

# Chapter I

## INTRODUCTION

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Technology plays a vital role in the teaching and learning of languages. Technology helps make teaching and learning more interesting and engaging, particularly when we use H5P in our classrooms. At present, education is aware of the core growth resources, particularly in English language classrooms. Many higher primary education institutions in India have integrated technology into English language teaching and learning.

Technology has developed in different degrees over time; technological advancement has created a revolution in communication and the development of technological innovations in teaching and learning. This technology has led to the development of language exchange in India. Some educators have utilized curriculum creation techniques to promote the ability of teachers to teach in the classroom more efficiently and creatively. The various types of roles they use in classrooms have strengthened and enriched their classes.

In India, technology plays a major role in the growth of educational conditions in this social setting, the successful introduction of technology (content growth tools) is the product of several factors, but the most important factor is the skill of 'teachers' and the capacity to establish educational technology practices to meet student needs. Teachers know their material and their pedagogy. It is also important to know how to manage technical technologies based on the new demand that teachers concentrate on teaching technology skills to students. For example, if teachers create online content by making use of H5P software, they can be asked to generate the same software on other content creation resources platforms: technologies can work to increase the quality of education. Technology can also be used as a mechanism for addressing educational issues and challenges, which may involve fundamental skills inspiration, analytical reasoning, and other educational challenges.

The learning materials also rose considerably due to numerous technical advances. Interactional materials contain not only multimedia projectors, computers, audio videos, pictures, but also content created on content creation software such as H5P by, scratch picture and stop motion lab, etc.

## **1.1. Background and Context**

The 21st century is the era of technical advancement, and this is mirrored in all areas of life, including teaching and studying English as a foreign language. The use of technology is widespread in our lives and in the learning and teaching process in much of the developed world. The Government of India's "Modern India" declaration is essential for the integration of information technology and classroom activities. Modern technical tools are important, fascinating and have proven to be effective in teaching English. Language teachers are split to use KT as they can quickly and successfully facilitate language learning at the upper primary level in India. Technology, particularly content development tools such as H5P, offers an engaging way for students to participate and provide resources for individual and community study and practice. Enhanced access to resource services will also promote the effective use of technologies by students.

Social learning that involves students in interactive and constructive self-centered learning and increases their public engagement. H5P plays a significant part in promoting cognitive growth, increasing imagination and correcting the concerns of both students and teachers. It is also clear that technology, especially content creation techniques such as H5P, are very useful for teaching and learning. If technology and content creation resources are implemented at the upper primary level in India, students are required to be able to use English for their real correspondence, and India will be able to achieve the goal of digitizing schooling.

## **1.2. Purpose of the study**

- The purpose of study is to develop content by making use of H5P.
- To identify is there a significant difference b/w teaching students with traditional method and teaching students with H5P.

## **1.3. Significance of the study**

This research is significant as it can help teacher, learner and policy makers to realize the value of H5P in English classrooms in our country. It is generally beneficial that the application of H5P in English classrooms radically effect students attitude, stimulate, creativity and participation.

The study developed in to all such relevant issues. The significance of the study is to encourage teacher to create. Their content by making use of H5P which has the ability to

make an English classroom more interceptive. The intention of this study was to determine the effect of H5P on the achievement level of student in English subject.

#### **1.4. Objective of the Study**

- To develop an e-content for class VII students.
- To identify is there any significant difference in achievement of experimental group (VII-A) and control group (VII-B).

#### **1.5. Hypothesis of the Study**

- H<sub>0</sub>: There is no significant difference in achievement in English by teaching traditional method and H5P method.

#### **1.6. Thesis Outline**

This thesis is divided into five chapters.

Chapter 1: explains a short plan about the research with the introduction, background and significance of the research, purpose of the study and hypothesis of the study.

Chapter 2: describes the preceding work and gives literature for the work performed in this thesis.

Chapter 3: presents the approach and tools used in the analysis it also defines the methodology used in the study.

Chapter 4: present data analysis

Chapter 5: depicts the result of the study.

#### **1.7. Definition of Keywords**

##### **1.7.1. H5P**

H5P is a free and open source Java script collaboration platform. H5P is an abbreviation for the HTML5 package which is intended to make it easier for anyone to develop, upload and reuse interactive HTML5 content. Interactive animations, interactive demonstrations, questionnaire, interactive timelines and more have been created and posted using H5P on H5P.org. (The Wikipedia).

##### **1.7.2. Achievement tests**

“Assessment designed to measure knowledge and skills. An achievement test may assess general knowledge and skills or those related to particular school subject” (Ravitch, 2007)  
.An achievement test is a test of developed knowledge and skills. The most common types of

achievement test is a standardized test developed to measure *skills and knowledge in given* grade level, usually through planned instruction, such as teaching or classroom instruction (Wikipedia)

### **1.7.3. Experimental group**

In an experiment, an experimental group is the group that receives the element being evaluated. Checking one attribute at a time.

### **1.7.4. Control group**

In experimental designs, a control group is the "untreated group" which is compared with an experimental group.

### **1.7.5. Hypothesis**

A hypothesis is a particular, simple, testable idea for the potential consequence of a science research analysis or a predictive assertion.

## **1.8. Ethics and limitations of the study**

I tried to prepare this research carefully being aware of its limitation and short comings. The data was collected through online classes due to pandemic. As the data which of got was secondary data so of didn't have an opportunity to establish report with students. I wanted to conduct classes by myself but due to pandemic did not get permission for that. I had to strictly follow the ethical issues of schools authorities.

- The area of study is restricted to KV No. 2 Vadodara.
- The area of study is restricted to English subject only.
- The area of study is restricted to the students of class 7.