OUR DIGITAL LEARNING RESOURCES

Stimulating animations

2D animation

3D animation
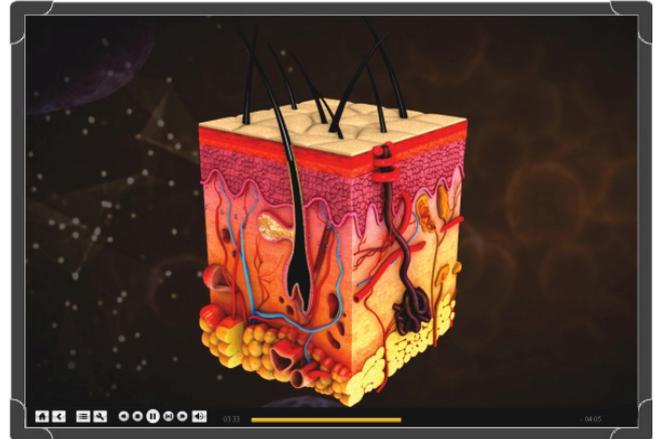
Stop animation

Craftmation

Claymation

Claymation
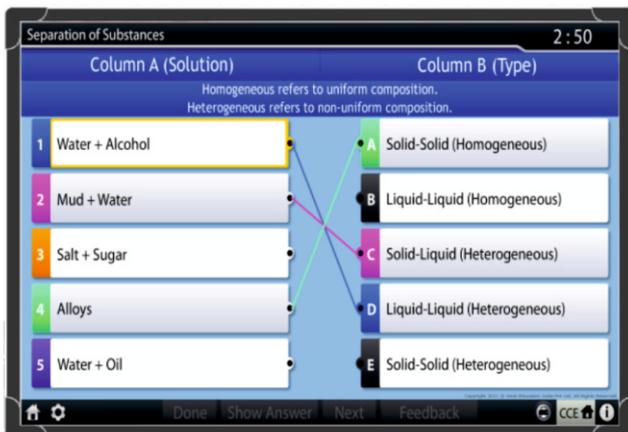
Best Anytime Anywhere learning...

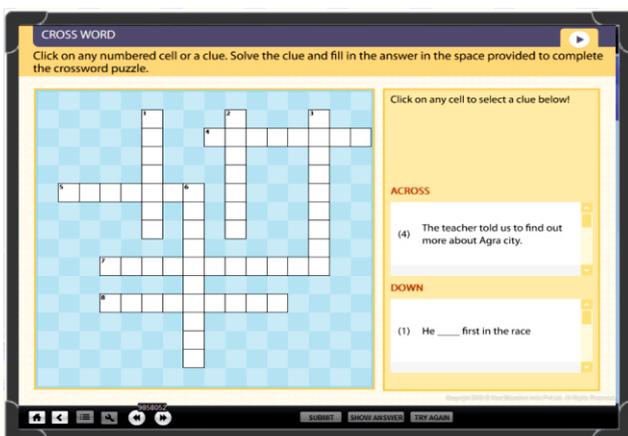## Real-life videos

Hands-on experiments

Interactive assessments

Interactive simulations

Interactive assessments

3D experiments

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Experience Experiments

Enquiry, exploration, conclusion and reflection on conclusion form an integral part of science teaching and learning. Addressing these needs, experiments also lay focus on the construction of knowledge as opposed to mere sharing of facts and information.

Real-life experiments

Shot at our in-house laboratory, these experiments are divided into two categories – textbook experiments and prescribed experiments

Textbook experiments

These videos with real-life experiments explain concepts for students of grades 6-8. Experiments which make use of expensive apparatus, dangerous chemicals and those which span over long durations are also covered.

