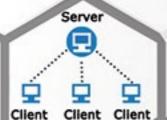
Serving 7000+ Schools

Digital Teacher.in™

Empowering Schools & Promoting Innovation through Digital Technology





Server

CBSE

Syllabus

VI TO X CBSE

Digital Classroom Smart Classroom Solutions





Digital Teacher™

English Language Lab

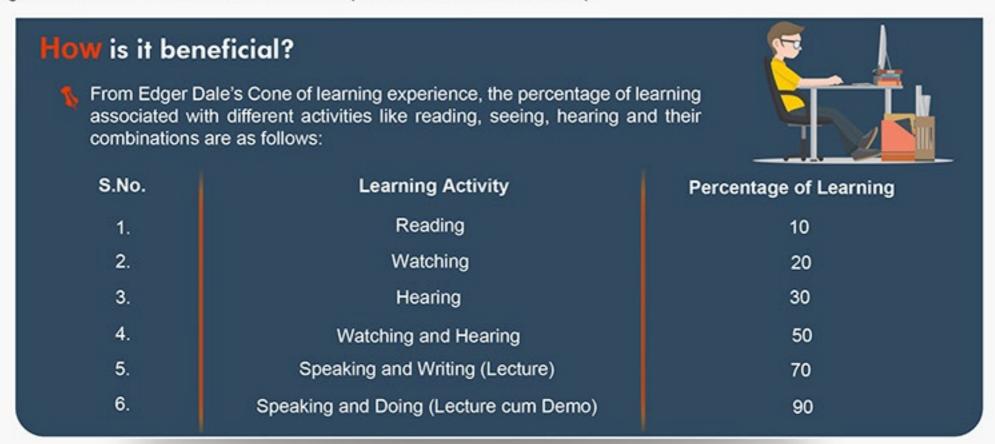
Developed as per the "CEFR (Common European Framework of Reference) and Cambridge English Teaching Framework under guidance of Cambridge English Trainer.

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Call Now

What/Why is Digital Teacher?

- The new syllabus is introduced following the CCE guidelines to meet the growing demand of practical understanding in school education.
- Code and Pixels is offering a new learning aid to schools.
- The product is an apt tool for learning subject using educational technology.
- While the conventional visual assets of the content are two dimensional in nature and are mere models of reality, the technology based content assets of this product are next to reality.
- The subject content is presented in different types namely, the concepts, laws/principles, theory, derivation, numerical problems and applications. School administrators can get every worth of their penny spent on this product by noticing the apparent change in the behavior of their ward towards the subject.
- The product will be useful to students and school teachers equally.
- The models are simplified substitutes of reality and help us in understanding complex systems in a step-by-step manner.
- ✓ In this context, animations are used to present the models associated with a concept along with their uses and applications.
- The product can be used straightaway by the teachers without any prior training.
- Lab activities of the textbook are presented in a step-by-step manner using simulation, where the intervention of the learner is called for, in the form of input to progress further.
- → Digital teacher content helps to improve "Scientific Temper"
- Digital teacher content helps to "INSPIRE"
- → Digital Teacher helps to eliminate "Maths Fobia"
- Digital Teacher prepares individuals to become "Global Citizens"
- Digital Teacher content in social science helps to mould "Ideal Citizenship"



- The product allows the teacher to instruct the subject in such a manner that learning takes place through seeing and hearing, lecture and demonstration method.
- In this way, optimal delivery of learning experience can be ensured by the instructor.
- Pause/Play buttons embedded in the product allow the teacher to use the product at his or her own pace.
- Owing to its user-friendly features, school administrators can adopt this product as the standard teaching tool of science in their institution.
- The unit plan document provided with the product not only serves as a planning tool for teachers, but also helps the administrators in assessing the pace of syllabus completion.
- The administrators can ensure parents that their wards are given quality education using digital technology.
- The product can be used straightaway by the faculty without any prior training.
- It can also be used as an effective self learning material in teaching learning process.



Features of the product:



- The product presents a Unit Plan to the teachers which can either be adopted as it is or customized as per their needs in the planning stage of the instruction delivery.
- A template of the Lesson Plan is provided to break the instructions of a unit at class-to-class level on the lines of the unit plan.
- The pace of instruction delivery is placed in the hands of the teacher through the Overview section of the product which gives a bird's eye view of the subject matter of a unit.
- The content of the subject under Instruction section is divided into several types, namely, the "Concept Model/Activity", "Law/Principle", "Theory/Lab Activity", "Derivation/Numerical Problems" and "Uses/Applications", based on the nature of the science subject.
- Concepts and processes presented using animation and procedures are shown using simulations requiring intervention through simple navigation system.
- At the end of the syllabus coverage, important instructions are presented in a nutshell for the recapitulation of the learners in the Summary section.
- Important Keywords are listed with links to the slides where their corresponding concept is covered in detail.
- It is essential that the students remain mentally in touch with the subject matter taught in the classroom even after they leave the learning environment. For this reason, suggestions to the teachers on homework and project assignment for their students are provided under Follow-up Work section.
- The third aspect of teaching learning process is evaluation. On the same lines, the third section of the product is Evaluation. Here, a sample unit test paper covering the entire instructed unit is presented for the ease of the teacher and for mock assessment of the learner.
- A Dash Board to see history of the user.
- Bookmarking of the topics
- The content can be played on any System/Laptop, also on Android-based and Windows-based Smartphones.
- Drawing Skills section imparts the required drawing skills to the student.

TECHNICAL FEATURES OF THE PRODUCT

Elements of Instruction

- Unit Plan/Lesson Plan/Unit Overview
- Concepts/Model/Activity/Theory
- Law/Principle/Lab Activity/Virtual lab
- Derivations/ Numerical Problems
- Real life Applications/uses
- Summary/Assignments /Follow-ups
- Assessments/Keywords

Media Features

- Rich Graphics
- Animation (2D and 3D)
- Images
- Videos
- Voice over
- Drawings, Diagrams
- Tables, Graphs, Text

Navigation Features

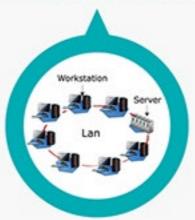
- User-Friendly Interface/Navigation
- Inbuilt Interactive Board/Search
- Index/Menu/Topics List/Play/Pause
- Audio/Mute/Next & Previous Topic/Reply
- Seek bar/Glossary/References/Notepad
- Master Page/Subject Home/Print/Book Mark

Content can be played on multiple platforms

Standalone Systems (Desktops, Laptops) Encrypted CD Drive/USB Drive



Local Area Network. Client-Server Environment



Tablet, Smart Phone



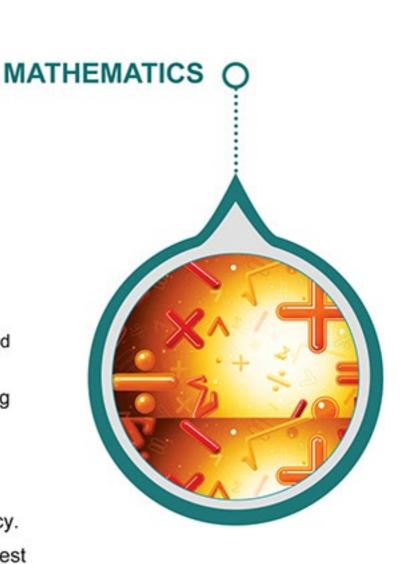
- → Digital teacher content helps to improve "Scientific Temper"
- Theories are shown using illustration and animation. Facts of the subject are presented using Smart Art.
- The content of the theory is broken down into three subsections, namely, Hypothesis/Assumptions, Scientific Explanation and Learning.
- Activities are presented in a step-by-step approach with three subsections, namely, Activity, Observation and Learning.
- The concepts involving models are also presented using animation and illustration.
- Lab activities and follow-up activities/projects are presented.
- Flowcharts and Mind maps are also presented for better understanding.
- Activities to improve Manipulation (drawing) skills are also included.
- Effective reinforcement through feedback.



