

# Cognitive Load while Learning and Teaching

To enhance the user experience

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# Overview

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- The project aims to augment the experience of teachers and students in the Indian education system by studying the cognitive load they experience while teaching and learning.
- The project focusses on redesigning of existing NCERT books and other visual aids by analysis of current system.
- The data has been collected through a wide range of interviews, tests and experiments on students and teachers.
- To enhance the accuracy of the data, the students were divided into 3 different categories based on their syllabus and its advancement. The 3 categories are:
  1. Classes 3 to 5
  2. Classes 6 to 8
  3. Classes 9 to 10

## **Mental Model**

- The problem lies that in contrast to individual learning, there is limited well-researched, evidence-informed theory to guide collaborative learning.
- One consequence of this void is poor implementation and, thus, ineffective, inefficient and unsatisfying use of collaborative learning both for the teacher and for the learner.
- Another consequence is that, due to this poor implementation, teachers and learners waste precious resources (i.e., time, effort, money) on ineffective and inefficient learning and teaching inside and outside of the classroom (i.e., computer-supported collaborative learning; CSCL).
- Finally, this represents a severely missed chance for learners to acquire necessary work-life skills.

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# Cognitive Load Theory

“  
*Since working memory has a limited capacity, instructional methods should avoid overloading it with additional activities that don't directly contribute to learning.*”

-John Sweller, Developer of Cognitive load Theory

- "Cognitive load" relates to the **amount of information** that working memory can hold at one time.
- **Cognitive Load Theory in Teaching and Learning:**

Cognitive Load Theory shows us that **working memory** can be **extended** in two ways. First, the **mind processes visual** and **auditory information separately**.

Auditory items in working memory do not compete with visual items in the same way that two visual items, for example a picture and some text, compete with one another.

This is known as the "Modality Effect." So, for example, explanatory information has less impact on working memory if it is narrated, rather than added to an already complex diagram.

Second, working memory treats an established schema as a single item, and a highly practiced "automated" schema barely counts at all. So, **learning activities** that **draw upon** your **existing knowledge** expand the **capacity** of your **working memory**.

This means that **pre-training**, or teaching people prerequisite skills **before** introducing a more **complex topic**, will help them establish schemas that **extend** their **working memory**; and this then means that they can understand and learn more difficult information.

# Analysis of the Current System

## In books

When you have multiple sources of visual information, such as diagrams, labels and explanatory text, your attention is divided between them. This adds to the cognitive load, making it more difficult to create new schemas.

This split attention effect is reduced when you integrate visual information. Incorporate labels into diagrams, rather than placing them in a box to one side, or, if this isn't possible, focus in on one part first. If learners need to use a manual while working through a computer program, for example, allow them time to become familiar with the text first, before introducing the program.

Following are few examples from the NCERT books:

**13.5 DISTANCE-TIME GRAPH**  
You might have seen that newspapers, magazines, etc., present information in various forms of graphs to make it

**Table 13.5 Odometer reading at different times of the journey**

Time (AM)	Odometer reading	Distance from the starting point
8:00 AM	36540 km	0 km
8:30 AM	36560 km	20 km
9:00 AM	36580 km	40 km
9:30 AM	36600 km	60 km
10:00 AM	36620 km	80 km

**Fig. 13.8** A bar graph showing runs scored by a team in each over.

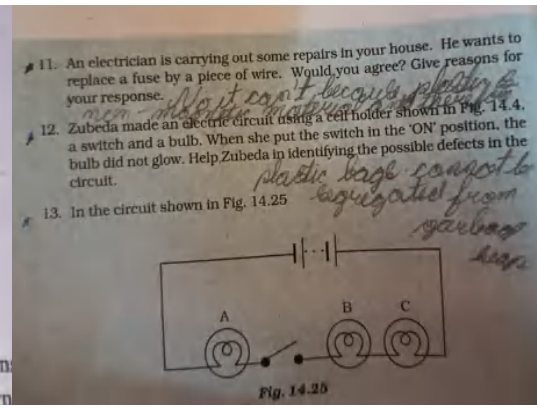
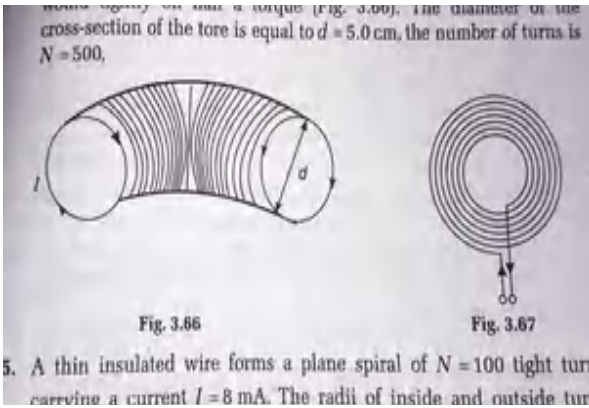
**Fig. 13.9** A pie chart showing composition of air.

**Fig. 13.11** x-axis and y-axis on a graph.

**Fig. 13.6** The motion of

S. No.	Time (min.)	Distance
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The pages have statistical diagrams, text and images which confuse the makes it difficult to integrate the information.



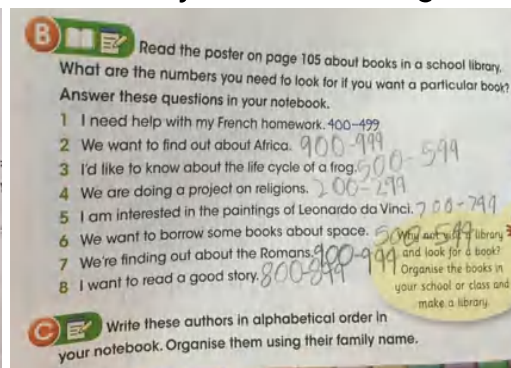
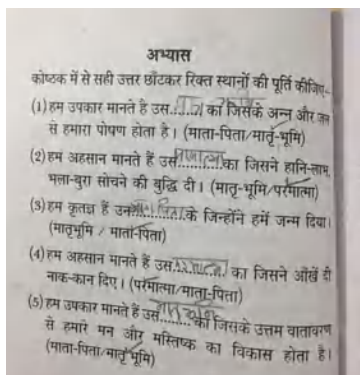
The diagrams are too basic and not illustrative.



