RECENT TRENDS IN EDUCATION SECTOR IN INDIA

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ABSTRACT:

India has been excellent growth in the system of education sector over the years. The increasing trends in recent year education are both in enrolments and private education institutions. The unaided private education institution has also gone up by share of enrolment. The terms of access is seriously challenged to education sector. The challenge facing by education sector in India are inclusion, expansion and excellence. There disparities among occupation groups as well as income groups. The growing sector, communication, manufacturing, service and infrastructure are change our country to knowledge economic leading sector to demands for a dynamic, vibrant, qualified knowledge employees and efficient. Recent trends in education sector like globalization emerging and privatization in the field of India.

I. INTRODUCTION:

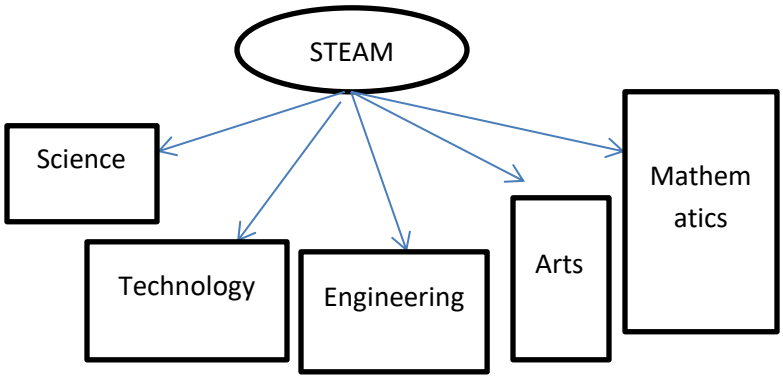
The alternatives ideas of education will be providing on the recent trends of education in India. A trend implies a particular towards issue or a movements or a tendency. The English language and the western world became the integral part of school curriculum system in India. The today result is an increasing the private education sector in many areas including education in India. The genesis of a contemporary social issue is in the particular trends. The complex concept can teach to the student easily. The educational sector is related to globalization, sustainable and privatization. The current information on their stem enhancement is smart class platforms and communication technology. The new trends of educations are education for peace, technology, inclusive education, distance education, lifetime education and practice. The genesis of a contemporary issue is a particular trend of education. The programming language descriptions are subset of the postscript page for generating the graphics and layout. The term of education sector is ambiguous in nature. The play based learning for children in narrative. After the US, India became a second largest market for e-learning system. The aim of education is making a children becoming a capable of productive, responsible and the useful members of the world.

1. ROBOTICS:

The novel concept is ATAL Tinkering lab for school and organization in India. Rolling out the action plan like physical space allocation and technical resource tools material. The values of ALT are creative, innovation, critical thinking and hands on experience. Our experience team and expert also providing with robotics competition by preparing them to participating in international and national level competitions. Ngo's working with collaborating in the locality to mobilize and identify the students and parents. All session will take place ALT coaching innovation with support from local maker communities and external mentors. The robotics

are used in two ways of education, they are intra curricular and extra-curricular. The various factors depending upon the utilization of robot kits like student age, student domain and cost. The form of Grant-in-aid is providing funds to applicant school for a maximum five years. The country establishment the program of ALTs across would be handled by a national coordinator in AIM directorate. ALT would contain learning, education kits and equipment on electronics, microcontroller boards, 3D printers, sensors, arts and science technology and robotics.

1.1. STEAM EDUCATION:



This is a process of learning, which integrates Engineering, Arts and Science technology and Mathematics. Steam can be a better way of setting up the foundation of Stem for children. The bots traced by the colourful paths allow children's have a physical representation of motion and that electrical energy powers machines also gave away the information. To understand the important of providing these skills to education student in the local governments and school district in the beginning of education sector. The need of workforce and modern economic is no avoiding portions of a STEAM topic. The programs of a STEAM are added arts to STEM curriculum by design on drawing principles and creative solutions. It will be a vital for federal government and local people, parents and educators to be aware of changes the needs to take place and the reason of transformation. A United States house of representation was introduced in the expressing the sense that add art and designing drawing into federal program. Resources and the right tools required the new approaches to steam education. Their learning process is to brighten up with interesting and innovative ideas.

1.2. STEM EDUCATION:

Stem education is focus on technology, arts and science, engineering and mathematics. The current information on their stem enhancement is smart class platforms and communication technology. The government is looking towards to helping the educational institution for updating the infrastructure of library, language laboratory, assessment management and gamification etc.., This will be right time for India to rise up the develop and the challenge a culture of innovation and application based learning among the schools, students, colleges and teachers. The priority on building to support science, technology, engineering and mathematics [STEM] education is releasing an outlining report of vision to carry on the coming decade. The term tends not to refer to the less visible sector and nonprofessional of the fields. Education by cultivating an interested in the social science and natural in preschool the chances of STEM success in high school can be improved. The components of STEM are network communities and engaged, risk and invite intentional play and accessible learning activity, experiences of educational that includes interdisciplinary approach to solve the challenge, inclusive learning area and flexibility study, measures of learning accessible and innovation.

2. SMART CLASS ROOMS:

A classroom is a smart class room that has an instructed equipped with audio visual equipment and computer system. The data projector through all displayed like PPT's and

DVD's. The technologies make it possible for online learning to take place at anywhere, any time that the leaner desires. This makes enjoyable learning experiences for the students in school academic. The modules are template in an embedded that allows the teachers to teach in a class, frame by frame with audio visual. The décor of the class rooms, layout, designing has a significant effect upon the quality of education. The furniture and lighting likewise influence factors of student attention. The strong vision has a company of improving the teaching and learning experience in education sector. Smart class educational promotes new methods of learning for the development and digital natives and to give many solutions to understanding proposed. The categorized of products are segmented into language lab, robotics, assessments, virtual labs, STEM and digital content. The classroom of the acoustics are very often overlook but a very important part of the children success. The classroom has made of smart class program sessions is very interesting and interactive, it is useful to both student and teacher in the learning process.

2.1. DIGITAL BOOKS:

Digital book is generic terms of e-books and interactive digital books. The printed book of digital version is improved by digital book. The term of umbrella is used in digital book, they promise the experience of e-reading. The selling point of digital books is that they offer the opportunity for students to access multimedia like as hyperlinks, embedded videos and interactive presentations. This may offer a best learning experience than printed books. The all shapes and size are not come in the digital book. The play based learning for children in narrative. The software application of digital book is allow to reading devices are Android as well as PC computers, iPad, iPhone, windows, Mac, blackberry and palm operating system. The android and ios system are quickly finding way to get their better title into digital environment for the publishers. We know the stories well because they are generally safe. The develop engines have many companies so that they can reproduce many way using the same navigation and functionality. We want digital book is an excellent idea that allows children to follow as understand of story and narrative.

2.1.1. PDF FILES:

The file format developed by adobe is portable document format. The file structure like as boolean values, string, arrays, steam etc.., The page content steam in text element is representing as a text in PDF file. Digital typeface is a description of object font in PDF. The complete description of each PDF file encapsulates a fixed layout like images, graphics, text, font and other information. The specification of PDF file is also provides for digital signatures, enable workflow to metadata, encryption and file attachments. The content streams as text stored. The designs and vector graphics that consist of lines and shapes for illustration. The document files are in multimedia objects. The programming language descriptions are subset of the postscript page for generating the graphics and layout. To allow any fonts to replacing system to a embedding travel system with the document. Now a day, PDF may contain a variety of content flat text and graphics including interactive elements, logical structuring elements like as annotation and field forms, rich media and 3D objects using PRC or U3D and data formats. The any associated content into a single document to bundle these element framework and a structure of storage system with data compression.

2.1.2. VIDEOS:

In the students mind it is also create a better memory imprint, making videos with teaching for information retention. The complete scientific experiments can be used to classrooms.

They are communication tools and effective marketing. The channel with alternating right and left frames for corresponding eyes, using LCD shutter glasses that synchronize to the visual video to alternating block images to eye, so the eyes sees the correct frame. To eliminating hacking system service should have protection in place. They step out of a facilitator role and into the teacher role. The electronic medium is a video for the broadcasting, copying, play back, recording and moving visual media of display. The mechanical television developed the first video system. The cathode ray tube systems were quickly replaced by flat panel displays of types. The systems of video are color capabilities, refresh rate, displayed resolution, aspect ratio and other qualities. A variety of media can be carried on an analog and digital variant exists including computer files, magnetic tape, optical discs and networking streaming.

2.2. AR:(Augmented Reality)

This is a most attractive technology for a children learning. The complex concept can teach to the student easily. The fact is proving augmented reality. A gamified approach towards learning will be provided by AR learning. Three dimensional model representation with quick learning for students. This method is helpful for professional courses like engineering and medical. AR also has a lot of potential in the sharing and gathering of tacit knowledge. The techniques are typically performed in sematic contexts and real time with environmental element. The display can be rendered on device resembling eye glass. The tradition way of teaching was bore of your student are inattentive in your class. The enhancement of student is dropping every year because the education institutes are focus on standardized model of teaching. A 3D view with AR application is helping the students to get easily understanding. The users with AR apps can use anywhere and anytime on their smart phones. The explanation of the core topics the subject is available in AR app. The technology adaptation needs education sector in order to keep the engagement levels of high education.

2.3. VR:(Virtual Reality)

The education sector has been a significant technological revolution in the last few years. Virtual reality technology in education for the student experience is taking to the next level. A 3-dimentional view of educational content has developed immersive solution for student in virtual reality. In the traditional classroom settings that allows educational displays to incorporate. The real world is completely different from virtual reality. The application of virtual reality is educational purpose and entertainment. The standard virtual reality (VR) systems used either virtual reality headset or multi project environment to generate sounds, realistic images and other sensation that simulated a user physical presence in a virtual reality environment. The virtual reality using a person is able to look around the artificial world. A simulated on a VR surgical environment in medical under that the supervision of effectives and training at a low price. The one method of reality can be realized by simulation based virtual reality. In the medical field, some of the users may experience blackouts, twitches and seizures using of virtual reality headsets.

How a school wants to be?

We want to accept the challenge and a more friendly school culture. When making a community school, student still have the time in their duty day to explore things that they take an interest in such as the art and science technology or other forms. The students are go to the school like a holy temple for learn something they shall help them to understanding a better life. This is a

behavior of a simple but the powerful guidelines that set of stage for a productive learning.

FUTURE SCOPE:

The key objective of education remains the most developing nations in the world. Our education modes are immediate needs in restructuring the culture. The future scope of recent trends in education sectors are following below,

- To improve quality and access.
- To improve infrastructure.
- To increase funding by government.
- To improve management.
- To improve literacy rate.
- Elementary education of universalization.

Education technology is the study and practice of improving learning system through different technology and facilitation. The educational technology industry has seen significant growth in last few years. A medium to educate just like the all ingredients are needed to make a prefect dish. The all elements are connectivity, devices, marketing, products and content to teaching and the way of education is consumed and imparted.

CONCLUSION:

The demand for private education due to the decline in the state sector has risen in India. A providing education and access have been successful in education sector. This would be necessary for making the private education fulfill the social mission and public mission. Qualitative to expand access and innovative education serve the job market. The robotics are used in two ways of education, they are intra curricular and extra-curricular. The technology enabled learning system in government and school institution, web and e-learning based teaching is reducing the gap between the supply and demand of teachers, this is the most critical bottleneck in the rural areas of the country. This is a most attractive technology for a children learning. They step out of a facilitator role and into the teacher role. . To allow any fonts to replacing system to a embedding travel system with the document. The various committees and commissions appointed after and before our independence for improving the educational system and the need for the organizational system of evolvement and practice management based on contemporary requirement and environment.

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