CHEMISTRY

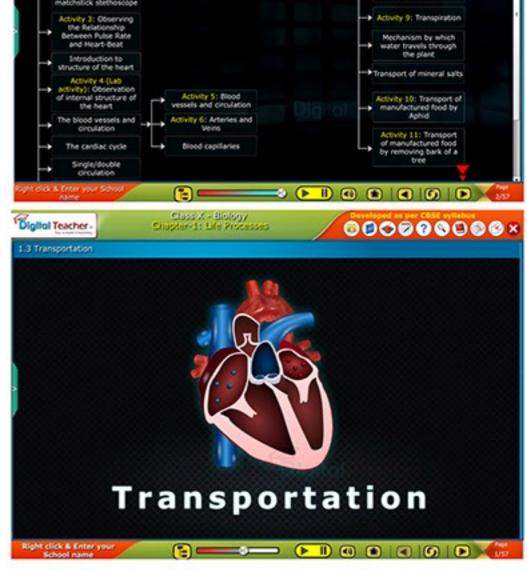
- Digital teacher content helps to "INSPIRE"
- → The activities of the textbook are further divided into Activity, Observation and Learning sections to further aid the teacher to teach the concepts using scientific methods.
- The working of the universe is complex and incomprehensible when considered as it is. Science tries to understand nature using models and expresses its understanding in the scientific language of mathematics.
- The models are simplified substitutes of reality and help us in understanding complex systems in a step-by-step manner.
- In this context, animations are used to present the models associated with a concept along with their uses and applications.
- Theories of the subject are presented by specifying their components like Assumptions/Hypothesis, Scientific Explanation and Predictions.
- Digital Teacher helps to eliminate "Maths Fobia"
- The introduction of a lesson is presented using animations based on daily life scenarios.
- Mathematical formulae, Important mathematical signs and symbols.
- Theorems are divided further into Given, Required to Prove, Construction, Proof and Conclusion sections.
- Procedure of solving different types of problems from a lesson is presented in a step-by-step approach.
- → The applications of the lesson learnt in daily life and in industry are presented at the end of the lesson.
- Enough number of problems are presented to the student for practicing on their own.
- Graphical and pictorial representation to visualize concepts clearly.
- Comfortable and simplified procedural steps in problem solving.
- Suggested follow-up activities to improve skills like speed and accuracy.
- → "Do this", "Try this" sections to develop hands on experience and interest

