ABOUT THE PROGRAM

Learning 221 comprises a number of programs and tools for flourishing and thriving in the coming decade of the 21st Century. Darwinian evolution does not seem to take account of the effects of learning and especially shared and co-operative learning, which will become very important in the coming decade. When we go beyond studying just the survival, then learning, un-learning and re-learning become critical.

This group of programs, is not for a specific group, but has something in the hamper for almost all. So, while "Overcoming Maths Phobia" may strike a chord with everyone, the one on "Quantum Computing" would interest only a few, notably those doing a Professional Course in Computers, to keep abreast of future trends in their field.

A large number of school-leavers would appreciate the program about options to an IIT education.

Story Telling, making a Youtube video and Lifestyle Design would interest almost everybody.

Prof. M.M. Pant (www.mmpant.net) is an internationally renowned expert specialising in pedagogy, technology and the development of tools and curricula for 21st century education.



He has been known for developing, working models that enhance the pedagogy using latest available technologies. He is especially noted for his efforts in leveraging social media for improving learning and bringing the mobile into the classroom where it has been traditionally banned.

Prof. Pant's current work and interests revolve around the development, delivery and promotion of educational products, processes and services that cater for the needs and interests of future learners, a framework that is named "Learning 221TM: Learning for the

2nd Decade of the 21st Century".

His past roles include being the Former Pro-Vice Chancellor, Indira Gandhi National Open University (IGNOU) and being on the faculty of IIT, Kanpur (the premier engineering institution in India), MLNR Engineering College and Faculty as well as Visiting Professor, University of Western Ontario, Canada. He has been a visiting scientist at European research centres in Italy, England, Germany and Sweden.

Prof. Pant is the founder of the LMP Education Trust, an organisation that supports underprivileged learners.

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An Assorted Hamper



- Overcoming Maths Phobia
- ► Couldn't get into IIT. Rejoice!!!
- ► Lifestyle Design
- ► Making a film for YouTube with your Palm
- Quantum Computing
- A Program on Story Telling

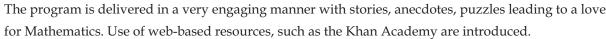


www.mmpant-net

An Assorted Hamper

Overcoming Maths Phobia

A majority of the population is mortally terrified of anything to do with Mathematics. This irrational fear of one of the most creative expressions of the human mind, is developed very early in the first few years of Schooling. Parents and Teachers often contribute to this. In order to strike at the root of the problem, this program develops an approach to mathematics which overcomes this fear to develop an interest in and appreciation of Mathematics. It instills confidence in tackling Mathematical concepts and problems.





Couldn't get into IIT. Rejoice!!!



The IIT's established in the 1960's, have over time, established an excellent reputation, inspiring young bright students to study at one of them. But because of the severe limitations of the number of seats, only a very small fraction of those who sit for the IIT-JEE test are able to get admission offers. Entry into one of these Institutions does provide excellent opportunities for further education or employment and a great career globally.

This program begins with data to establish the rapidly changing work and economic environment of the future. It extrapolates the trends in the recent past to predict that new interesting jobs and careers that do not require an IIT education are unfolding.

Lifestyle Design

You can either have it mass-produced as a factory product, or you can have it personalized, designed for you. So is it with Life-Style. You can either follow the crowd, and lead a predictable life, or you can choose to live it your way.

This program addresses issues of striving for the higher levels of Maslow's hierarchy of needs. Work-life balance, philanthropy and doing good to others while doing good to yourself are elements of developing a personal philosophy.



The point is that it's about examining your life and goals and thinking unconventionally about how to make things possible now instead of later. It's about designing your life instead of letting society design it for you.

Making a film for YouTube with your Palm

This program will introduce the learner to the art and craft of digital video production. There should be a story to tell. In fact, this belief is at the core of this course. How do you tell a good story in 2 minutes to 10 minutes?

- How do you turn the story into a script?
- What are the essential elements of a good script?
- What is the Director's role?
- Understand and analyze the basic concepts surrounding digital video making. What techniques make for a

Learn to shoot video with a digital camera, a mobile phone, or a handycam. Editing techniques would be learnt through hands on productions that would be uploaded on YouTube.



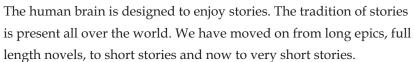
Quantum Computing

The computer of today, a desktop, a laptop, a notebook, a netbook or the Tablet is fundamentally no different from its gargantuan 30 ton ancestors, which were equipped with some 18000 vacuum tubes and 500 miles of wiring! Although computers have become more compact and considerably faster in performing their task, the task remains the same: to manipulate and interpret an encoding of binary

bits into a useful computational result. In a quantum computer, the fundamental unit of information (called a quantum bit or qubit), is not binary but rather more quaternary in nature.

Today quantum computers and quantum information technology are at an early stage. But in the foreseeable future, they could be real.





In this program we introduce the elements and structures of various possible plots. The emergence of interactive stories and rich digital media to enhance the experience is described. Story writing for therapeutic purposes and to heal one-self is discussed. An immersion

experience in the creative process of developing a story and the pleasure of publishing it is provided. The program is useful for all adults, mainly for their pleasure, but may also lead to name and fame for some.