Prescribed experiments

These videos include experiments that CBSE and ICSE boards have prescribed to be conducted in schools for grades 9-12. Teachers can play these videos in the laboratory and move around helping students with the experiments, instead of conducting it themselves.
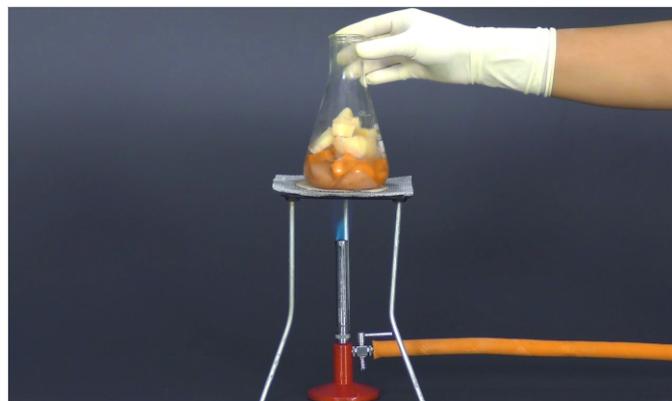
Other experiments

Interactive experiments

experiments and simulations which teachers can show in the classroom to drive discussion and engagement.
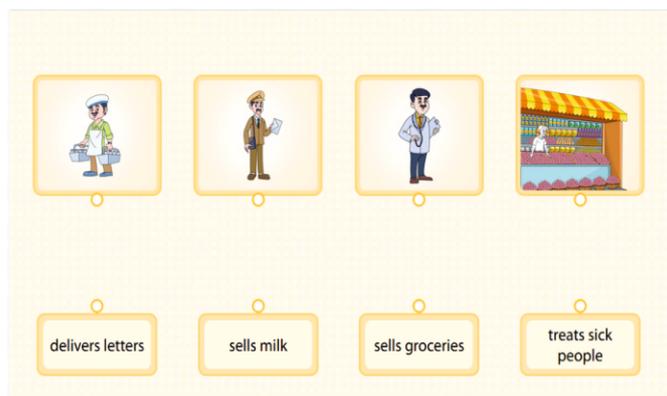

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Question Bank

There are over 540,000+ subjective and objective questions in the question bank, most of which are mapped according the grade, subject and topic. Teachers can also add their own questions, which can be shared within the school.

The questions can be used to drive in-class engagement as well as to create new assessments.

Questions to be used in the classroom

Both lesson-level and chapter-level, subjective and objective questions are available for the teachers to conduct a quick recap and gauge students' understanding of the concepts taught.

Besides end-of-the-chapter assessments, there are also interactive assessments like crosswords, match the following, etc. to drive engagement in the classroom.

Question paper

Teachers can create assessments by pooling questions from the question bank available in the TeachNext

server. Questions are available in various formats such as essay-type questions, short-answer questions, match the following, fill in the blanks, multiple choice questions, puzzles etc.

These assessments can help teachers gauge students' learning gaps, which they can remedy in their successive classes.

Board papers

Solved CBSE board papers are available on These can help students with practice and revision before their board exams.

Automatic assessment creation

On entering specific criteria such as marks, difficulty level, duration, etc., assessment papers gets automatically generated in the Teachers can take printouts of this question paper and use it for various purposes such as giving homework to students.
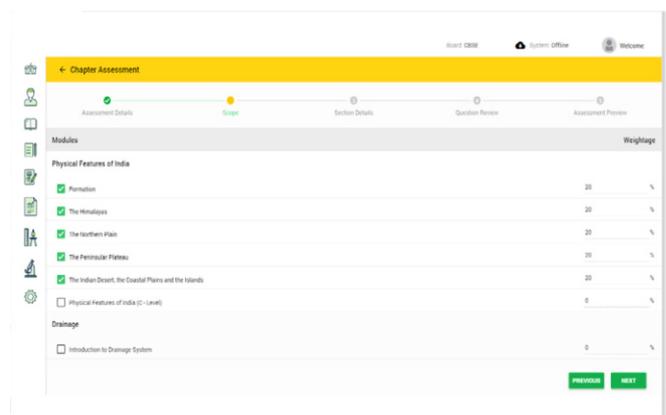
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Integrated Tools

Quality content integrated with the right technology creates magic

We have developed several tools that help teachers adopt creative teaching approaches and create an interactive learning experience in the classroom.