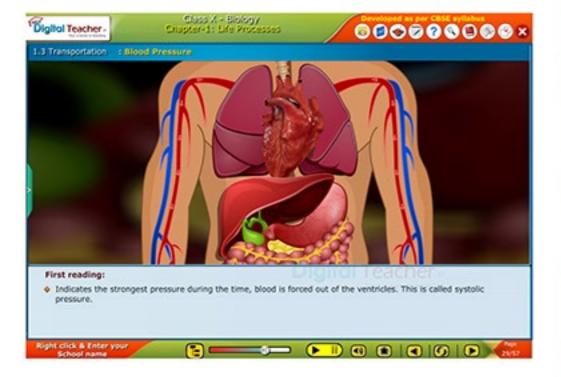


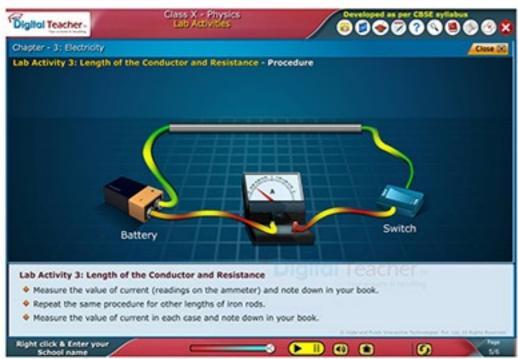




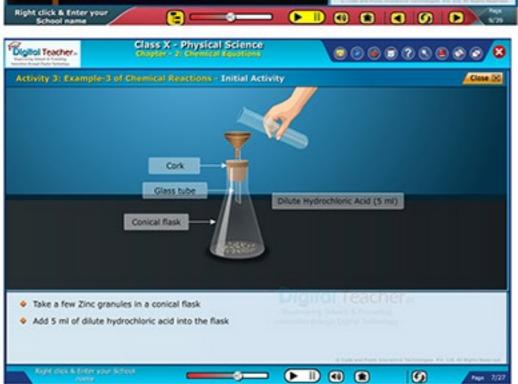


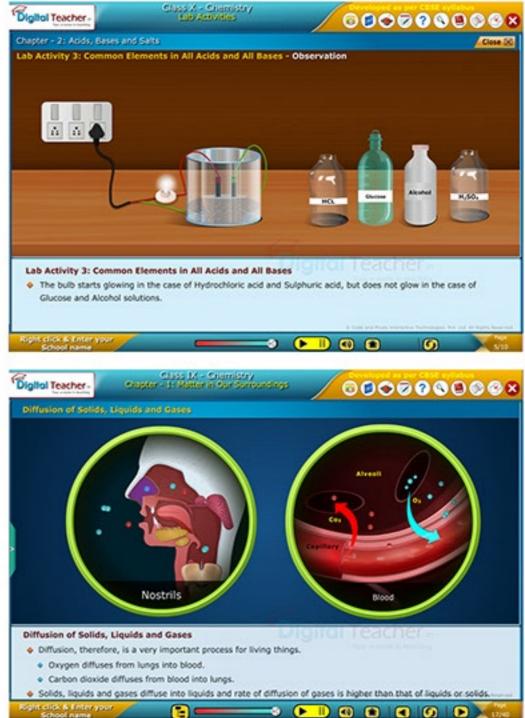


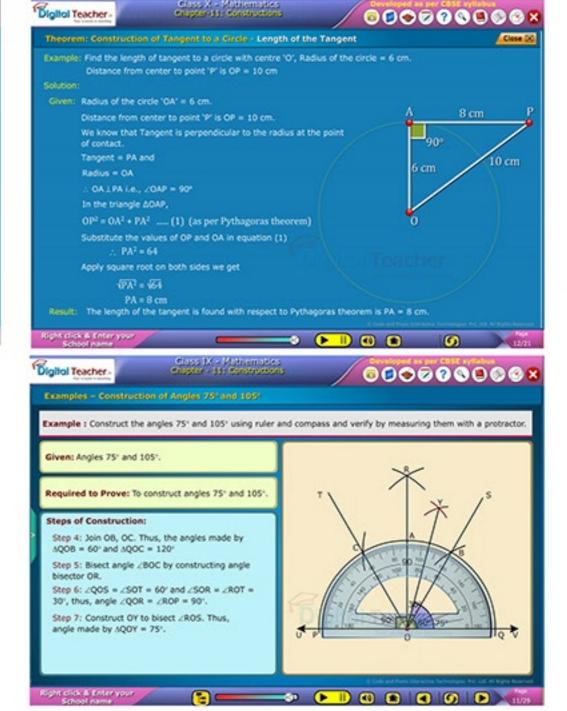












Human Anatomy

- Multimedia combines five basic elements of media into the learning environment: Text, Video, Sound, Graphics and Animation, thus providing a powerful new tool for education.
- All these elements are required to disseminate knowledge through Digital Content.
- Some concepts require real-time Images and Videos for better understanding. Some topics are better explained using animations. Animations are of 2 types, 2 dimensional (2D) and 3 dimensional (3D). Some concepts are better explained using 3D.
- In recent years, 3D entered our lives through TVs, Projectors, Monitors, and Computers etc.
- 3D technology is widely used in the field of education, as it command the attention of the student.
- We have added 3D animations for better understanding and visualization of the imaginary concepts as per the suggestions of the Subject Matter Experts.

To start with, we have developed Human Anatomy 3D course.







Basics of Computers & IT

- It is a gadget- driven world. IT has entered our daily lives and has become an integral
 part of our life. Every day, we hear about many technologies and IT terminology i.e.,
 Cloud computing, Memory, Android OS, Online, e-commerce, web chat, video calling,
 social network and so on in our life.
- Each topic is an ocean and there is no end for learning about each topic.
 Our attempt to develop this CBT is to introduce Information Technology terminology and Basics of computers to the students. Information Technology covers a broad spectrum of Hardware & Software solutions.



- This CBT is designed exclusively for the people who don't have familiarity about Computers and Information Technology. At the end of the course, you will not be able to get mastery about computers and IT but you will be well-informed and knowledgeable about Information Technology terminology and computer basics.
- We have tried to cover terminologies which we come across often in our day-to-day life.

Vocabulary Builder



- Researchers have stated that vocabulary deficiencies are a primary cause of academic failures.
 Research indicates that low levels of vocabulary can have an impact on reading and therefore, writing.
 - These researchers profess that direct and explicit instruction of a set number of vocabulary words will improve academic success in all content areas.
 - Learning 500 words each year may improve learning by as much as 10 to 30%.
- Have you ever noticed a film heroine whose mother tongue is not Telugu, speaking Telugu?
- Similarly collectors, where ever they get posted, learn the local language in a month's time. How is this possible? What is their secret of their speaking? How do they achieve this?
- How do they understand the language in just a few months and start talking fluently in a year?
- Whatever may be the language, vocabulary is very important. If you know 2000 words in any language, you understand what the others are talking. If we have a vocabularyof 5000 words, then we can speak fluently.
- Knowing the words is not enough. We need to keep using the words while speaking, where ever possible.
- This Vocabulary Builder tool has 5000 + Words which are used in our day-to-day life and can be used by anyone from a 5 year old kid to a 25 year old person.



435 Learning Sessions cover complete Language Lab

VOCABULARY

5000+ words (8 levels) with picture representation helps the students in learning new words.

GRAMMAR

Student can gain complete grammar knowledge.

INTONATION

Improving the knowledge of English by mastering variations in volume, pitch, speed and stress.

ASL

Model used for Assessment of speaking and listening skills to communicate, enrich and evaluate the learner's proficiency.

PHONETICS

The accent of different words made easy through phonetics.

Modulation: Modulation helps to achieve precision in pronunciation.

Syllabic division: Almost 3000+ syllabic words are used from Mono syllabic to Hexa syllabic.

Digital Teacher™

English

Language Lab

Developed as per the "CEFR (Common European Framework of Reference) and Cambridge English Teaching Framework under guidance of Cambridge English Trainer.

KEY AREAS

Digital Teacher English Language Lab not only enhances vocabulary, but also focuses on the finer shades of language like grammar, pronunciation, intonation, modulation, phonetics, MTI and syllabic division.

Learners learn without any fear or embarrassment which helps build their confidence and proficiency in the language.

PACE OF SPEECH

Pace is a key to effective communication, in which the speech is clearly understood and made interesting.

MTI

A focus on 'Mother Tongue Influence' (MTI) to overcome pronunciation differences of consonant sounds using mouth movements.

FLUENCY

In order to improve fluency Audio/Visual applications based on stress, intonation and modulation are practiced.

SPEECH SOUNDS

Pronunciation of consonants and vowel sounds made easy with correct syllabic division and stress patterns.

PRONUNCIATION

2000+ difficult words to recite for better pronunciation.

SOFT SKILLS

6 hours of various topics related to soft skills are covered, i.e., Self, Communication Skills, Presentation Skills, Group Discussion and Interview Skills.

What is Lab?

- Physics Lab or Biology Lab or any lab is a place where we do experiments and practice and learn things.
- What we are taught in theory classes are practiced in Lab provides handson experience.
- Lab faculty guides us in performing experiments or learning process. Lab faculty corrects us we do something wrong. Lab allows us to practice until we are successful.

Lab is a place where we have different tools and materials to practice and improve our skills.



What is Language Lab?

- Similarly, a language lab is a place where we learn language.
- The way we have tools, equipment, chemicals, and specimens in our science labs, in English language Lab, we have number of tools which teach and guide us to learn and practice language.
- Language lab is the software which enhances the skills of a student Language lab teaches English and enhances ability to Listen, Speak, Read and Write.
- We haven't taken any special training to speak and understand our 'mother tongue'.
- A child listens to his mother and understands and tries to repeat the words and mother corrects the
 words. Mother teaches words, vocabulary and child tries to speak exactly like a mother and child
 pronounces wrongly then mother corrects the child. In the process, the child learns.
- Listening and Speaking are the skills which require massive practice. Everyone associated with the child speaks mother tongue which makes child to understand faster.
- Whereas in India, English is second language. It is a foreign language. We need to learn the language.
 Not many around us and in our society and houses speak English. So we don't get ample opportunities to listen and speak and practice.
- To improve skill in any language one must listen and speak in an order and follow the system of that language.

Fear of Speaking:

- If we were born and brought up in a society where English is first language, then we would have been experts in speaking English naturally.
- Many students don't get an opportunity to speak English.
- Writing and speaking are two different skills.
- Writing is a slow process and the brain gets time to frame words while we write.
 But speaking is a fast process where we don't get much time to frame words.
 So we need to frame words very quick while we are speaking.
- That is possible only when we practice continuously.
- We fear that we may not speak correctly. So, we don't speak in English.
- We fear that people will laugh at us if we make mistake.
- For that many experts advise us to talk in front of a mirror.
- Yes. Partially that can be done. The person who is in front of the mirror is you. The person in the mirror may not laugh at your mistakes. He may not be able to correct your mistakes. He will not be able to guide you.