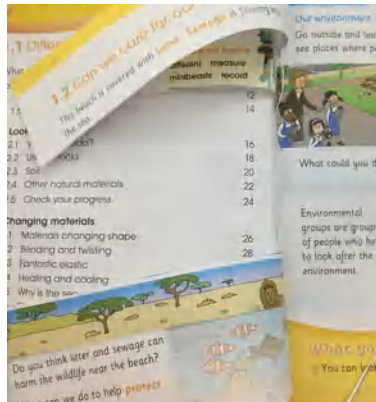
The labels of the diagram are not readable creating mental confusion.



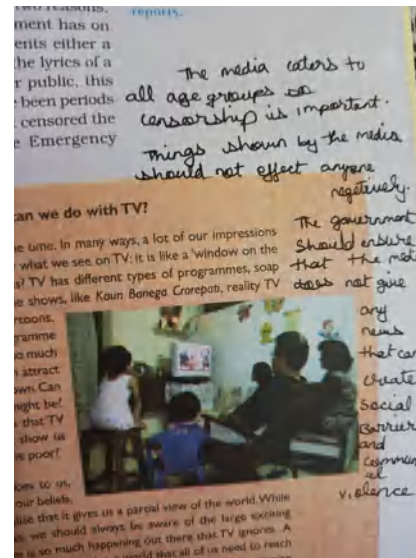
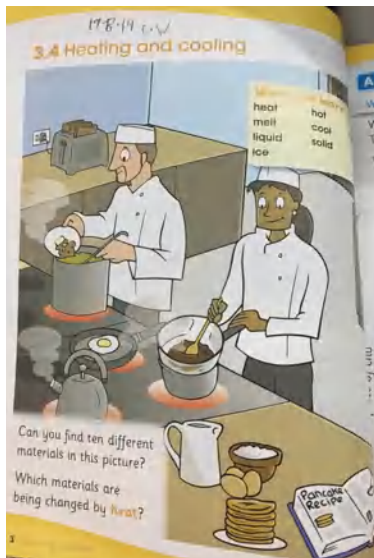
Usage of books by the students: as the studies do not hold the attention of the student, they start doodling.



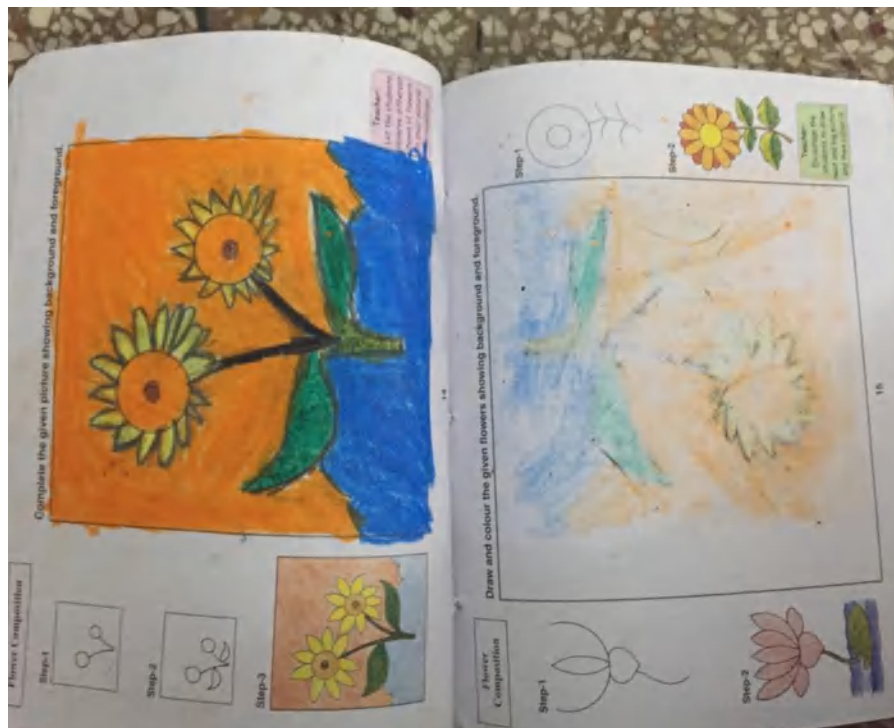
Insufficient space to write the answers to questions in the book



The books are re-used the next year for projects by cutting off of photographs.



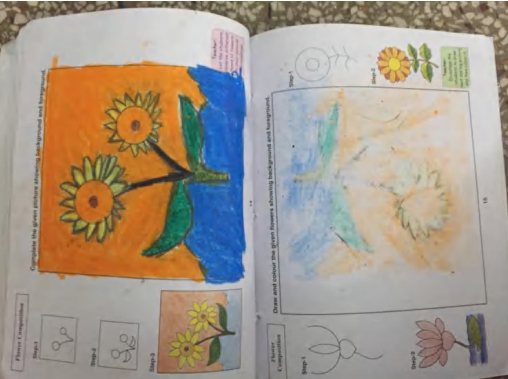
Insufficient space to note down any notes. Here the student has marked the class work in a haywire manner resulting in forgetting about it eventually.





- The poem about the bird and the monkey.
- Think of another animal from Africa and write its name in the last row of the table. You could choose a frog, a giraffe, a crocodile or a leopard - or a different animal.
- Make notes in the table about the sound it makes, where it lives and how it moves.
- Write a new verse about your chosen animal.

Animal	How it sounds	Where it lives	How it moves	Other information
fish	Hop!	the water	twists, slips, slides, leaps	swims through the water
bird	Woo!		flutters, hops, jumps	Sometimes it can fly
monkey	Woon	branches	climbs, swings, jumps	It can swing from tree to tree



**Adventures**

1. What are adventures? What are the children in the photo doing?

2. Listen as your teacher reads the play script. Then read the story yourself if it is a dull boring noise. Then use a more interesting voice.

3. Read the poem and write a poem of your own about adventures. Use the words in the box to help you.

4. Write a short story about an adventure. Use the words in the box to help you.

**WRITTEN**

**READ AND ANSWER**

1. Match the following to complete the sentences.

Misha offers \_\_\_\_\_ stop talking to her.

Misha flies \_\_\_\_\_ her shoes to her friends.

Her teacher is \_\_\_\_\_ like a bird.

Misha's friends \_\_\_\_\_ not happy.

2. True or false?

(a) Misha puts on the shoes.

(b) The teacher is happy.

(c) Misha's friends start fighting over the shoes.

(d) Misha's friends do not realise their mistake.