Our multi-touch whiteboard software allows teachers to use tools such as pen, eraser, compass, shapes, colours etc, to make sessions interactive. It enables them to perform multiple functions such as

These are a set of reference tools that teachers can use as accompaniments to explain concepts and ignite students' curiosity. They have been grouped under various subjects such as Maths, Computer Science, Social Science etc, to promote ease of use.
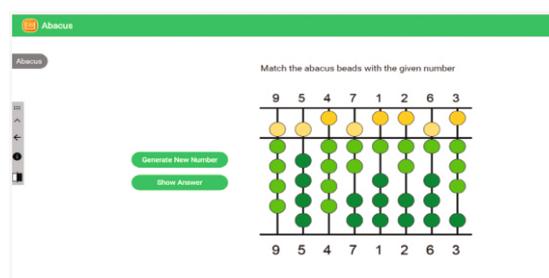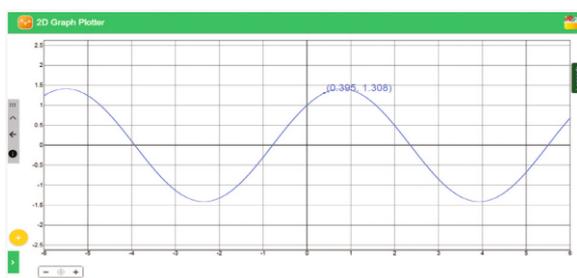
Maths

The tools used in Maths help teachers to explain abstractions such as plotting of graphs, and encourage students to come up with questions based on multiplication, area explorer, etc.

Available tools (8+)

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English

These tools help improve students' vocabulary and pronunciation.

Available tools (2)

Science

A wide variety of tools are available, from elaborating the chemical properties of each element to balancing chemical equations, which makes learning science an interactive experience. Detailed diagrams of body parts, classification of living organisms, etc. are also available for reference.

Available tools (8+)

Social Science

Available tools (4)

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Computer Science

A plethora of Free Open Source Software (FOSS) aims to provide unbiased and holistic learning, building confidence in learners to be in command of technology. Free office software is also provided to make students hone their writing skills and make them capable of at preparing presentations besides developing other skills.

Available software

An empowering tool for teachers, it helps them create their own teaching resources, record teaching sessions etc. It also drives classroom participation as ten students can simultaneously work on the ten-touch interactive whiteboard.

Video and image library

Teachers can use the vast pool of images and videos to create their own modules.

Stock images

It is a collection of images of all commonly found objects, whether natural or man-made.

Stock videos

These short duration videos on natural phenomena, inventions etc., are highly appealing.

3D images

A pool of 3D images is also available that can be zoomed to explain concepts in-depth. For example, a teacher can use the 3D image of a heart to explain about heart valves.

44,000 Stock Images

73,649 Stock Videos

5,000+ 3D Images

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Session recording to create modules

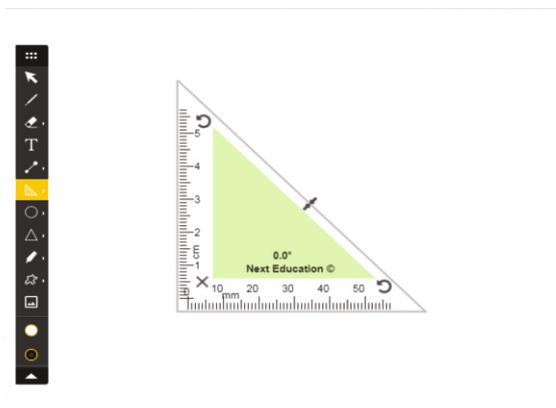Teachers can use the webcam to record an entire session and create their own module, which they can use later.
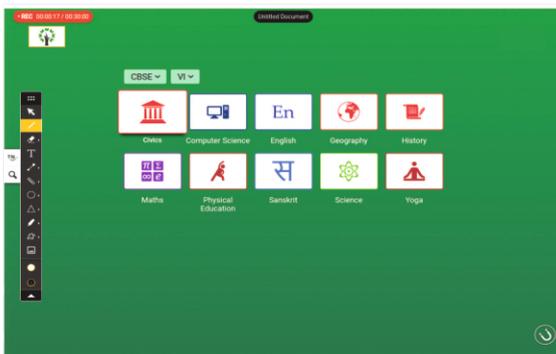

