## MOUNT KENTA UNIVERSITY.

DIBEL PROGRAMME

SCHOOL OF EDUCATION.

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The groupe model is a well-constructed procedural model designed to ensure effective use of media instruction. It further explains how to plan systematically for effective use of instructional media ASSURE MODEL is meant for use by individual teachers in planning everyday clausroom we of media. The model proposes six steps in systematic planning for use of media. The steps are inf form of the Acronym AUGURE.

STEP 1: Analyse the learners.

Learners characteristics in a classroom range from their psychological factor wex differences, notivational factors and information processing habits. The teacher must be in a position to understand all the legener demographics to be able an appropriate media to pour the information to the learners.

STEP 2: State the Objectives.

Objectives must be very specific and derived from the course of syllabur, curriculum or the teacher. Objectives helps in attainment and achievement of the results by the teachers, and to check if the students understood the content learnt. STEP 3: Selecting media and material

Media whould relected rystematically through a relection process of choosing the media, modifying it and devigning specific materials to be used in passing the information to the learners.

STEP 4: Utilizing the media.

This involves previewing the materials, practicing the preventation preparing the learning environment, preparing the learner and seeking for the learner active participation and present the Materials to the learner.

STEP 5: Require Learner response Immediate feedback and reinforcements during instruction is a motivator to the teacher and learners. Thus short quizzes, class discussions and application exercises is used to enhance feedback. Active participation of learners schows that meaningful learning is taking place:

STEP 6 : Evaluate and Revise.

The teacher whould check if the media used and materials were beneficial to the learner. How there any success in them acquiring knowledge and skills if yes continue if no then remain should be done to enhance content retainance.

Or Direyer their barriers to effective darroom communication.

Effective classroom communication will proof to be a challenge with the following barriers inhabited:

i) Social environment barriers.

There are barriers that stem from;

- a) Ago differences of the learners. A Learners of same ago set will learn and support themselves effectively but once there is a learner who is older than the others they feel out of place in the classroom.
- b) Social economic difference. Learners backgrounds differ from the rich to the poor. The well to do learners background tend to have every materials to learn with but the ones from poor backgrounds don't access all learning materials thus becomes a challenge to learning.
- e) Attitudes of both teachers and learners. A teacher should be able to balance all the learners equally and a learner equally needs to have attitude to learn and to love the subject and the teacher ii) Personal environment barriers.

It includes:

a) Physical discomfort. The classroom environment mut be conducted for learning for instance with good lighting enough chairs and

spacious and well rentilated classrooms. This will promote adequate and comfort while learning

b) Day-dreaming - Loarners might be abvent-minded during the learning process making it hard to understand the contest Thus the teacher should device ways to promote attention of the learners.

a certain topic. The teacher thus should look for techniques

to employ to capture their interests.

d) Referent confusion. Two learners using same word to mean different things. It brings confusion in a class communication the teacher needs to define and differentiate the word well.

3 Expound the importance of using community resources in classroom instruction.

learners towards the society in which they live. Places for instance makes the learners have a positive attitude examples factoric zoos, game parks, Museums, airports among others enables the learners to mingle with employees and learn something about the place and thus is friendly to them.

2. Community resources stimulates the learner's interests in learning Museums and game parks exhibit most of the wild animals taught in class. Practically speing them stimulates interest to learn Touring sloping fields, lakes and forests improves their Geography understanding and learning becomes enjoyable thus excel in their exams.

- 3 Community resources provides an opportunity to exposure and active participation in real-life affairs. Events as agricultural shows play performance, festivals and religious gathering enables the learners to clearly understand how to care for animals and crops and to gain courage to face the society in plays thus gets exposed
- 4 It leads to mastery of important skills pertinent to individual and social development. Teachers are a special guide to the development of the learner's skills and their attitude to know development of the learner's skills and society. Thus the learner how to socialize in school and society. Thus the learner can adequately use the skills after finishing school and working in the society.
  - 5. It adds meaning and authentivity to what is being learnt.
    Places events and things can be seen natural thus its
    brings to reality to the learner thus when its learnt in class
    and confirmed in reality it gives them meaning and stick
    to their minds.

References.