3. What did Misha find the shoes for?

4. What happens to the shoes in the end?

**THINK AND ANSWER**

1. Why was Misha's teacher not happy?

2. What made Misha's friends become jealous of her?

3. Why was Misha happy even after her pair of shoes was torn?

Fill in the blanks with the words given in the box.

a little green leaf    a fat little worm    some nice yellow mud

1. The first little chicken wants \_\_\_\_\_.

2. The second little chicken wants \_\_\_\_\_.

3. The third little chicken wants \_\_\_\_\_.

Match the rhyming words.

grief - scratch  
tired - leaf  
patch - worm  
equine - meal

What does the mother suggest to the children?

Draw a picture of a chicken. Colour it and make it look beautiful.

Banks: I will teach in a school.

Mish: \_\_\_\_\_ will you stay?

Banks: I will stay in a hotel.

Mish: \_\_\_\_\_ will you be back?

Banks: After one year.

**LEARN NEW WORDS**

1. connect + ing = connecting

2. work + ing = working

3. eat + ing = eating

4. adjust + ing = adjusting

**SPELL**

1. connect    2. work    3. eat    4. adjust

**WRITE**

Write a short story about a chicken. Use the words in the box to help you.

1. Draw the proper nouns with red crayon and common nouns with green crayon.

2. Look at the pairs of pictures and write nouns. One pair has been done for you.

3. Write a short story about a chicken. Use the words in the box to help you.

They ran through the village gardens where some people were working. A woman looked up and saw the magic mango.

"Hey! Stop!" said the woman. "I want to eat you!" But the mango laughed and sang its little song.

"I'm a magic mango. You can't catch me. I'm off to look at the world, you see!"

The magic mango rolled faster and faster. The rabbit, the bird, the woman ran along after it.

Suddenly, a hungry hunter saw the magic mango.

"Hey! Stop!" shouted the hunter. "I want to eat you!" But the mango laughed and sang again.

"I'm a magic mango. You can't catch me. I'm off to look at the world, you see!"

**PUNCTUATE**

1. Insert commas in the following sentences.

2. Insert a full stop in the following sentences.

**DICTIONARY**

1. Look up the following words in a dictionary.

2. Write a short story about a chicken. Use the words in the box to help you.

11. An electrician is carrying out some repairs in your house. He wants to replace a fuse by a piece of wire. Would you agree? Give reasons for your response.

12. Zubin made an electric circuit with a battery, a bulb, a switch and a plug. When he put the switch in the ON position, the bulb did not glow. Help Zubin by identifying the possible defects in the circuit.

13. In the circuit shown in Fig. 14.25

1. Draw the proper nouns with red crayon and common nouns with green crayon.

2. Look at the pairs of pictures and write nouns. One pair has been done for you.

3. Write a short story about a chicken. Use the words in the box to help you.

**13.8 DISTANCE-TIME GRAPHS**

You might have seen that newspapers, magazines, etc. present information in various forms of graphs to make it easier to understand.

**Table 13.2 Odometer reading at different times of the journey**

Time (AM)	Odometer reading	Distance from the starting point
8:00 AM	30040 km	0 km
8:00 AM	30560 km	520 km
8:00 AM	30980 km	940 km
9:30 AM	30900 km	860 km
10:00 AM	30200 km	160 km

**Fig. 13.8** A bar graph showing the number of students who like to play different games.

**Fig. 2.7**

number of marbles what indicates multiplication.

**Fig. 13.9** A pie chart showing composition of air.

**Fig. 13.10** A line graph showing the motion of a car.

**EXERCISE 2.2**

1. Match the drawings (a) to (d) with the fractions.

2. Some pictures (a) to (d) are given below. Tell which of them show multiplication.

find profit per cent or

1:2:5

Find the percentage

the price went upto

each money do I get for

**13.9** The media refers to all age-groups can contribute to important things shown by the media should not affect anyone negatively.

**13.10** The government should ensure that the media should not give any name to the person who is the source of the information.

**Glossary**

**Identity:** Identity is a sense of self-awareness of who one is. Types of identities: For example, a person can be a girl, a sister and a mother.

**Double-burden:** Literally means a double load. This term is commonly used to describe the burden of women who have to work outside the home and also take care of their families.

**Fig. 13.11** A pie chart showing composition of air.

**Fig. 13.12** A line graph showing the motion of a car.

**Table 13.6** The motion of a car

S.No.	Time (min)	Distance (km)
1	0	0
2	10	10
3	20	20
4	30	30
5	40	40
6	50	50
7	60	60
8	70	70
9	80	80
10	90	90
11	100	100

**B** Read the poster on page 105 about books in a school library. Answer these questions in your notebook.

- I need help with my French homework. 400-499
- We want to find out about Africa. 900-999-599
- I'd like to know about the life cycle of a frog. 700-799
- We are doing a project on religions. 200-299
- I am interested in the paintings of Leonardo da Vinci. 700-799
- We want to borrow some books about space. 900-999
- We're finding out about the Romans. 800-899
- I want to read a good story. 800-899

**C** Write these authors in alphabetical order in your notebook. Organise them using their family name.

**JAMMU AND KASHMIR**

**PUNJAB**

**UTTARAKHAND**

**UTTAR PRADESH**

**WEST BENGAL**

**ANDHRA PRADESH**

**KARNATAKA**

**TELANGANA**

**GUJARAT**

**RAJASTHAN**

**MADHYA PRADESH**

**CHHATTISGARH**

**ODISHA**

**WEST BENGAL**

**ANDHRA PRADESH**

**KARNATAKA**

**TELANGANA**

**GUJARAT**

**RAJASTHAN**

**MADHYA PRADESH**

**CHHATTISGARH**

**ODISHA**

the poem about the bird and the monkey.

2. Think of another animal from Africa and write its name in the last row of the table. You could choose a frog, a giraffe, a crocodile or a leopard - or a different animal.

3. Make notes in the table about the sound it makes, where it lives and how it moves.

4. Write a new verse about your chosen animal.

Animal	How it sounds	Where it lives	How it moves	Other information
fish	Hop!	the water	twists, slips, slides, leaps	swims through the water
bird	Woo!		flutters, hops, jumps	Sometimes it can fly
monkey	Woon	branches	climbs, swings, jumps	It can swing from tree to tree

## In Classrooms

The number of students is quite large in a general classroom hence it is difficult for the teacher to pay attention to each student and make sure all of them are able to understand. In a survey, it was observed that almost 50% students are not able to properly understand what is being taught in the class as the audio and visuals are not clear. The visuals and audio have to be synced and topics have to be explained in a step by step manner so that the students are able to form the basic foundation of the topic to make its advanced stages easy to understand.



