Enhancing Listening Skill for Secondary Level Learners through Virtual Learning

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Abstract

Education has become the important aspect of human society. Technology plays a major role in all fields and education is not an exception. The demand for high standard of education is steadily increasing. The systems and methods of teaching change from time to time. In recent years, virtual learning has become effectively employed for better learning. In India, virtual learning is employed at the tertiary level e.g. IIT. But it is not used in the secondary level. Virtual learning renders to high standard of learning and acquisition. It offers diversity of sources and exposures. Virtual learning offers online coaching and videos. Students tend to enjoy learning in the new environment. Virtual learning provides experts lectures and space for better sources. Virtual learning offers a better learning for students and in turn crops a better learning. This paper deals with various aspects of virtual learning in developing listening skills of secondary learners.

Keywords: Virtual Learning, Listening Skills, Learning, Secondary Learners

Introduction

Twenty first century is known for its technological improvement. Everything is digitalised in this era. Human brain and its cognition level are also modified according to the digital world. Present learners' level of patience is very low and their concentration power is getting decreased day by day which is an impact of technologies. So it is teachers' challenge to attract their attention in the classroom. Regular traditional classroom setup will not help them to make them listen in the class. Using virtual technologies in the classroom gives a variety in the education and it may enhance concentration which ends up in the enhancement of the listeners. This paper figures out the methods to enhance listening skills to the secondary level learners.

Listening

Listening is a process of 'input into intake' where large chums of language through cognitive statements are exposed and the retention is got through feedback and intrusion. Brain has certain linguistic

pattern which is applicable to all language which is associated with those languages. While hearing the language the brain can associate with the L1 but will not acquire the L2. In order to make the brain listen, the areas or concepts should be familiarised to it so that the brain will be attentive and listening process may get smoothened

Methods and Discussions

The following are the methods and discussions for enhancing the listening skills in secondary level students using virtual reality.

Make the Classrooms Live

The main success of a teacher lies in making the classroom live. Humorous way of teaching helps to make the class live to a greater extent. Before starting the class it would be felt very comfortable for the students to listen the further session if their mind is allowed to feel relaxed. It could be done by making the students to perform some on the spot activities such as role play in which the topic is chosen in a funny way and in the real life incidents were all the students may also enjoy including the performers. This will be considered as an icebreaking session for a hesitant student which forms mini model of the realities and this may also help them to learn to behave in the society. If all the pressure in their mind got reduced, their process of listening would get increased and more attention would be given to the lecture. The teachers should be careful that the whole text should be dealt but should not be a boredom task as intricate details of the text create boredom in the minds of the students.

Participation of ICT

As we are living in the technological era another easy way is to grab the attention of the students is incorporating ICT wherever possible is another way. ICT makes the job of the students very easy by visualising the things that they imagined. ICT makes the things to get registered easily into the minds of slow learners. There are various e-learning platforms which make the tough and difficult part of the subject into a simpler videos which will give more details of the concept than the teacher,

Classroom experience should be compared with the context. Though we have lots of theories, they may not help the student in the practical life. The main purpose of education is to make a man to survive in the world of practicalities. If an education fails to give this, then the purpose of doing the course is utter waste. Education is not a tool to earn money. Education should provoke imagination. It should teach morality, humanity, culture. Sitting inside a room and doing a research in a book, when our own community is suffering outside is not what the education aims at. A real human is who; he uses his education for the welfare of the world. But today's education doesn't focus on all these things. Though there are some efforts that are taken to eradicate all these things but all are in minimal amount.

Updating knowledge by the students was lacking in the present scenario. It is hard to find a student without using social networks and the same time it is also hard to find a student reading newspaper. The interest shown by the students to know about the foreign he was expected to be a representative of his culture, but he was unaware of the speciality of his culture, he doesn't shows interest in finding things about his country. This set up should be changed. The students should be cultivated to learn things about his society which makes the identity of the country.

Online Gaming

Computer Assisted Intrusion and Multimedia in education have significantly changed learning and cognitive process. This enhances children's fine motor skills alphabet recognition, counting

skills and pre mathematical knowledge. According to Piaget's definition of game, it is an assimilation of stimuli from outside world and put them into adaptation system. He proposed six parameters of games which benefits the engagement of the learners. Games are rules based and gave variable quantifiable outcome, they value the result of the game, the player invests the effort to win the game and they expect negotiable consequences. The games provide them surplus energy which makes them to win the game when they are introduced into the language learning they capture the attention of the learners and motivate them. Creativity and imagination will be enhanced which are the results of listening skills when the language is given in the form of cyber games. These games have vocabulary skills that enhance the written language of the l2 learners.

Results

When these techniques are used in the classroom the level of listening process is getting enhanced. The virtual learning platform makes the jobs of the teacher easier. The key of human communication is the ability to match the perceived meaning with intended meaning this is done easier with virtual learning system where a hearer recalls the things to bring out plausible interpretation which shows the enhancement of listening skills.

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