Wesite: http://www.englishlab.co.in

English Language Lab



- So you need to talk to a person who wouldn't laugh at you and who corrects, guides, teaches and enhances your English speaking skills.
- English language lab does the same thing. It teaches you a sequential manner so that you improve your skill faster and accurately.
- English language lab is a virtual mentor to enhance English skills.

Why a Language lab? Benefits of Language Labs.

- Language labs are becoming highly valued in schools, colleges and universities because they offer students a structured e-learning environment that is successful and reliable.
- Listening, Speaking, Reading and Writing (LSRW) are the four skills which play an important role in the
 acquisition of language and learning.
- English Language Lab has had a tradition of helping learners improve their English, whether for work, personal enrichment or English for Academic Purposes (EAP).
- The language lab is a very useful tool that facilitates classroom engagement and interaction via computer-based exercises and activities to maximize language immersion.
- These labs provide a very different experience from the traditional system of teaching and learning languages, offering more advanced features and functionalities.

Why Digital Teacher English Language Lab?

- CEFR (Common European Framework of Reference) and Cambridge English Teaching Framework defines how to enhance skills in English.
- We have designed a lab as per their instructions and customized examples and scenarios as per the standards of learners in India
- This software is specifically designed for learners in India
- The system ensures a stress free environment with high quality digital content.

The software allows learners a private environment for self-paced practice.

 Keeping the importance of a teacher in mind, Digital teacher Language Lab provides teacher handbook and sessions planner.

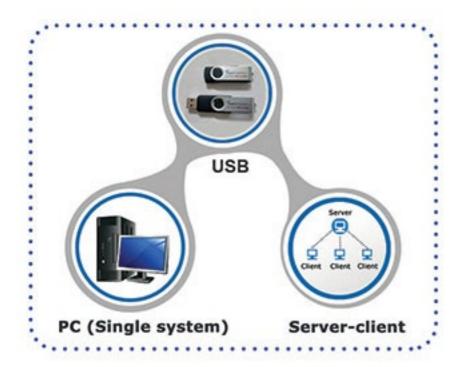
Common European Framework of Reference (CEFR)	
Basic	A1 & A2
Intermediate	B1 & B2
Mastery	C1 & C2

Blended Learning Solution

Blended learning methodology contains both ILT (Instructor Led Training) and CBT (Computer Based Training). In ILT, an Instructor interacts with the students in executing the activities whereas in CBT student can perform them alone

English Language Lab

Modes of Delivery / Distribution / Installation



1. Client-Server Technology:

Software will be installed in Server and Nodes (Systems) connected to server can access the software.

2. PC (Single system):

Software is installed in single system.

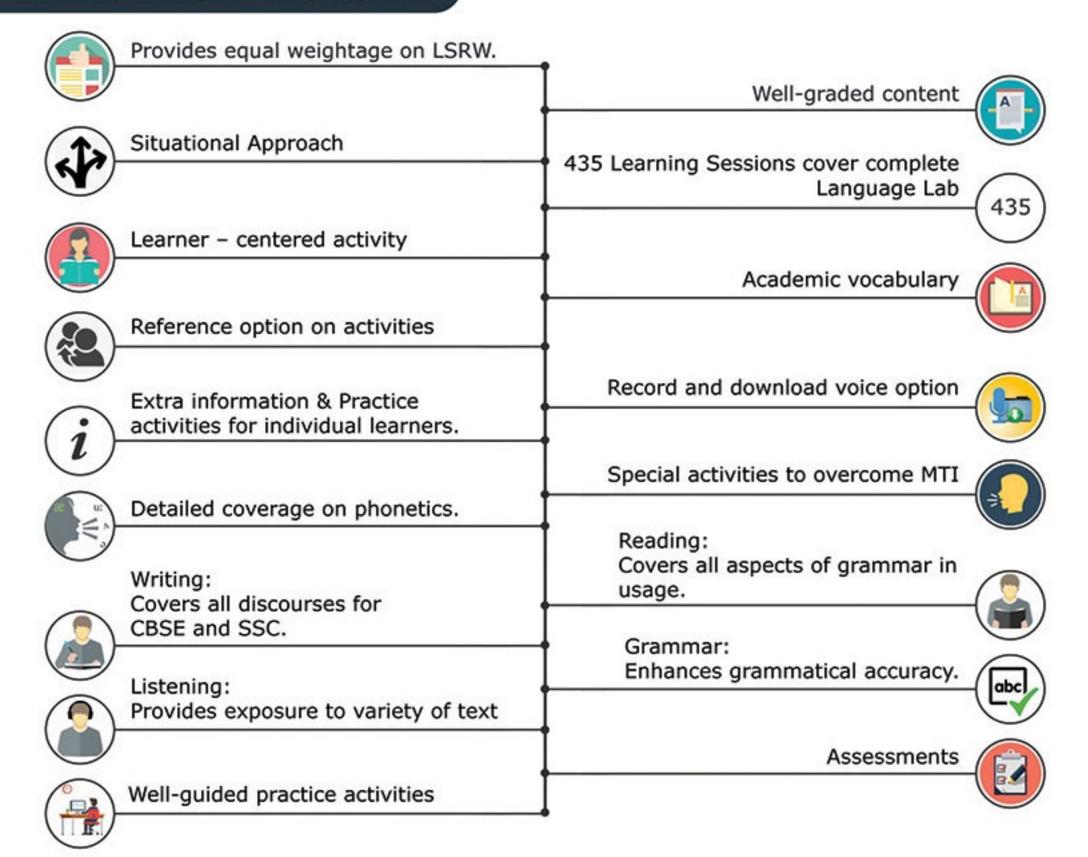
3. USB drive:

Software will be available in USB drive, and user can plug in USB and run software on any system.

- Technical support through a helpdesk
- The existing Computer Labs infrastructure can be used as Language Labs; no need for additional infrastructure
- · Software works on ZERO clients and Thin clients

Hardware required : System + Headset with Mike

Features of English Language Lab





Listening

English Language Lab



When?

- · Lectures, (note-taking) tutorials, group discussions
- · Brainstorming, presentations
- · Q & A, instructions- induction, library, Every-day life

Importance

- · Improves speaking and pronunciation
- · Develops inter-personal skills
- · Receptive skill that needs active participation

Tune in!!

- Active listening requires participation not passive reception
- . Engage with the sounds & words
- . Ensure you are aware of the subject before lectures.
- · Read key vocabulary & do background reading
- · Mental repetition, Ask for clarification
- . Listen to radio, TV other media

Issues

Assessments

Click each and to know more.

