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# EFFECTIVENESS OF E-CONTENT PACKAGE IN LEARNING GEOGRAPHY

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# ABSTRACT

Preparing students for lifelong learning requires new approaches to education that incorporate technologies increasingly a part of students' everyday lives. While the importance of reading, writing, and arithmetic still holds true, educators need to look at these and other subjects in new ways, using readily accessible technologies to engage and inspire students to take a more active role in learning. This paper describes that digitalized content (e-content) is one of the best facility available for good learning outcomes.

**KEYWORDS:** incorporate technologies increasingly, good learning outcomes.

## **INTRODUCTION :**

E-learning incorporates various sorts of media that convey content, sound, pictures, activity, and spilling video, and incorporates innovation applications and procedures, for example, sound or video tape, satellite TV, CD-ROM, and PC based learning, and in addition nearby intranet/extranet and online learning. Data and correspondence frameworks, regardless of whether detached or dependent on either nearby systems or the Internet in arranged adapting, underly numerous e-learning forms.

E-learning can happen in or out of the classroom. It very well may act naturally paced, nonconcurrent learning or might be educator driven, synchronous learning. E-learning is suited to separate learning and adaptable adapting, yet it can likewise be utilized related to up close and personal educating, in which case the term mixed learning is usually utilized

## WHAT IS E-LEARNING?

E-learning is usually alluded to the deliberate utilization of arranged data and correspondences innovation in instructing and learning. Various different terms are additionally used to

Depict this method of educating and learning. They incorporate internet learning, virtual learning, dispersed learning, system and online learning.

E-learning is a comprehensive term that depicts instructive innovation that electronically or innovatively bolsters learning and educating. Bernard Luskin, a pioneer of e-learning, advocates that the "e" ought to be deciphered to signify "energizing, lively, excited, enthusiastic, expanded, magnificent, and instructive" notwithstanding "electronic." This wide translation centers around new applications and improvements, and furthermore brings learning and media brain science into thought. Parks recommended that the "e" ought to allude to "everything, everybody, connecting with, simple".

## **OPERATIONAL DEFINITIONS:**

Effectiveness: Influence of e-content package on achievement in geography.

E-Content: Learning package developed by researcher which includes digital content.

## **OBJECTIVES OF THE STUDY**

- 1) To study the effectiveness of conventional method of learning in Geography.
- 2) To study the effect of e-content package in learning Geography.
- 3) To compare the effectiveness of conventional method and e-content package in learning Geography.

#### **1.7 Hypotheses of the Study**

**Ho1:** There is no significance difference between pre-test and post-test academic achievement in Geography of 8<sup>th</sup> standard students in control group

**Ho2:** There is no significance difference between pre-test and post-test academic achievement in Geography of 8<sup>th</sup> standard students in experimental group

**Ho3:** There is no significance difference between post-test academic achievement in Geography of 8<sup>th</sup> standard students in experimental group.

# **VARIABLES:**

# INDIPENDENT VARIABLES:

Methods of learning

For controlled group: Conventional Method For experimental group: E- Learning (E-content package)

# **DEPENDENT VARIABLES:**

Knowledge gain in geography.

#### > INTERVENIVE VARIABLES:

- Intelligence of the learner.
- Computer awareness.
- Socio economic status of the students.
- Attitude towards geography

## SAMPLING:



## **METHODOLGY:**

Experimental method was used for the present study.

- R.P.M. intelligence test was conducted to equate the control and experimental group.
- Pre-test was conducted for both control and experimental groups on 8<sup>th</sup> std. geography content.
- E-content package was developed by the researcher and implemented on experimental group.
- Same content was taught by the researcher through traditional method of teaching to controlled group.
- A post-test was administered to both groups using same test items to test the achievement.

#### **STATISTICAL PROCIDURE:**

- Mean
- Standard Deviation (SD)
- 't' Value

#### **MAJOR FINDINGS:**

- There is a significant difference between pre-test and post-test scores of academic achievement in learning geography through convention method
- There is a significant difference between pre-test and post-test scores of academic achievement in learning geography through e-content approach.
- There is a significant difference between post-test scores of academic achievement in learning geography between conventional method e-content approaches.

#### **CONCLUSION:**

Present research reveals that the method of teaching influence the academic achievement and econtent package is more effective than the conventional method of teaching. For 21<sup>st</sup> century classroom students are impressed and motivated by innovative pedagogical practices.

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