Dr. Ashutosh Verma, Faculty, DIET Champawat (Lohaghat)

1. Title

“Building a Digital Class Library using Google Sites for Inclusive and Engaging Learning”

2. Problem Statement

Traditional classroom libraries, while valuable, face several challenges that reduce their impact. A major limitation is **space**, which restricts the variety and number of books available to students. This often leads to issues of **accessibility**, as learners from diverse backgrounds may struggle to find materials suited to their reading level, language needs, or personal interests. Adding to this, many school libraries are unable to regularly update their collections, leaving students without access to new storybooks, digital texts, or interactive resources that align with modern learning.

Physical libraries also require regular upkeep and are generally open only during school hours, making them both **time-bound and location-specific**. As a result, students miss the chance to explore resources freely at home or at their own pace. This reduces opportunities for independent learning and self-driven discovery.

Without embracing digital options, these libraries often fail to ensure **inclusivity and equal access**. Students who depend on technology for learning are particularly disadvantaged. Ultimately, the limitations of traditional libraries restrict the **holistic growth** of learners, preventing them from fully developing essential skills like creativity, critical thinking, and digital literacy that are vital in today’s world.

3. Proposed Solution

The project puts forward the idea of creating and implementing a **Digital Class Library** by using a simple yet powerful tool like **Google Sites**. Unlike a traditional library bound by walls and shelves, this digital space will act as a **central hub of knowledge**, bringing together a wide variety of learning resources in one easily accessible platform. It will host carefully selected **e-books**, **teacher-curated study materials**, and **student-created storybooks**, along with interactive resources such as quizzes, presentations, and videos. To make the experience even richer, the library will also include **multimedia content** that caters to different learning styles—whether visual, auditory, or interactive.

By shifting to an online format, the digital class library addresses one of the biggest challenges of physical libraries—**limited access**. Students will be able to log in and explore resources at any time and from any place, whether they are in school, at home, or on the move. This ensures not only **flexibility** but also **inclusivity**, as every learner gets equal opportunities to engage with reading materials that suit their interests and academic needs. Furthermore, the interactive and multimedia-rich nature of the library will make the process of learning far more engaging, encouraging students to explore, collaborate, and develop a lasting reading habit both inside and outside the classroom

4. Tools/Technology Used

- **Google Sites**: To create an interactive and easy-to-navigate digital library website.
- **Google Drive/Docs**: For storing and managing documents and e-resources.
- **Canva**: To create visually engaging book covers, posters, and infographics.
- **QR Codes**: For quick access to specific library resources.
- **YouTube**: For embedding educational videos.

5. Step-by-Step Plan

Step 1: Needs Assessment

- Conduct a survey with students and teachers to identify reading preferences and subject needs.

Step 2: Resource Collection

- Gather e-books, articles, interactive PDFs, and open educational resources (OER).

Step 3: Platform Setup

- Create a digital library space using Google Sites (or Book Creator for digital books).
- Organize resources by grade, subject, or themes.

Step 4: Content Integration

- Add e-books, audio-books, student-created content, and multimedia.
- Use Book Creator to design storybooks that include images, videos, and recorded narration.

Step 5: Collaboration & Participation

- Allow students to contribute by creating and uploading their own storybooks.
- Enable peer-sharing and teacher reviews.

Step 6: Accessibility Features

- Add read-aloud features, font size adjustments, and multilingual support for inclusivity.

Step 7: Pilot & Feedback

- Test the digital library with one class. Collect feedback and make improvements.

Step 8: Implementation & Expansion

- Launch the digital class library for the whole school.
- Continuously update with new content and track student engagement.

6. Learning Outcomes

- Students will develop **digital literacy skills** by accessing and creating e-resources.
- Increased **reading engagement** through interactive and multimedia-rich content.
- Improved **collaborative learning** as students co-creates and shares digital storybooks.
- Teachers gain experience in **curating and integrating technology** into pedagogy.
- Promotes **self-paced learning** beyond classroom boundaries.

7. Link to Sustainable Development Goals (SDGs)

The project contributes to several Sustainable Development Goals (SDGs) as outlined below:

- Quality Education: Promotes inclusive, equitable, and accessible learning opportunities by providing diverse educational resources to all learners.(SDG 4)
- Industry, Innovation, and Infrastructure: Supports the integration of digital innovation into the education system, fostering modern and sustainable approaches to learning.(SDG 9)
- Partnerships for the Goals: Strengthens collaboration among students, educators, parents, and communities to achieve shared educational objectives.(SDG 17)

video link https://youtu.be/_Lv6tYWfKww