- · Uncertain comprehension
- · Speed of speech
- Familiarity with local speech (accents and vocabulary)
- · Missing words /concepts/instructions
- · Lack of confidence to ask for repetition



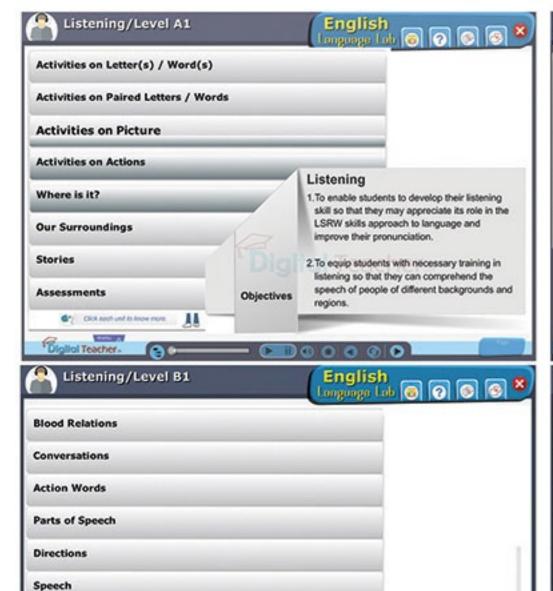
Listening/Level A2

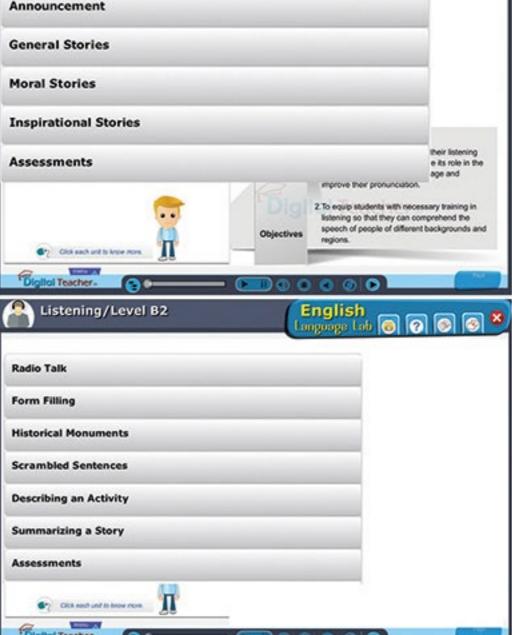


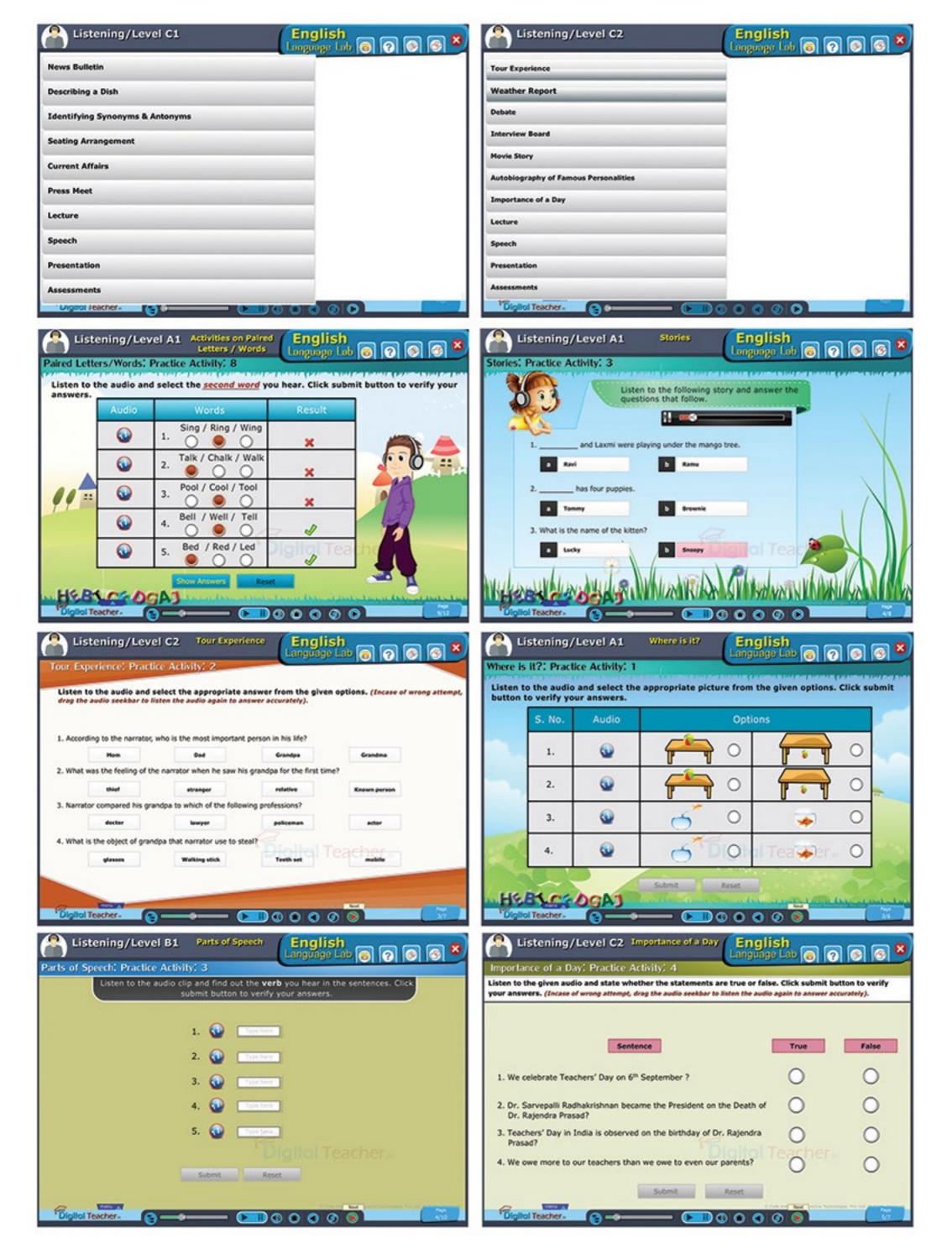


English Language Lab 6 7 6 8

Click each LEVEL icon to start the lesson.









Speaking

English Language Lab



When?

- · Tutorials, seminars, presentations
- · Q & A in lectures
- One-to-one sessions (personal tutor, doctor, employer etc.)
- · Class group discussions, Group task work

Importance

- · Most obvious skill
- · Most interactive skill
- · Develops understanding through communication
- · Develops inter-personal skills (team working)
- · Used in assessment

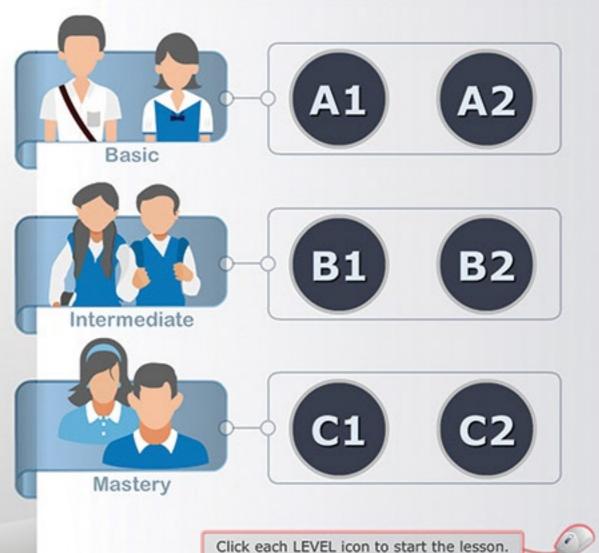
Take every opportunity to speak

- Ask questions!
- · Use Academic Skills resources (presentation space)
- Observe native speakers
- · Repeat, Ask for clarification