Annotation
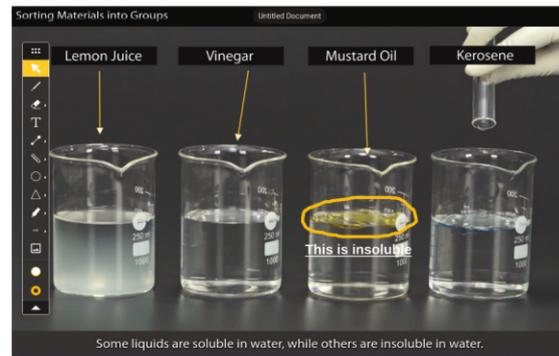
Maths tools

Tools such as compass, protractor etc, are available to help teachers explain mathematical concepts in an engaging manner.

3D and 2D views

3D imaging of various solid objects such as cube, cuboid and sphere is available. 2D view is also available for various shapes such as rectangle, triangle etc. Available on an infinite canvas, teachers can rotate, zoom and control the views with a single touch.
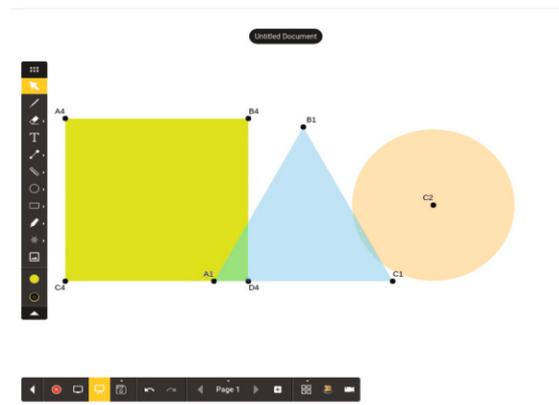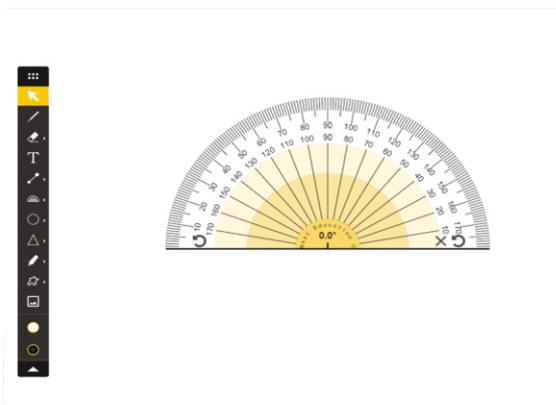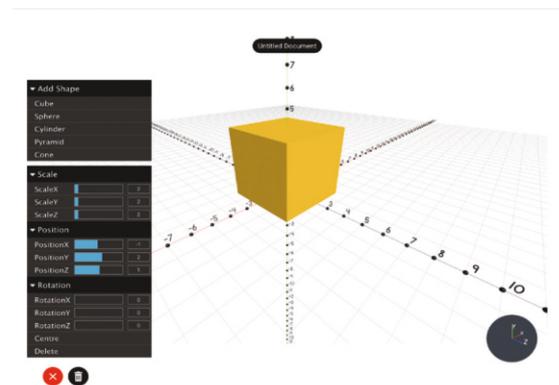
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Content structure

Refresh and recap

Research suggests that only when students have completely grasped previously taught concepts, can they learn new ones. Our chapters open with a refresher section to quickly revise the concepts taught earlier and end with recapitulation pointers to summarise the content.

Mentor tips

The books are replete with unique teaching guidelines.

Glossary

Grade-appropriate words are introduced in every chapter to help learners build their vocabulary.

