

ST. XAVIER'S INSTITUTE OF EDUCATION
MUMBAI
LIBRARY INITIATIVE REPORT-2022-23

Since books have always been the foundation of education, libraries give students access to the most recent reading materials. Teachers, librarians, and library personnel all have a significant impact on the teaching and learning process. In Maharashtra, schools and institutions began to resume, and in June 2021, practically all of them had started have physical education classes for all grades. The utilisation of educational resources to enhance students' interests and talents is being requested of all stakeholders involved in education.

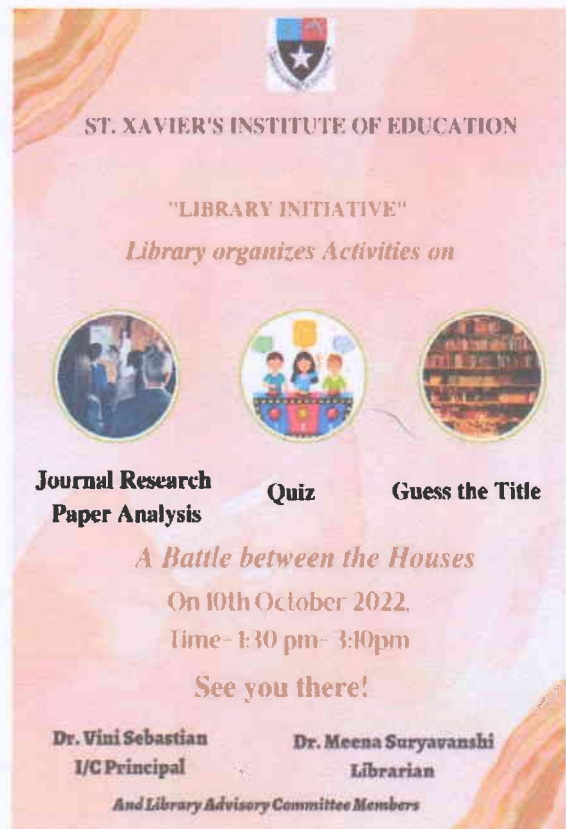
Library Initiatives During 2022-23 are as following:

1-"LIBRARY ACTIVITIES ON: JOURNAL RESEARCH PAPER ANALYSIS, QUIZ & GUESS THE TITLE"--- Library Programme took place on October 10, 2022, in a Multipurpose Hall. Ms. Dominica initiated the program. Dr. Meena presented 'Academic Journal Articles' and 'Game-based learning,' followed 'by a program. The World Mental Health Day is commemorated annually on October 10. The primary purpose of this day is to create awareness about mental health issues globally and to promote efforts that support mental health.

Therefore, on this occasion, the Library Event 'Academic Journal Articles' was held. All students were provided with a research paper called 'A study on the psychological well-being of higher secondary students' to read thoroughly five days before the program date. In this

Satya House stood First position, by scoring 68 Point, Asha House 58 Points & Aastha House.

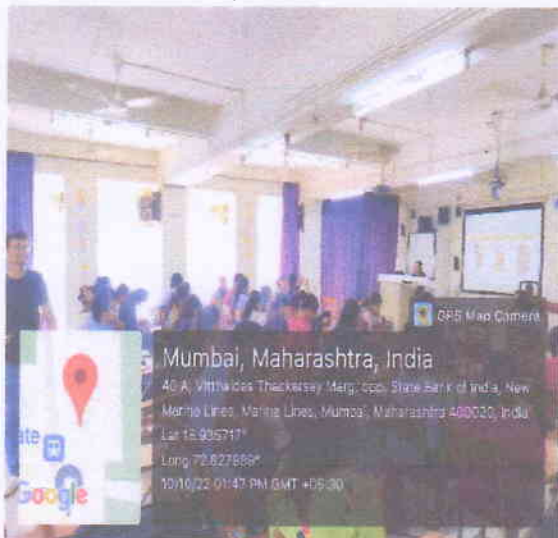
One student was handpicked from each of the houses. Ms. Vindhya from Satya, Ms. Saloni from Astha, and Ms. Neral from Asha were chosen for the purpose of presenting a research paper of a journal. These three students had the responsibility of reviewing the paper, analyzing it critically, summarizing it, and synthesizing the available research information before presenting it.