Issues

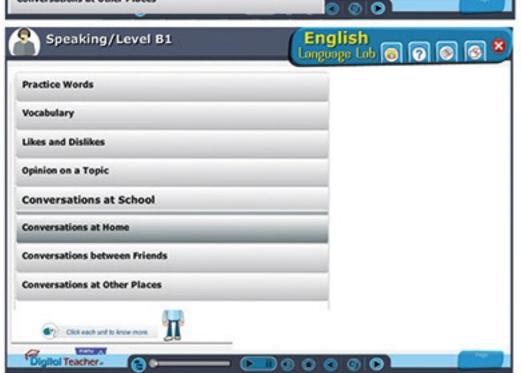
- · Lack of confidence
- · Uncertain about -timing/vocabulary/interaction
- . Decoding of non-verbal information
- · Lack of knowledge of presentation skills

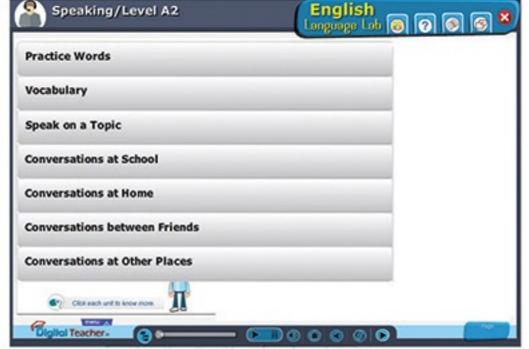


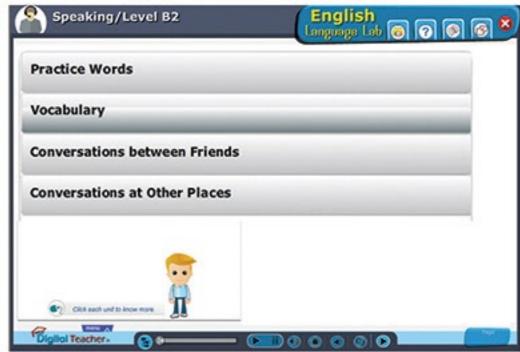


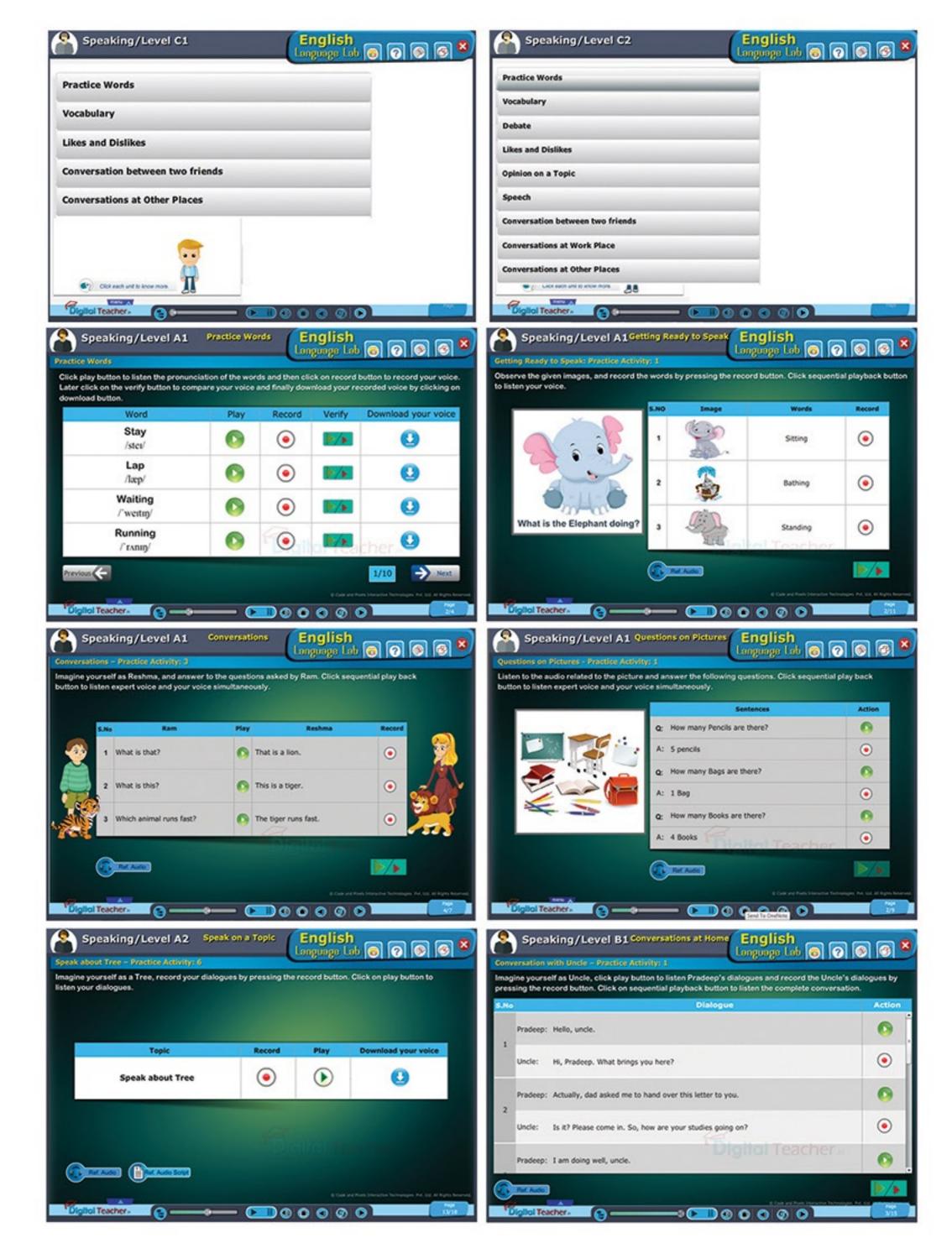












Reading/Grammar

English Language Lab



When?