Quality and production

Printed on elemental chlorine-free paper

Interesting characters that appeal to children's imagination
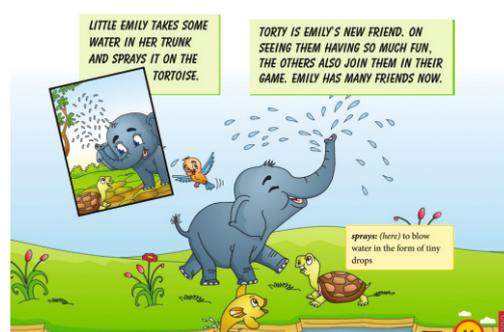
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Digital Resources

Interactive digital books

Our e-books enable students to study from any place and at any time, using a computer, a tablet, or a smartphone. Students can watch videos, make notes, take part in activities and work on assignments. Reports of their activities can be generated and sent to parents.
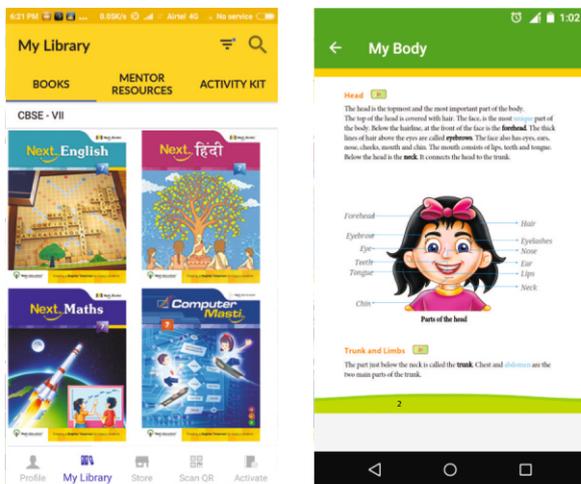
QR codes – Doors to digital content

QR codes are strategically placed within the physical books. On scanning them, students can watch videos on their smartphones to gain clarity of concepts.

Augmented Reality products

Designed for pre-primary students, it gives them exposure to real-life scenarios at home. It provides them the opportunity to play and enhances their creativity and imagination.
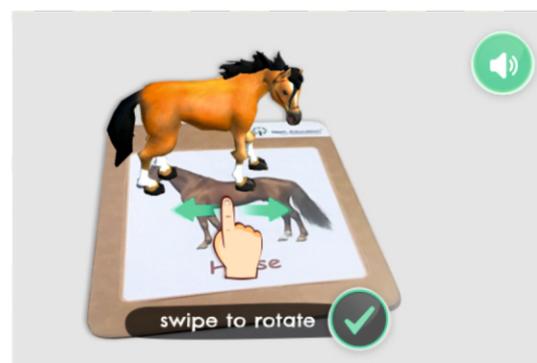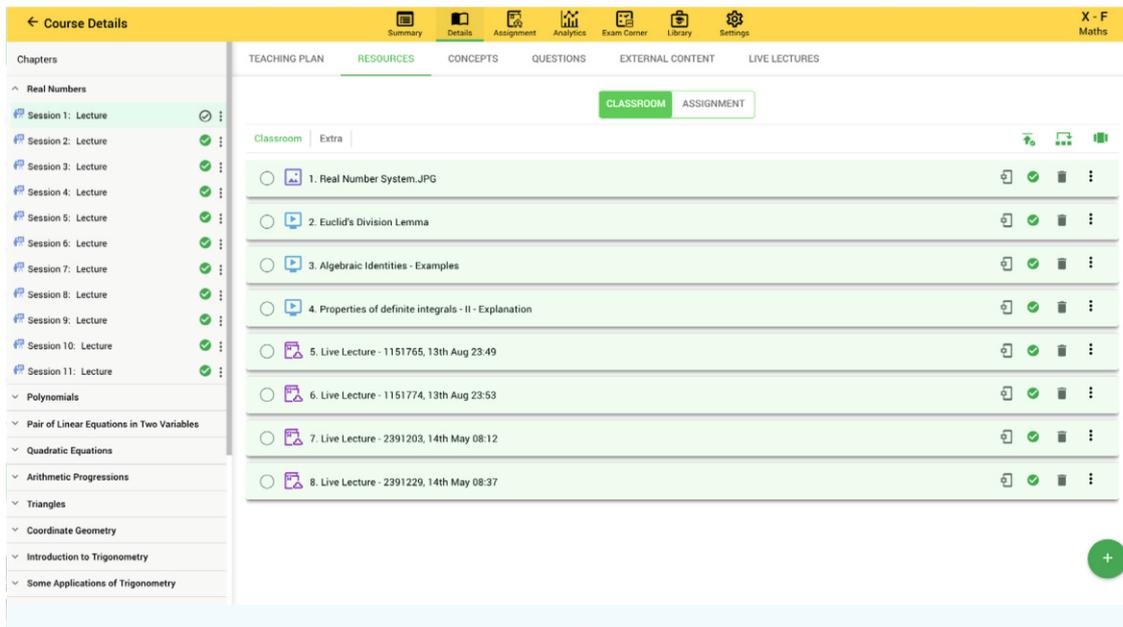
Free sample chapter: Students can unlock a few chapters for free before buying a book online.

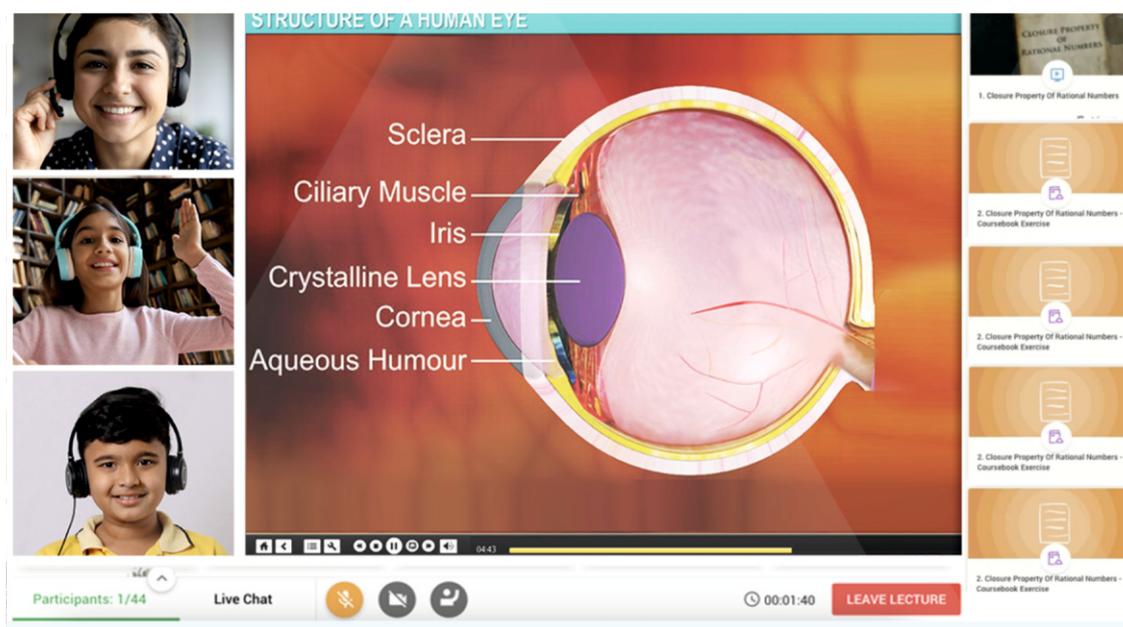# Best Anytime Anywhere learning...

Automated Course Management:

It is loaded with pre-created lessons and course plans mapped to various Indian and international curricula. Personalised content delivery ensures that each student's knowledge gets addressed.

Auto-Recorded Live Lecture:

Facilitate an interactive and engaging virtual classroom with the best video-conferencing platform — Zoom. Students have unlimited access to auto-recorded lectures so that they never miss another class.

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Comprehensive Resource Library:

Unlimited access to 7000+ hours of award-winning digital content in form of videos, pdf's, articles, presentations and more. Additional access to SCORM & LTI compatible third-party resources like Khan Academy, Youtube Videos and Google docs encourages self-driven learning for students by providing access to content anytime & anywhere.

Personalised Homework

Enable creation and allocation of individualised assignments, learning resources, and assessments based on student's learning abilities and thereafter provides system-generated personalised remedial measures for each student.

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