Ms. Kalpana Chavan assessed the journal research paper presentation done by the students. The students were evaluated on the basis of their ability to read and interpret research data, their unique perspectives, and other such factors.

Ms. Vindhya secured the first position in this activity, followed by Ms. Saloni in

second place and Ms. Neral in third place. Satya House secured the top spot with a score of 68 points, while Asha Group came in second with 58 points and Aastha House scored 55 points.



The literary games of 'quiz' and 'Guess the Title' were played with great enthusiasm and collaboration among the houses.

Vote of gratitude and conclusion of the workshop session were proposed by Ms. Sharlet.

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2-"THE OCCASION OF INTERNATIONAL LITERACY DAY LIBRARY ORGANIZES SEMINAR ON E-RESOURCE LITERACY VIA N-LIST AND OPEN EDUCATIONAL RESOURCES"--- On September 12, 2022, workshop activities were held in the multipurpose room. Mrs. Neelam Chavan, special guest from Guru Nanak Khalsa, Matunga, University of Mumbai will be present. Mrs. Neelam Chavan was introduced by Mrs. Sharlet. Dr Meena gave an overview of the importance of International Literacy Day, followed by a workshop.

The details provided were informative and relevant. He of the highest literacy was great in discussing ideas to get people interested in discovering on open platform and on N-List electronic resources. Illustrations were provided with numerous examples, and the teaching and sharing has been very helpful for to us. The workshop program was very useful for us. The power point presentation was very good.

All types of data are becoming digital today. The e-resources are increasing enormously every second. It is becoming the preferred format for everyone. Hence, e-literacy should be provided at all levels and in every section of the society so that people could navigate fruitfully in this sea of e-resources. This in turn could empower individuals, society and nation and thus create an information society.

It is recommended that parents and particularly future teachers too need to acquire e-literacy so that they could impart the same to their ward. Children make use of e-resources right before they

start schooling and hence e-literacy should begin at home. Guidance and instructions should be provided to students.



Information literacy is a set of skills that enables a person to identify their information need. Students who lack these skills experience delays and frustrations when attempting to complete course-related work which requires research. Alodiedat & Eyadat (2008) found out that e-resources can have a positive impact on students' academic self-confidence. Studies show that using computer, internet and e-resources boosts students' academic self-confidence.

The ability to find and retrieve information effectively is a transferable skill useful for future endeavour as well as enabling the positive and successful use of the electronic resources while in the university. The study revealed that undergraduate students do not highly utilize the available electronic resources and the subject background has not influenced the use of electronic resources. This is because they lack awareness of the

available electronic resources in the library. E-resources are becoming the new format of resources particularly during pandemic. As resources are growing exponentially every second, it is difficult to keep track of them and to navigate the important resources. Guidance from parents, teachers and information learned persons can help particularly children and youth to become aware, and make use of e-resources for their advantage. For this, they must acquire e-resources literacy. Hence, e-resources literacy is very important today than ever.

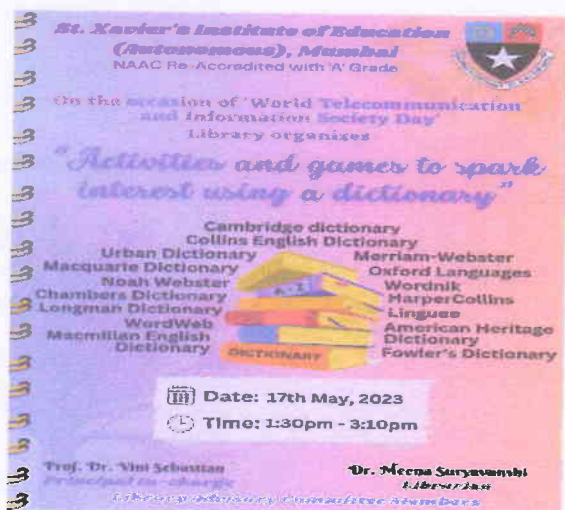
Students' queries about E-Resource Literacy have been answered.

