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A study an interactive elementary education (3-6) with multimedia

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Abstract
Multimedia playing role to developing cross skills, communication, problem solving, thinking, Collaboration in early years. Multimedia refers to computer- based information that is presented by various types of media. Multimedia used for effective and interactive learning. Specifically designed tools, videogames are also commonly used in childhood schools. In this research to identify the multimedia elements increased child's education (3-6) in positively. The study was conducted in the year 2013. The main area selected for the study was Alambagh. In this area selected five mohllas Pawanpuri, Kailaspuri, Geetapalli, Krishnapalli and Sujanpura. A total of 120 Pre-primary and primary teachers were selected for the study. Random sampling method was used for sample selection and self constructed questionnaire schedule was used for data collection. t test used in research for data analysis. The results revealed that the multimedia have abilities to provide interactive elementary education. Multimedia has quality to increased effectiveness of elementary education materials.

Keywords: Multimedia Learning, ICT Technology, Problem Solving, Interesting Education, Positive Manner.

Introduction
Multimedia learning materials may be richer, provide more opportunities for elaboration, and have more cognitive connections available for the learner to link the new knowledge with prior knowledge. Multimedia instruction should be more effective than classroom lecture. Multimedia may be effective because it improves students' attitudes toward the learning material. Instruction using multimedia information presentation appears to be a potential learning advantage compared to traditional classroom instruction. (Lawrence, 1995) [1] Multimedia presentations are engaging because they are multimodal. In other words, multimedia can stimulate more than one sense at a time, and in doing so, may be more attention-getting and attention-holding. In the cognitive tools approach, multimedia is not a form of instruction to learn *from*, but rather a tool for constructing and learning *with*. Learners may create their own multimedia knowledge representations that reflect their own perspectives on or understanding of ideas. Or learners may collaborate with other learners to develop a classroom or school multimedia knowledge base. **(**Reeves, 1998) [2] Multimedia increased independence, decision making, and consolidation of children's prior knowledge, critical literacy and specific number and language concepts in the students. (Libby, 2006) [3] Educational technology such as multimedia plays a fundamental and crucial role in teaching learning process at primary level. It makes teaching learning process more effective and successful. Majority of the teachers were in the opinion that education technology ensures students participation, student's motivation, effective teaching, to attract student's attention, and enrichment of atmosphere for teaching learning process. It was found that teachers were not trained for the effective use of educational technology. (Suleman, 2011) [9] ICT can be defined as "anything which allows us to get information to communicate with each other or to have an effect on the environment using electronic or digital equipment". The use of early years has the potential to enhance educational opportunities for young children. It can be applied in a developmentally appropriate manner to encourage purposeful and exploratory play. It can encourage discussion, creativity, problem solving, risk taking and flexible thinking, and this can all be achieved in a play centered and responsive environment. So equitable quality Early Childhood Education is a must for a bright future of tiny seeds (child), which could be possible through appropriate need based ICT interventions in the sphere of

Early Childhood Education. (Rout & Rout, 2011) [5] ICT has the potential to raise the quality of education. Skills related to creative expression and aesthetic appreciation painting, drawing can be done in computer instead of paper and color pencil. Sensitivity towards beauty can be encouraged by PowerPoint presentation showing beautiful collections of birds, flowers, animals. (Khamrang, 2011) [4] Multimedia can enhance children's self-concept, improve their attitudes about learning, help in social and emotional development, language development, physical and motor development, reasoning and remembering of the child in early years. Different types of multimedia devices and their positive influence are highly significant on children's academic performances and all round development. (Singh & Mishra, 2013) [7]

Objective of the Study

- To study about interactive multimedia materials.
- To assess the use of multimedia in elementary education (3-6) for interactive learning.

Research Methodology

The study was conducted in the year 2013. The main area selected for the study was Alambagh. In this area five mohllas were selected i.e. Pawanpuri, Kailaspuri, Geetapalli, Krishnapalli and Sujanpura. A total of 120 Pre-primary and primary teachers were selected for the study. Random sampling method was used for sample selection and questionnaire method was used for data collection. After data collection, the data were tabulated in Microsoft excel and analysis was done by using frequency, percentage and t-test through SPSS (20th version).

Research Findings and Discussion.

Table 1: Mean, SD and t-value of use of multimedia in elementary education (3-6) for interactive learning based on language use in schools

Variable	Hindi		English		t-value	Sig
	Mean	SD	Mean	SD		
Do you know about multimedia.	.82	.383	.85	.363	.453	.502
Do you know about multimedia elements (text, audio, video, graphics, and animation).	.45	.500	.98	.147	615.766	.000***
Animated video makes education easy.	.59	.494	.80	.401	28.234	.000***
Use of graphics makes education more interesting.	.70	.460	.89	.315	31.885	.000***
Educational videos based on real life situations so will increase children's understanding.	.66	.476	.89	.315	48.168	.000***
Animated stories are simple, clear and easy to understand.	.67	.473	.80	.401	11.578	.001***
Using multimedia in classroom is helpful for interaction between student and teacher.	.46	.500	.76	.431	22.792	.000***
Multimedia helps in communicating to large no. of students in class.	.55	.500	.63	.488	2.819	.096
Children enjoy education including multimedia elements.	.42	.497	.65	.482	2.556	.113
Multimedia provides equal education in creative way for all types students.	.47	.503	.87	.341	85.080	.000***

($P<0.05$*) & ($P<0.001$***)

The above table shown the high significance differences in do you know about multimedia elements (text, audio, video, graphics, animation), animated videos makes education easy, use of graphics makes education more interesting, educational videos based on real life situations so will increase children's understanding, animated stories are simple, clear and easy to understand, using multimedia in classroom is helpful for interaction between student and teacher, multimedia provides equal education in creative way for all types students. No significance differences were found in do you know about multimedia, multimedia helps in communicating to large no. of students in class and children enjoy education including multimedia elements.

Conclusion

The results show the multimedia makes child's education (3-6) interesting and according to their abilities there is significant differences show in multimedia elements increased knowledge. Multimedia provides many options for learning in creative way and increased interaction among students and teacher. Students enjoyed education which includes multimedia elements for creations. Multimedia improves the learning process through the provision of more interactive educational materials that increase learner motivation and facilitate the easy acquisition of basic skills. Multimedia has demonstrated potential to increase the options, access, participation, and achievement for all students.

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