# Tasks Conducted

We conducted various memory tests in forms of fun games on the kids to understand their memory capacity and the level of cognitive load they can sustain. A sample of 5 children (mean age = 8-10 years & 11-13 years) respectively from each category were used to conduct these tests.

1. We conducted the game of simon says: in this game, the player has to repeat what the screen does. For example: there are 4 different colours in the screen, one colour will glow for a second. After the colour glows, the player will be given 5-10 seconds to tap on that colour again. As you advance in the game, the number of colours that will glow after one by one increases and the user has to memorise them and repeat the pattern.



Result of tests:

1. **Situation A: Completely quiet** setup, where the student is the only player in the game
2. **Situation B: Random Noisy** setup, where the student is the only player in the game but someone is constantly disturbing him
3. **Situation C: Classroom Environment** setup, where the student is competing with another person and also being disturbed

Case A	The student was able to reach the 5th level of the game but wasn't able to complete it as he faced difficulty while remembering the order of the colours.
Case B	The student was able to reach the 5th level of the game but wasn't able to complete it as he faced difficulty in paying attention to the game as his attention was split between the surroundings and game.
Case C	The student was able to reach the 3rd level of the game only as he was in a competitive environment where he was experiencing stress while also being disturbed by another person.

Compared with conceptually similar response inhibition tasks, the game of Simon Says is particularly challenging for young children. However, possible reasons for this difference have not been systematically investigated.

Here we tested the relative influence of two dissociable characteristics of the standard Simon Says task:

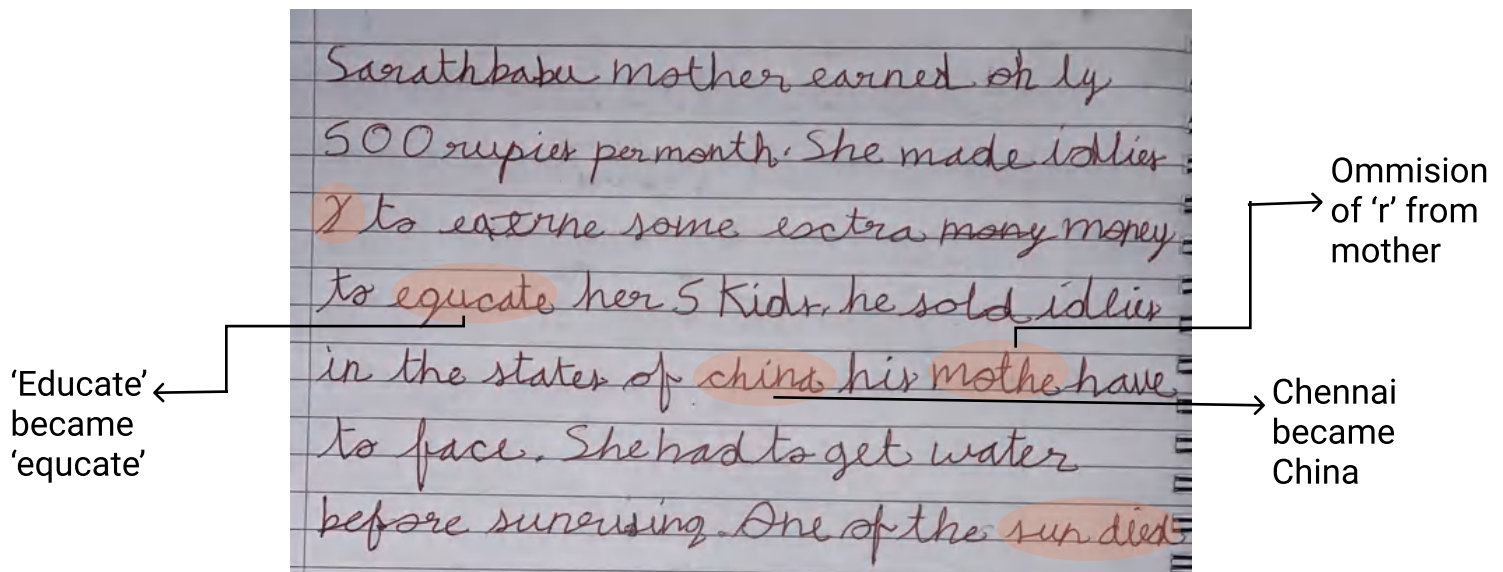
- Receiving both inhibition and activation commands from the same experimenter
- Seeing the experimenter perform the movement along with the commands.

- We conducted a dictation game, where a paragraph was being dictacted the student and he had to write it down while simultaneously solving the simon says game. We then added the elements of disturbance and competition to test how the student responds to these added factors and performs the test.

Result of tests:

- Situation A: Completely quiet** setup, where the student is the only player in the game
- Situation B: Classroom Environment** setup, where the student is competing with another person and also being disturbed

Case A	The student was able to write few lines without any error - spelling or missing out words.
Case B	The student was not able to write even one line without error. He ommitted a lot of words and a lot of spelling errors were observed.



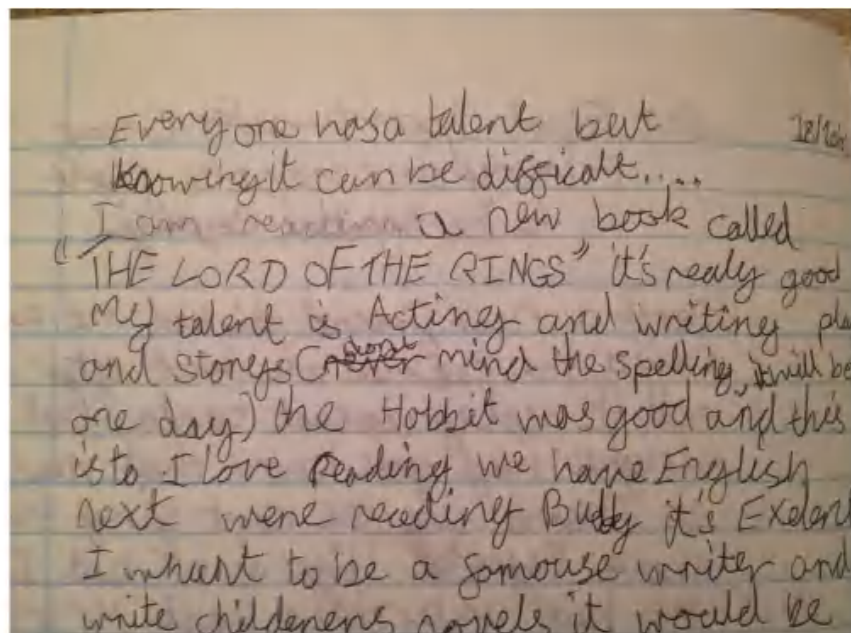
Analysis revealed that children's performance was significantly worse on the one-task Simon Says compared with the multi-task game. The presence of the experimenters movements alongside their commands had a significant effect on children's performance. The requirement to respond to one person who is changing how different rules apply to similar actions appears to be an important determinant of the difficulty of Simon Says for young children. In terms of implications, inconsistency in how an adult applies rules to children's actions may be a detrimental social influence on the development of cognitive control during childhood.