Vote of gratitude and conclusion of the workshop session were proposed by Mr. Myron.

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3-“The Occasion of World Telecommunication And Information Society Day Library Programme On Activities And Games To Spark Interest Using A Dictionary”--- Keeping in view the theme for “World Telecommunication and Information Society Day (WTISD) 17 May is “Empowering the least developed countries through information and communication technologies” our library organized “Activities And Games To Spark Interest Using A Dictionary” for the future teachers and definitely in future, these future teachers will teach teaching dictionary skills and encouraging future generations to look up unfamiliar word definitions is a must also they will empower every student should have is to become an autonomous, self-sufficient learner, who can continue learning and improving for their whole life.

The purpose of World Telecommunication and Information Society Day (WTISD) 17 May, is to help raise awareness of the possibilities that the use of the Internet and other information and communication technologies (ICTs) can bring to societies and economies, as well as of ways to bridge the digital divide. We live in a digital world where auto-correct is both our best friend and our worst enemy. We type a word, and our device often predicts what we are trying to write before we finish our thought. Sometimes it chooses a better word than intended or predicts a completely unrelated word that we have to correct. Writing reports and completing homework is much easier because of this modern technology.



A dictionary is one of the most important tools right from childhood. A good dictionary can help you understand your subject better, improve your communication and improve your grades by making sure you are using words correctly. One of the most important goals every student should have is to become an autonomous, self-sufficient learner, who can continue learning and improving for their whole life. As a result, our aim is to help students to learn independently, taking advantage of the many wonderful

resources available. A fantastic example of these resources is the humble dictionary.

The benefits of dictionaries to language learners should not be ignored in language classes. Unfortunately, in most classrooms, very little time is provided for dictionary use. But it is an undeniable fact that a learner who makes good use of a dictionary will be able to continue learning outside the classroom and this will give him considerable autonomy about the decisions he makes about his own learning. In a teaching / learning situation, therefore, dictionary training should be an integral part of any syllabus.



If the students learn how to use a dictionary effectively, then the dictionary can be a very helpful resource for their studies. Training in the proper use of a dictionary will be of help in selecting the meaning that is appropriate to a given context.

In the presence of Principal in charge Dr. Prof Vini Sebastian, the programme was started with description on Game-based learning is an active learning technique & importance of Dictionary by Dr. Meena.

Introduction to event was given by Ms Sarah. Four games were conducted as follows:

1-Spell bee – Ms. Andrea helped to conduct this game. First round was written and corrected for spellings. Second round was verbal and on front of the class . The winner was selected based on this round .

2-Taboo – Ms. Rebecca helped to conduct this game. Words were given and the person had to explain the given word without using the words given in the chit given to them. Their team had to guess the correct word.

3-Atlas – Ms. Maria helped to conduct this game. Names of places to be given by each team member, the next team member will give the name from the last letter of the earlier word.

4-Make a story from the given words – Ms. Aleena helped to conduct this game. Same mix of words was given to all three teams and they had to create a title , a story and a moral in the given time frame. Ms. Jeril Binoj is the winner of Spell bee Game. Astha House secured the First position in Taboo, Atlas & Make a story from the given words, followed by Satya House and Asha House.

Games were a creative and mindful expression of the human spirit that comes out through the creation of an activity with an entertaining, flexible, instructive, and competitive element. It investigates and assesses students' abilities and efforts. Games provided a positive experience that aids in the strengthening of our bodies and minds. It is widely held that participation in sports and games teaches us cooperation, teamwork, leadership techniques, and time management.



Vote of gratitude and conclusion of the workshop session were proposed by Ms. Gloria Ms. Hency Arotha.

Vini Sebastian
Prof. Vini Sebastian
I/C Principal
Meena Suryavanshi
Dr. Meena Suryavanshi
Librarian
Librarian