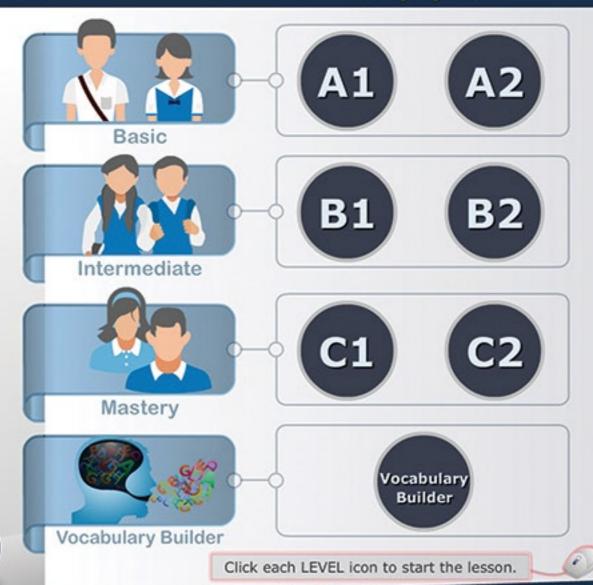
- · Informs writing and writing style
- Develops knowledge of language structure
- Develops vocabulary (specific vocab. for subject)
- Register and purpose

Reading is an active skill

- · Improve your speed
- · Read smart
- Read for gist/skim
- Read for specific information
- . Do not stop to look up every word-decode from the text
- Use tools to help develop vocabulary (textual and on-line)

Issues

- Speed
- · Decoding new words
- Vocabulary
- Comprehension
- Relevance
- Volume (in study)





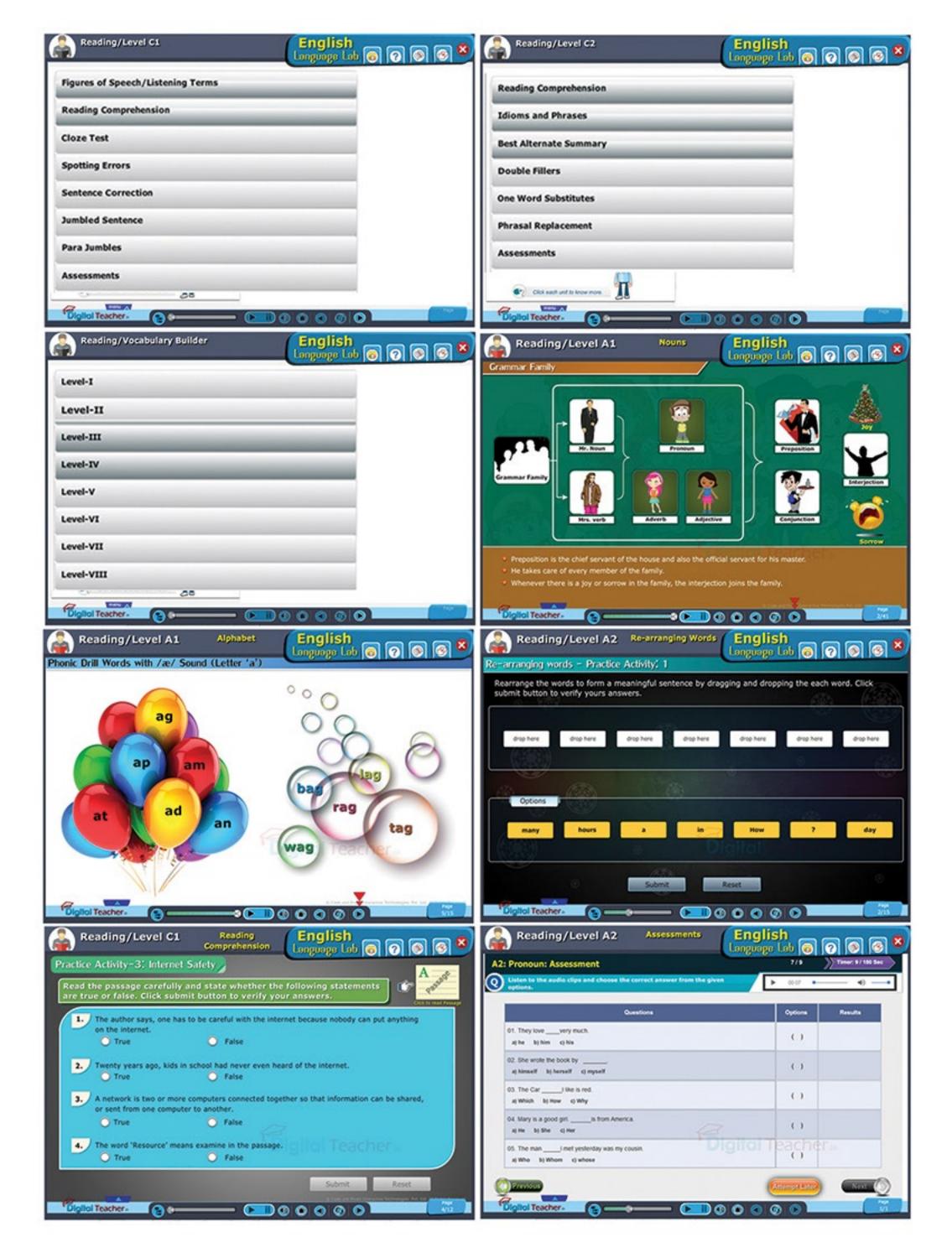




Digital Teacher.in







Writing

English Language Lab



When?

- Coursework
- . Exams, Lectures, Tutorials
- Group work, Presentations

Importance

- Main method of assessment
- · Strict methods and conventions in academic writing
- Various formats/styles/functions depending on subject area
- · Essential skill for exams, Errors more obvious

Use Learning Development Group resources (classes/appointments/work space) for support

- Engage in the process of writing for academic purposes study skills, time management
- Be aware of academic conventions (student handbook, referencing guide, library resources)
- . Disclose learning needs i.e. Dyslexia for further support

leeune

- Lack of knowledge of key language structures, word, sentence, paragraph, text
- . Differences between style in native country and UK
- · Register and purpose, Note-taking
- Paraphrasing, Academic conduct

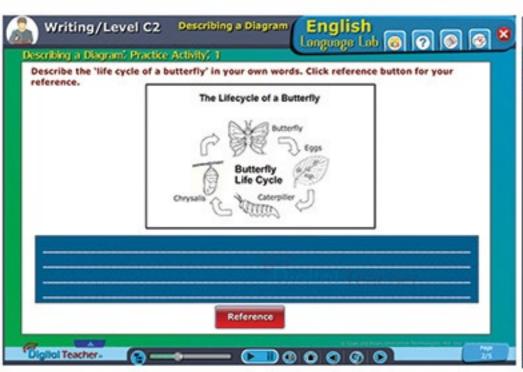


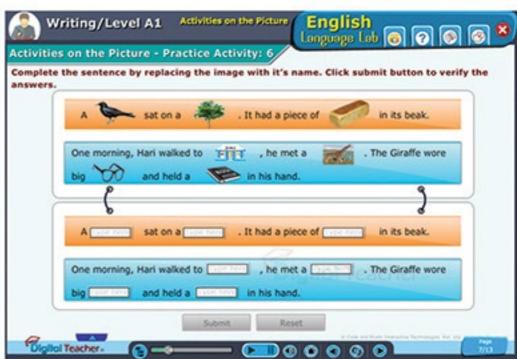
Digital Teacher in

Click each LEVEL icon to start the lesson.









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Phonetics

English Language Lab



Topics covered under the A1 level are:

- . Introduction to phonetics, phonetic table and its usage
- Tongue and Lip movement
- Basic consonant sounds and "Role play" activities
- · Monosyllabic words to recite

Topics covered under the A2 level are:

- Voiced and unvoiced consonant sounds
- · Practice activities and Disyllabic words to recite

Topics covered under the B1 level are:

- · Voiced and unvoiced consonant sounds
- · Practice activities and Trisyllabic words

Topics covered under the B2 level are:

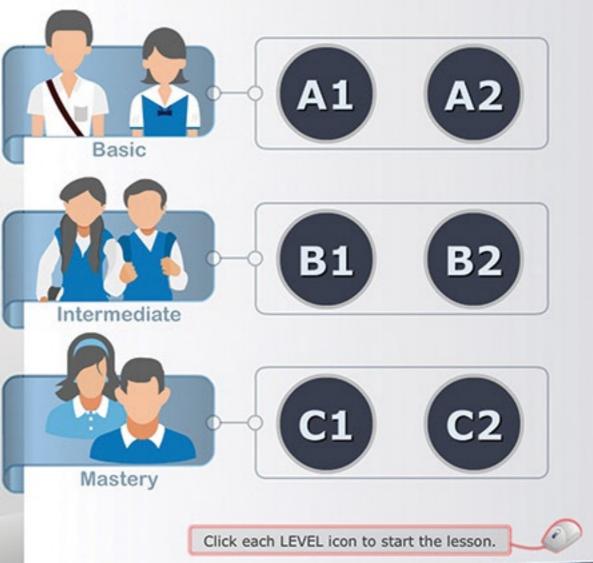
- · Introduction to vowel sounds and classification
- · Vowel sounds (Pure Vowels) and practice activities on vowels
- · Quadrisyllabic words

Topics covered under the C1 level are:

- · Introduction to Diphthongs
- . "Role play" and "Practice" activities, Pentasyllabic words

Topics covered under the C2 level are:

Pronouncing Sounds, Voice modulation, Intonation and Stress Rhythm and Speed and Mother Tongue Influence (MTI) Practice activities and Hexasyllabic words







Soft Skills







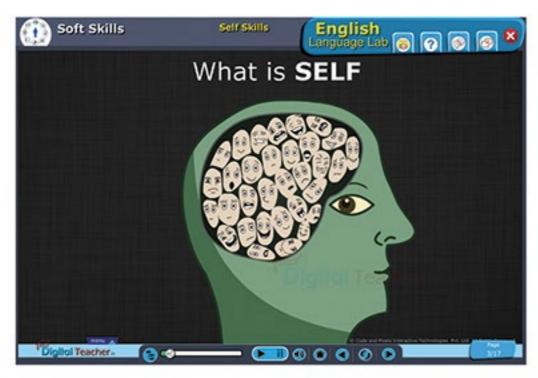
Types of Skills

- Hard skills are the specific abilities that are required for a certain job.
- These abilities are specific and teachable, and they can be easily defined and measured.
- . Usually, people learn hard skills at school or in their previous jobs.
- For example, if you're hiring for engineering roles, hard skills may include things like a professional engineer designation, experience with welding equipment, or the ability to repair equipment.
- Hard skills may also include proficiency in a foreign language, like French or Spanish.
- Soft skills, also called interpersonal skills, are abilities that can be useful in any job.
- . Unlike hard skills, these skills are vague and hard to define.
- They're harder for you to quantify since candidates may not list them on their resumes.
- These skills include things like communication, motivation, teamwork, time management, work ethic, and flexibility.



Click the icon to start Softe Skills











Recently Introduced New Technologies

Technology is drastically changing. But education sector is unable to take advantages of Technology. We would like to bring technology to schools at affordable price. We are not only product development company but also company which supports implementing of technology in many organizations i.e., Banks, Defence, Railways and many Universities. We have decided to introduce technologies which enhances learning process. Our ultimate aim is to make knowledge transmission in joyful way.

We also want to supply technology at affordable rates. We are Launching following technologies soon.

These technologies are widely used in international schools of foreign countries. Universities have adopted these technologies quickly. All reputed universities in India are teaching using below mentioned technologies successfully.

Augmented Reality

Digital Teacher Augmented Reality App need to be installed in Smart Phone / Tablet. We will give you some black and white sketches / art / text / codes. When you scan on the code then 3D Animation related to that topic, pops-out and explains the topic.



Digital Yeacher

Virtual Reality

Virtual Reality (VR) based content shall be provided for selected topics. Student need to use VR goggles and see the content. It gives realistic feeling to students and helps in memorizing the content easily. Google Virtual Reality Goggles are available for less than 50 Rupees.

Upcoming Technologies / Products

Game based Learning

We all know there are some learning outcomes when we play, and students learn faster and better with games. Parents and Teachers are putting a lot of efforts in improving learning outcomes of their kids through games. Also recent studies have proved that game-based learning is the best for our cognitive retention.



ABOUT THE COMPANY



CODE PIXELS

Interactive Technologies Private Limited

Registered with: ISO 9001: 2015 Quality Certified Company







Code and Pixels, an ISO 9001: 2015 company headquartered in Hyderabad employs the best talent in the industry with a range of specializations including Subject Matter Experts, Instructional Designers, Multimedia Specialists, Software Professionals and Consultants.

We are a specialist e-learning company, providing Simulation & Training Solutions, Content Engineering Services, Consultancy Services and IT Services to the Industry.

BFSI, Defence and Government Organizations











केनरा बैंक



































Army Air Defence College

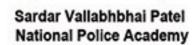














Universities

























University of Mumbai

Sri Ramachandra University

Avinashilingam University

National Institute of Nutrition

Tilak Maharashtra University





University of Madras



University of Calcutta



Anna University









University of Mysore



Prof. Jayashankar Agricultural University



University of Hyderabad



SNDT Women's University



Indian Statistical Institute









Gujarat University University of Jammu



The Energy and Resources Institute

















Since 1907











English Language Lab

Developed as per the "CEFR (Common European Framework of Reference) and Cambridge English Teaching Framework under guidance of Cambridge English Trainer.





Digital Classroom



English Language Lab



3D Human Anatomy



Basics of Computer & IT

- 11 English Language experts, 2 Soft skill Trainers and 4 Voice & Accent Trainers have contributed their time for 18 months to prepare English Language Lab software.
- 45 Various Subject Matter Experts (Maths, Physics, Chemistry, Biology) have worked for 24 Months to prepare content for Digital Teacher Smart classroom Solution.
- Around 250 Graphic Designers, 2d/3d Animators, Content writers, Instructional Designers, Video Editors, Quality Check Engineers, Voice over Artists have worked for 3 Years to develop Digital Content and also English Language Lab software.



Vocabulary Builder

- Digital Teacher is acknowledged as one of the experts for review and evolution of e-content by ICT and NCERT
- Content is reviewed and vetted by NCERT approved e-content reviewers and SCERT(retd.) professors.
- Subscription is valid for one Academic Year

VISIT www.digitalteacher.in For the demo of one complete unit of all the subjects (Class VI, VII, VIII, IX, and X).

You tube. Digital Teacher demo is also available in You tube.

Developed by:

Registered with:













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