InFocus

GAMIFICATION & LEARNING

The New Way to Learn and Teach

INTRODUCTION

In layman's language, it is using games to learn academic concepts. It is becoming very much part of today's education. Gamification is being considered as a unique learning style, to motivate student learning. In the traditional method of teaching, we come across visual, kinaesthetic, auditory learners, but in today's age, we see children learning through games. Children born in this digital era find it comfortable to have a learning process digitalized like Gamification. We can call this method as an advanced version of Activity Based Learning.

In gamification, we can use either video games or indoor games, like board games as part of the learning. I would suggest that a lot of traditional games can be used in this method, which stimulates the thinking process.

THE ADVANTAGES & PRACTICAL IMPLICATION:

The benefits are many. The most significant advantage is the motivation for students to learn. It is an exciting substitution to traditional teaching aids like charts or picture book or flashcards. It alleviates boredom. Some children consider certain concepts too difficult to learn. Gamification makes it very interesting & easy for children to learn even the most robust concepts. Above all, teachers also become learners, and they start thinking innovatively. Gamification need not be technology-based always, though technology-based content is more appealing. Gamification can be introduced in schools through some common indoor games like snake & ladder, memory card game, etc. where implementing technology is a challenge. Use of technology also requires the teacher to be well equipped and comfortable with devices like smart boards, laptop or desktops, along with the knowledge of computer languages. This is one of the biggest challenges in implementing the technology-based gamification. So, try to use simple indoor games as gamification technique in learning.

WHAT DO STUDENTS AND TEACHERS FEEL ABOUT GAMIFICATION?

There is no doubt that students enjoy a lot. They love even if the assessments are given as games and puzzles. Understanding concepts is far better than rote learning. Ability to learn new skills dramatically increases when gamification is part of the learning process.

We have given our students some mini projects where they have to create some games for a particular concept. They enjoy



such projects. Such techniques keep them engaged. Their mind space is creatively occupied. When such projects are given, even the conversations among students carry value & quality. I feel gamification in learning brings out the fullest potential of children.

Gamification, primarily through technology, will help to build collaborative skills, with real-time feedback, motivating students to persevere in the face of failure. Gamification is a beautiful technique for children with special education needs. Teachers do find that their teaching becomes a lot easier with such an innovative approach. But they also realize that they need to put their ideas, time and effort to create lessons with gamification. Many of my teachers appreciate that we are implementing such a technique in our school. When gamification approach is adopted in classroom teaching, teachers understand the strengths & weaknesses of students better. Most importantly, teachers feel that their classes become more lively and enjoyable.

THE FEASIBILITY OF GAMIFICATION TO BECOME PART OF THE CURRICULUM:

It is very much possible to adopt gamification into the curriculum. Especially, for primary classes, it can be easily included in the curriculum. Primary level children enjoy fun learning, and there can be less seriousness in their learning too. Learning through gamification, makes children understand the application of concepts. For example, when teaching about the idea of Money for my 3rd graders, we introduced the game of trade in one of the lessons. They were able to understand the income and expenditure better through the game.

THE SUCCESS STORY IN MY SCHOOL:

Our school follows activity-based - learning for life curriculum, where every concept is taught through hands-on activities. At the primary level, we make sure that at least one or two gamification techniques are used for a few concepts in every subject. We also use technology-based games, as all our classrooms are equipped with smart boards. Every teacher should come up with innovative gamification ideas for a minimum of one topic in the subject she is teaching. So far, both my teachers and children enjoy this approach very much.

It is important to note that although games can be used as tools for learning, they must not replace traditional systems, for there are chances that students will only work for the reward and not for the sake of learning.

Awards & Achievements



Shravanthika

Grade II A



Azlaan Thameem

Grade III B



Chendhur Aswin

Grade III B



Jasvidh Shiva

Grade III B



Dakshitha

Grade III B



R Naveen Kumar

Grade VII

ATTENDANCE INCENTIVE



Teachers getting reward from Principal for their being regular with no absent, It is a proud feel, As many teachers getting cash incentives from Principal.

LOGIQIDS COMPETITION



Excellence is not a skill it's an attitude, Kudos to Maths department for LogIQids competition.

THE BEST TEEN HORSE RIDER - PART 1



Smithonia is my home town where I spent my childhood.

It is a forest . Our Mansion is in the center of it . As a child I was not like other girls I loved taking risks , so I had a deep passion for horse riding races and other races.I begged my dad to buy my horse but he didn't. The day before my birthday when I was in the way back home from my cousin's visit.I saw a mother struggling to give birth but it was already 11 'o' clock because of the train 's delay. My dad refused to help the horse but mom came out of our car and started pushing the horse's womb hard after 20 minutes of hard work a beautiful female horse was born I named it Bella. It was my best friend i always use to this phone is in the corner of the forest in the east side of forest but windy the matterhorn died you do illness so I adopted Bella and started my horse riding training with her .Soon my cousin sapphire, joined us we started cars riding practice and we became the best team half riders in the swan your butt the sunday when i have an accident in the railway station nearby.

The next week I woke up to see my lying in an orphanage's medical room , they saved me unfortunately I had a memory loss they even could not track my parents. Two elderly couple adopted and we went to london.

By Amrithavarshini
Grade VII - B

MARCH INTERNATIONAL WOMEN'S DAY

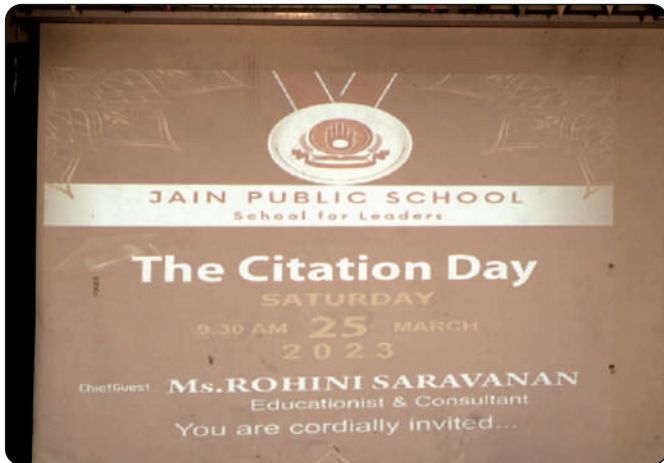


On International Women's Day. We are Excited to Honor Incredible Achievement of Women around the world. Dr. Shobha Varthaman shared her inspiring journey and talked about the challenges faced by women today.





KINDERGARTEN CITATION DAY CEREMONY



JPS went into a celebration mood, KG Citation Ceremony, Our Young Leaders gave kick started to their learning. and visitors heard them out what they said on the occasion.





KG kids Exhibiting their talents on the occasion of Citation Day



No matter what happens in life, be good to people. Being good to people is a wonderful legacy to leave behind - is the message conveyed by the chiefguest.





I'm a little graduate, Aren't you proud of me !





Now I'm off to the Big Kids School!



Classklap Training



Holi Celebration



Arts & Crafts



Kanishka Grade IV A