**OUR COMMITMENT ON EDUCATION TECHNOLOGY**

*In education, the desire to stay up-to-date with technological conveniences – such as providing online access to forms and other education documents. In Education Technology we can also go for*

*\* Game-based curriculum*

*Schools are more frequently adopting game-based curricula as a means for creatively engaging students in their lessons. Many kids appreciate the challenge-reward concept of video games, and these digital platforms can incorporate a wealth of problem-solving and social skills.*

*For example, Learning students to type faster can be taught in the form of playing typing games in the computer lab. Not only are they incredibly engaging for teaching students to speed typing, but they also invoke fun and excitement for students.*

**THANKS**

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