# Reading and Learning Disorder

A student with an expressive language disability may have difficulty with the following tasks requiring written languages:

- Expressing themselves clearly and precisely
- While using a variety of sentence structures
- Mature syntactical patterns
- Using an appropriate range of words
- Organizing thoughts
- Useage of punctuation correctly
- Copying from the board, organizing written information note taking, handwriting, and spelling.
- Decoding unfamiliar words
- Understanding what is read
- Knowing the meaning of words read
- Maintaining an efficient rate of reading



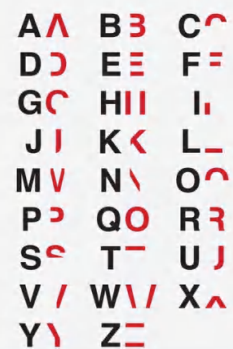
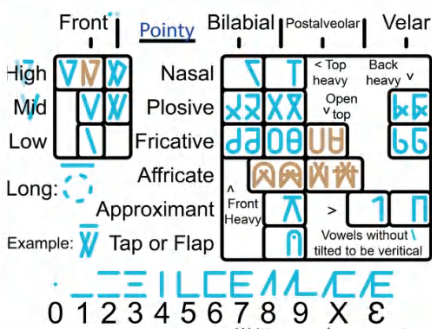
Writing diability in children while learning, depicting the amount of cognitive load built during this process



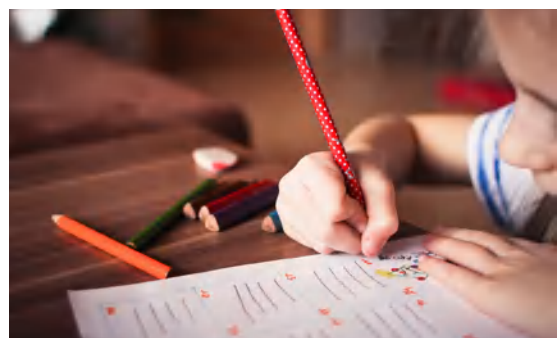
Lack of rganizing written information & comprehension ability

### The Dyslexie font

Graphic designer Christian Boer has dyslexia himself and designed the font to improve his reading life. People with dyslexia often swap, rotate and flip letters without noticing. The problem is that some letters are too similar to each other. Dyslexie font is designed so that every letter is unique in its own form. This counters the rotation, flipping and reversal of the letters. Sometimes they have a "crowding effect" (the apparent fusion of letters) because they are too close to each other. In addition, the font has extra distance between the letters (kerning) and between words (spaces). Dyslexic people may also overlook the beginning of a sentence and read two sentences as one. Therefore, the capital letters are bolder so the reader will easily identify the beginning of a new sentence.



Dyslexic fonts, for students suffering from the condition



While using sentence structures, and not able to keep up the rate of reading amongst the peers

Insights kept in mind taking into account the mention special case for children :

- **Readable Fonts** : Use of sans serif fonts, such as Arial and Comic Sans, as letters can appear less crowded. Font size should be 12-14 point or equivalent. Inter-word spacing at least 3.5 times the inter-letter spacing. Avoiding text in uppercase /capital letters and small caps, which can be less familiar to the reader and harder to read.
- **Colour** : Use of single colour backgrounds. Avoiding background patterns or pictures and distracting surrounds. Sufficient contrast levels between background and text. Dark coloured text on a light (not white) background.
- **Layout** : Left align text, without justification. Multiple columns (as used in newspapers) were avoided. Use of white space to remove clutter near text and group related content. Break up the text with regular section headings in long documents and include a table of contents.
- **Structure** : Used formatting tools for text alignment, justification, indents, lists, line and paragraph spacing to support assistive technology users. Addition of extra space around headings and between paragraphs. Ensuring hyperlinks look different from headings and normal text.
- **Writing Style** : Sufficient use of images to support text. Flow charts are ideal for explaining procedures. Pictograms and graphics can help to locate and support. Use of active rather than passive voice and avoiding abbreviations where possible; always provide the expanded form when first used.

# Dyslexia in Classroom

With an increasing rate on education and literacy, more emphasis has to be laid on providing aids to **children and adults** facing this condition, be it while reading, spelling or expressing their thoughts on paper and acquiring adequate use of grammar.

Apart from these categories, **classroom teachers** might be particularly confused while interacting with students whose constant unachievement could be considered as lack of effort and disinterest in the subject as well. This might dwell in with other genre of cognitive load (part of **cognitive load while teaching**). Class teachers need to have an understanding of the problems that the dyslexic child may have within the classroom situation.

The following items could provide useful guidelines for teachers and parents to follow and support :

1. **In classroom** : Of value to all children in the class is an outline of what is going to be taught in the lesson, ending the lesson with a resume of what has been taught. In this way information is more likely to go from short term memory to long term memory.
2. **Copying from blackboard** : Use different colour chinks for each line if there is a lot of written information on the board, or underline every second line with a different coloured chalk.
3. **Reading** : A structured reading scheme that involves repetition and introduces new words slowly is extremely important. This allows the child to develop confidence and self esteem when reading.
4. **Spelling** : Many of the normal classroom techniques used to teach spellings do not help the dyslexic child. All pupils in the class can benefit from structured and systematic exposure to rules and patterns that underpin a language.

