

Workshop Feedback Form

Workshop/Seminar title: Workshop on Toy and Game Design for Education

Workshop/Seminar Date: 14/07/2017

Venue: Universal Learn Today, Vasant Valley School, Sector C, Vasant Kunj, New Delhi

Attended by: Ms Monika Panwar

Ms. Vasundhara Jaitley

Ms. Sania Taak

Resource Person: Ms. Surabhi Khanna

Organizer: Universal Learn Today, The India Today Group

Profile of the Resource Person: Ms. Surabhi is an architect by profession. She has done her diploma in designing from National School of Designing. Presently, she is working with Sushant School of Designing, Gurugram.

1. Content of the Workshop/Seminar

The workshop focussed on creativity and design. It intended on making the teachers understand how a lot can be done with the available materials and facilities towards enriching the curriculum. It began with an interesting activity that comprised of a simple piece of paper that could be turned into any object like fish, pineapple etc. In the second session, we were taught to make mimicking toys. It was interesting to know how a simple ice-cream stick can be so resourceful. It was the best activity for the day. In the third session, we were told to give a twist to the traditional board games to facilitate learning in the classrooms. Each group came up with interesting and engaging ideas.

2. Learning outcomes (Knowledge and Information) from the workshop/Seminar?

The workshop apprised the teachers on the value of 3H (hands, heart, and head) in making the process of learning interesting and participatory. This enabled them to experience various aspects of creativity, innovation, and design as part of education. It will in turn help develop students' sensory and fine motor skills.

3. Which topics or aspects of the workshop/Seminar did you find most interesting or useful and can be applied to the classroom teaching?

The very concept of making toys and games a part of education is interesting and useful. The idea of mimicking whistles and turning traditional board games into modern games can be applied to the classroom teaching. It will draw students' interest and help them gain confidence.

4. How will you implement the knowledge & techniques acquired to your subject?

Various concepts and activities taught in the classroom like story narration, role play, poetry recitation, mathematical concepts etc. can be made more with the use of the toys and games designed during the workshop. It will surely break the monotony of regular classroom teaching and encourage maximum participation of the students.

5. Comments and suggestions (How do you think the workshop/Seminar could have been made more effective?)

The workshop could have drawn more interest if more activities were incorporated.

6. Was the advance briefing about the workshop/Seminar appropriate?

Yes

GENERAL FEEDBACK	YES	NO	NOT SURE
 The workshop/Seminar was applicable to my job 	\checkmark	0	0
I will recommend this workshop/Seminar for other faculty	\checkmark	О	0
members.			
 The program was well paced within the allotted time 	\checkmark	0	Ο
 The material was presented in an organized manner 	\checkmark	О	Ο
The resource person was a good communicator	\checkmark	О	0
The resource person was knowledgeable on the topic	\checkmark	О	0
 I would be interested in attending a follow-up, more 	0	0	\checkmark
advanced workshop / Seminar on this same subject			
• I will be able to conduct follow up workshop for the benefit	0	0	\checkmark
of fellow Staff Members			

Report submitted by

Monika Panwar Sania Taak Vasundhara Jaitley