# Tasks Conducted (2)

We conducted a readability test in which we read same paragraphs in different fonts and noted down the time to read each of them and studied how the time taken varies and is indicative of the cognitive load the participants experienced.

Result of the tests:

	Font 1: Times New Roman (s)	Font 2: Fritiga (s)	Font 3: Hipmotizna (s)	Font 4: Sans Forgetica (s)
1.	0:24.47	1:28.66	0:35.16	0:24.25
2.	0:20:12	0:58:37	0:34:84	0:25.09
3.	0:22.96	1:14.32	0:36.52	0:20.12
4.	0:25.08	1:21.79	0:35.16	0:23.67
5.	0:26.87	1:39.14	0:42.17	0:28.11
6.	0:20.87	1:27.73	0:36.41	0:19.81
7.	0:25.38	1:32.17	0:35.86	0:26.23
8.	0:21.76	1:07.92	0:31.52	0:23.48
<b>Mean</b>	<b>0:23.41</b>	<b>1:21.21</b>	<b>0:35.85</b>	<b>0:23.83</b>

## Text used in the tests:

### Font 1:

The need for cross-cultural communication skills arises whenever people from different languages and cultures come into contact. With increased tourism, international business, students studying overseas, and increasing awareness of indigenous minority cultures there is concern to foster better communication among different cultural groups. In the present paper, examples of cultural differences in communication in Australia and New Zealand are presented. Two approaches to the training of cross-cultural communication skills are described: the cultural assimilator developed by Brislin, and McCaffery's "learning how to learn" orientation.

### Font 2:

THE NEED FOR CROSS-CULTURAL COMMUNICATION SKILLS ARISES WHENEVER PEOPLE FROM DIFFERENT LANGUAGES AND CULTURES COME INTO CONTACT. WITH INCREASED TOURISM, INTERNATIONAL BUSINESS, STUDENTS STUDYING OVERSEAS, AND INCREASING AWARENESS OF INDIGENOUS MINORITY CULTURES THERE IS CONCERN TO FOSTER BETTER COMMUNICATION AMONG DIFFERENT CULTURAL GROUPS. IN THE PRESENT PAPER, EXAMPLES OF CULTURAL DIFFERENCES IN COMMUNICATION IN AUSTRALIA AND NEW ZEALAND ARE PRESENTED. TWO APPROACHES TO THE TRAINING OF CROSS-CULTURAL COMMUNICATION SKILLS ARE DESCRIBED: THE CULTURAL ASSIMILATOR DEVELOPED BY BRISLIN, AND MCCAFFERY'S "LEARNING HOW TO LEARN" ORIENTATION.

### Font 3:

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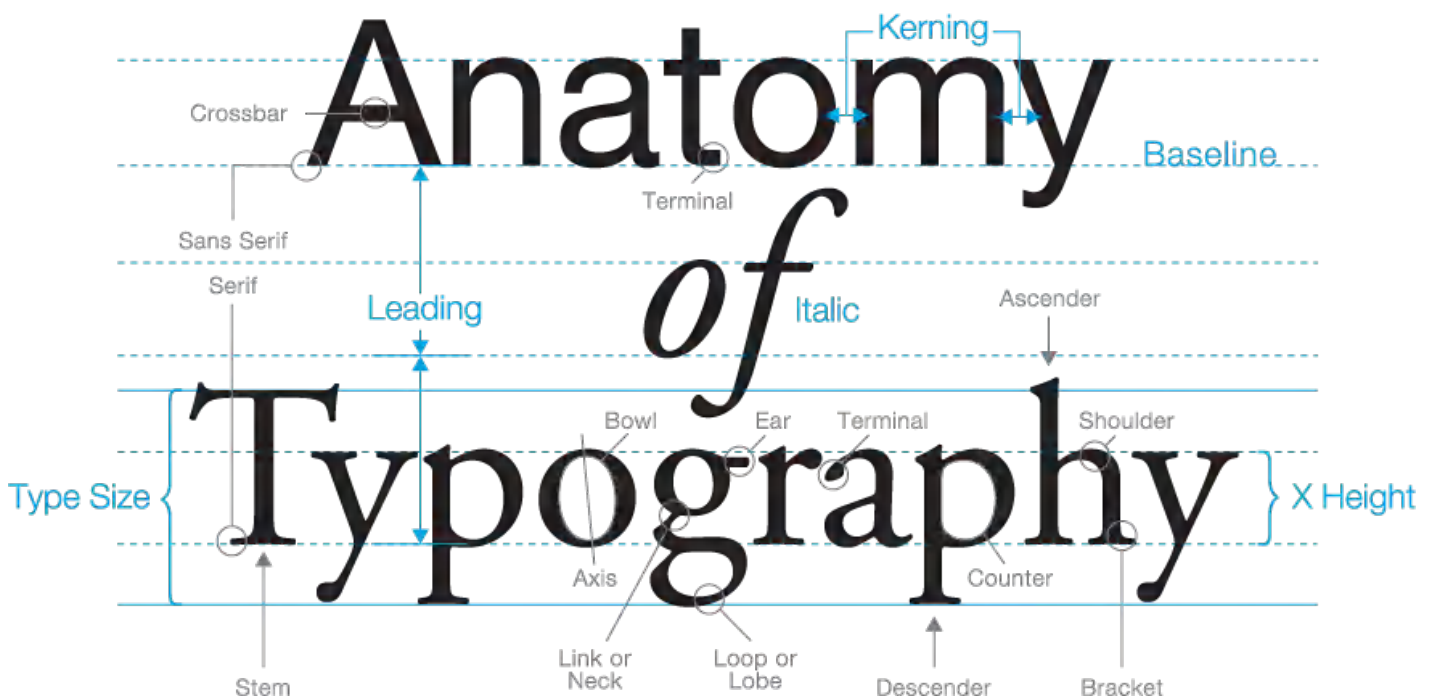
### Font 4:

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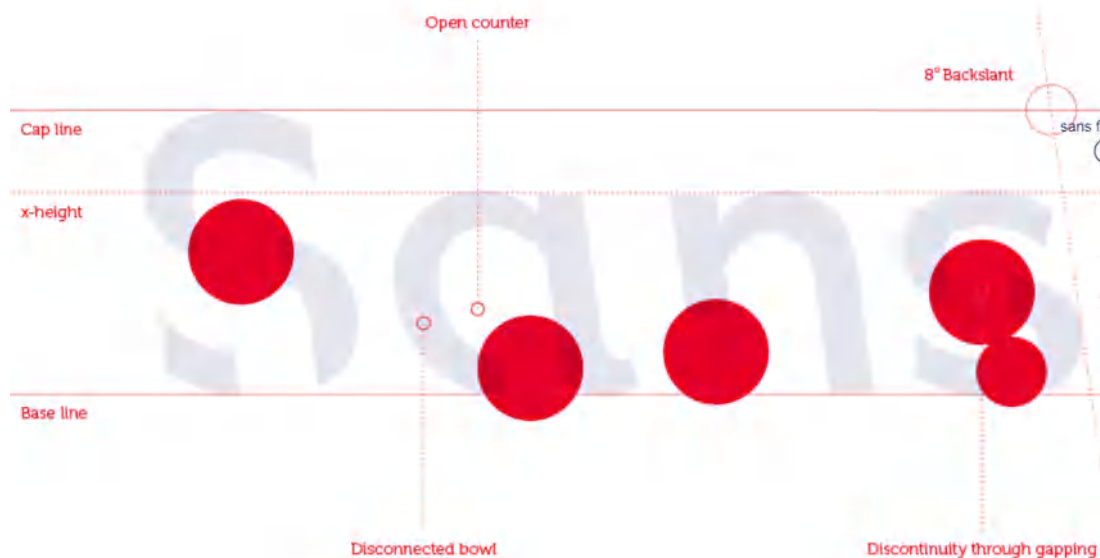
On analysing the test results, it was observed that the participants took the most time to read the font style fritiga followed by hipmotizna, sans forgetica and times new roman.

The time consumed to read the text is directly proportional to the difficulty faced in reading and understanding the text which implies that the user pays more attention to it due to increased input of effort. It is also observed that the difficult to read texts affect your memory and the information is retained in your memory for a longer period of time.

This signifies that the font style used in the book affects the cognitive load experienced by the user.



# Sans Forgetica



Sans Forgetica is a font designed using the principles of cognitive psychology to help you to better remember your study notes. It was created by a multidisciplinary team of designers and behavioural scientists from RMIT University.

## The science of Sans Forgetica

Sans Forgetica is more difficult to read than most typefaces – and that's by design. The 'desirable difficulty' you experience when reading information formatted in Sans Forgetica prompts your brain to engage in deeper processing.

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## Science News

*from research organizations*

### Previously claimed memory boosting font 'Sans Forgetica' does not actually boost memory

*Date:* May 28, 2020

*Source:* University of Warwick

*Summary:* It was previously claimed that the font Sans Forgetica could enhance people's memory for information, however researchers have found after carrying out numerous experiments that the font does not enhance memory.

# Proposed Changes

- **Books:**

The new book design mockups are made keeping in consideration all the problems we observed in our research. The new books are colourful and have vibrant illustrations to aid the students to understand the topic better and also to keep them interested in the studies.

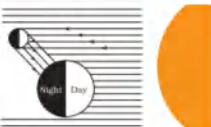
The books have a particular visual design which will avoid mental confusion and decrease the unnecessary load on their working memory.



# Comparison

- The visual languages in the books are strikingly different. As we can observe, in the existing book sample, the activity is written in few monotonous paragraphs which makes the user lose interest in the subject and not conduct these activities whereas in the new book sample, the activity has been categorised in a systematic manner with more accurate diagrams which aids in understanding and interest in the topic.


Let us try to understand why phases of the moon occur. You have studied in Chapter 16 that the moon does not produce its own light, whereas the Sun and other stars do. We see the moon because the sunlight falling on it gets reflected towards us (Fig. 17.3). We, therefore, see only that part of the moon, from which the light of the Sun is reflected towards us.



**Fig. 17.3 :** Moon is visible due to reflected sunlight

**Activity 17.2**

Take a big ball or a pitcher. Paint half of it white and half black. Go out into the playground with two of your friends. Draw a circle of radius of about 2 m on the ground. Divide the circle into eight equal parts as shown in Fig. 17.4. Stand at the centre of the circle. Ask a friend to hold the ball at different points on the circle. Ask her to keep the white portion of the ball always towards the Sun. If you are performing this activity in the morning then the white portion of the ball should be kept towards the east. If the activity is being performed in the afternoon then the white portion of the ball should be kept towards the west. In each case the line dividing the white and black portions is kept vertical. Standing at the centre of the circle observe the visible white portion of the ball while your friend stands at the points on the circle marked earlier. Draw the shape of the white portion as you see it. Compare your drawings with the different phases of the moon as shown in Fig. 17.5.



**Fig. 17.4 :** The moon appears different at different positions in its orbit

## Exercises

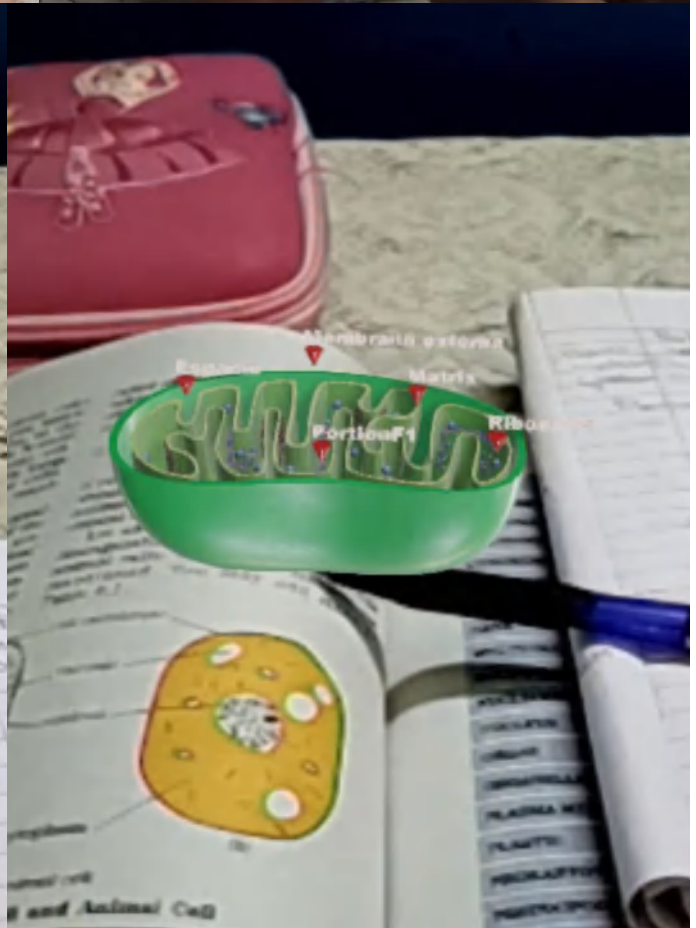
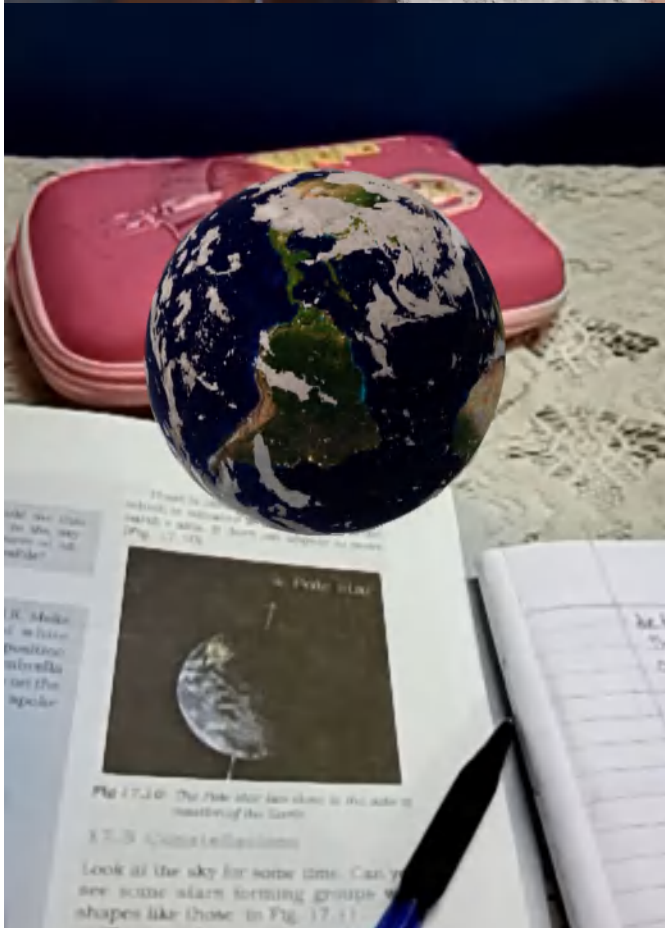
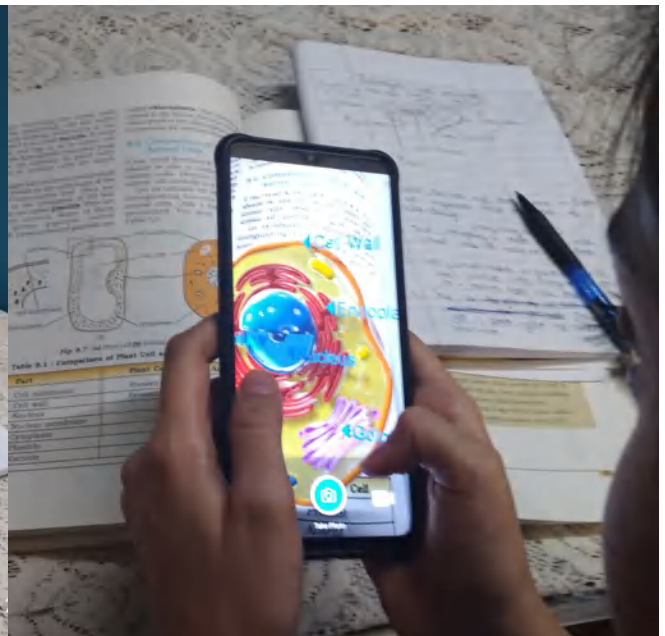
Choose the correct answer in Questions 1-3.

- Which of the following is NOT a member of the solar system?
  - An asteroid
  - A satellite
  - A constellation
  - A comet
- Which of the following is NOT a planet of the sun?
  - Sirius
  - Mercury
  - Saturn
  - Earth
- Phases of the moon occur because
  - we can see only that part of the moon which reflects light towards us.
  - our distance from the moon keeps changing.
  - the shadow of the Earth covers only a part of the moon's surface.
  - the thickness of the moon's atmosphere is not constant.
- Fill in the blanks.
  - The planet which is farthest from the Sun is \_\_\_\_\_.
  - The planet which appears reddish in colour is \_\_\_\_\_.
  - A group of stars that appear to form a pattern in the sky is known as a \_\_\_\_\_.
  - A celestial body that revolves around a planet is known as \_\_\_\_\_.
  - Shooting stars are actually not \_\_\_\_\_.
  - Asteroids are found between the orbits of \_\_\_\_\_ and \_\_\_\_\_.
- Mark the following statements as true (T) or false (F).
  - Pole star is a member of the solar system.
  - Mercury is the smallest planet of the solar system.
  - Uranus is the farthest planet in the solar system.
  - INSAT is an artificial satellite.
  - There are nine planets in the solar system.
  - Constellation Orion can be seen only with a telescope.



- **AR Visual Aid:**

An application to convert all the 2D diagrams to 3D to aid the understanding of complex systems. The students often face this issue of not being able to imagine and visualise the system entirely which makes them lag and affects their mental health due to peer pressure.



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# Future Prospects

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Due to the sudden imposition of the lockdown, we had to stop our research abruptly.

Further, we will be continuing with the following:

1. To study and analyse of the Eye Tracking Pattern to understand how the placement of text affects the cognitive load.
2. Study of the cost of the production of each book and its effect on the environment
3. To conduct and analyse the response to reading difficult tests using EEG tests
4. The present study aimed to examine the modality and redundancy effects in learning in children with dyslexia (of the same age group i.e 8-10 and 11-13 years old) in order to find out whether their learning benefits from written and/or spoken text with pictures. We'd planned a compared study time and knowledge gain in 8-13 year-old children with dyslexia and other typically reading peers in a within-subjects design. All children were supposed to be presented with a series of user-paced multimedia lessons in 3 conditions: pictorial information presented with
  - Written text
  - Audio examining
  - Combined text and audio

After fulfilling these research aspects, we will be working on the analysis of the final outcome of our research and hence ideate on the ideal solution to solve this problem in the Indian Education System.

teacher: even if you ask me 100 times, I'll explain it to you

me: \*ASKS 2nd TIME\*

teacher:

