

Innovative pedagogical approaches for effective learning

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Abstract

Education is the vehicle of knowledge, self-preservation and success. Education not only gives us a platform to succeed, but also the knowledge of social conduct, strength, character and self-respect. So that the Government of India took steps to provide good education from pre-school level itself. In each and every stage of child education, there might be a variation in their learning capacity. Depending upon this, various methods has been implemented to provide high learning skills to different level of students. Educational innovation is the process of improving education by adopting newer techniques and strategies in teaching-learning methods. Innovations in teaching and learning process are noticed in Play way learning methods, Sensory training, Joyful learning, Activity Based Learning, Active Learning Methods, Computer literacy and studies in schools and so on. Information and communication technology also plays a vital role in education system. The field of learning through technology is a vast one with subtle distinctions among its various branches. Distance learning incorporates all forms of instruction in which instructor and student are physically removed from one another by time or space from traditional correspondence courses to web-based instruction. Electronic or e-learning incorporates all forms of online instruction using personal computers. The role of Sarva Shiksha Abhiyan scheme lifts the school education to the higher level. Magazine reports and research abstracts says the flourishable growth in the education system through these innovations.

Keywords: Innovations in teaching learning process, Distance Learning, E-Learning, Joyful Learning.

Introduction

‘Innovation’ is an idea or practice perceived as new by the adopter. It is an attempt to reach the goal through a new route or to find new relationships even in a familiar surrounding. Innovation refer to any new idea, product, approach or an action plan which blossoms when an individual puts his novel ideas into action and realizes its uniqueness. According to Plato, “Education develops in the body and in the soul of the pupil all the beauty and all the perfection which he is capable of” Education should develop all capabilities of children, besides the intellectual, children’s reading abilities and skills thoughts and feelings cannot be shown in mere language of words. There should not be restrictions on their thinking they should be given freedom and opportunity, to think and express their feelings and emotions.

Need for Innovations in Education

- (i). Necessary changes are to be made in our educational goals, curricula approaches and programmes so as to suit the changing needs of the society and educational theories.
- (ii). Continuous up-gradation of curricula in schools and colleges is required to cope up with the rapid advancements made in the fields of science and technology
- (iii). To meet the demand for education of millions of students of ever increasing population and at the same time maintain the quality of education provided innovative practices are of utmost necessity.

Traditional VS Innovations in Instructional Techniques

Team teaching, the instructional technique involving the abilities and special talents of different teachers in the school, has been highly appreciated by students, and teachers alike.

Group techniques of learning like Small Group Discussions, Panel Discussion, Debate, Seminar, Symposia, Workshop, Peer Group Teaching etc. have also gained much importance.

Incorporating New Learning Strategies	
Traditional Learning Environment	New Learning Environments
Single sense stimulation	Multisensory stimulation
Single-path progression	Multipath progression
Single media	Mutimedia
Isolated work	Collaborative work
Information delivery	Information exchange
Passive learning	Active / exploratory / inquiry-based learning
Factual, Knowledge-based learning	Critical thinking and informed decision-making
Reactive response	Proactive/planned action

Innovation in Instructional Media

Once, blackboard was the only teaching aid used in the teaching-learning process. But today the learning materials are presented through Audio and Video devices, as learning packages etc. Multimedia presentations, computer assisted instruction, use of Audio and Video cassettes etc. have been increasingly used in the teaching-learning process. The traditional method of teacher standing in front of students and delivering lengthy lectures has yielded its place slowly to modern instructional techniques like ‘learning by doing’, ‘learning by living’, ‘Teacher and students jointly search for knowledge’, ‘Learning through internet’ etc. Innovations in teaching-learning process continue to be attempted and every day a new method emerges in the horizon. The fast changing Indian society must use educational technology as a basic tool for social and cultural transformation. For a qualitative improvement in education, we shall have to put into practice

educational technology, which is research based and paves a way for effective and paves a way for effective and vertical development of the nation.

Educational technology is being used to improve the quality of instructions. The educational technology has been designed to stimulate and promote integrated use of mass media and instructional programs in education are being started at various established levels. A Center of Educational Technology has been established as separate institution in the NCERT at New Delhi. Educational Technology cells are also established in states of the Indian Union in a phased manner. In short, all new research based knowledge has been put into practice to promote greater teaching efficiency. This will ultimately help to have better teaching and improvement in education. The quality of Education will depend on the effective learning on the part of the child.

Play Way Learning

The spirit of childhood is play and thus play way in education insists on child centered education. It advocates education children through activities in which children can put their heart and soul and work in an atmosphere of freedom and spontaneity. The modern method of teaching like kindergarten method, Montessori Method, Dalton –plan, Heuristic method and our craft centered basic education are all attempts to imbibe play spirit in education. Education should be fun and forced.

Sensory Training

Children easily grasp everything through their senses. There are two distinct stages of development in children. (1) From birth to 6 years (2) From 7 to 18 years. As cotton absorbs all the available water, children receive the stimuli from the external world, during the first stage of development. The intellectual development of children during this stage depends on their physical activities, sensory training through external stimulation, and activities of daily life. During the second stage of development based on their sensory competencies they expand their formal skills like reading, writing and arithmetic. Therefore education should aim at imparting individual training to children so as to bloom their unique potentials. Working of Montessori method be of muscular training and exercises for practical life, exercises for sensory training, exercises for writing, reading and arithmetic.

Joyful Learning

Many activities suitable for the age group of children were introduced which includes, rural arts, dancing, making things out of clay, paper and palm leaf; free-hand drawing on the black painted portion at the bottom of the classroom walls, drawing kolam (Rangoli), games. Quiz programmes, puzzles, mental sums, indoor games, covering their text books with colorful wrappers and sports. These activities are enjoyed by children and they learn many useful things unconsciously. Wherever joyful learning was introduced, the face of the school has become radiant and children go to schools without reluctance. The walls in classroom are hung with colorful charts and craftwork. Children of different are ages sitting in groups. A child mimics birdcalls. This is a classroom in a government school. But there is no ‘teacher’ here; only a ‘facilitator’.

Mind Maps

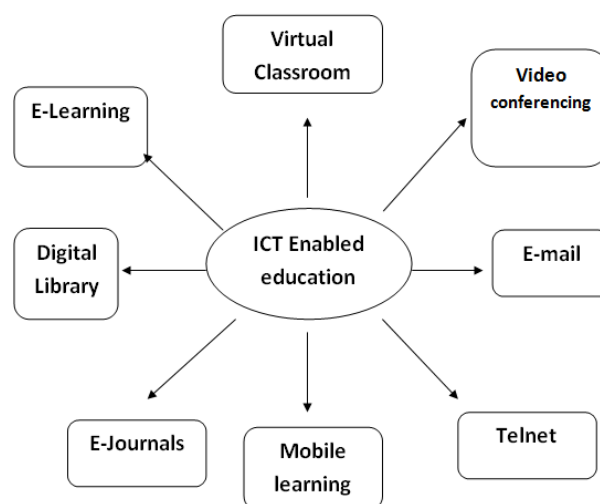
A mind map is a diagram used to represent words, ideas, tasks or other items linked to and arranged radially around a central key word or idea. It is used to generate, visualize, structure and classify ideas, and as an aid in study organization problem solving decision making and writing. A mind map is like a web tree. There is a central trunk and many main branches and sub branches.

- Find the topic heading/ central idea put it the center use a particular color and or letter for the central heading.
- Next organize the information into sub headings- draw arrows or lines to connect to central theme to these sub heading and make a branching pattern from the center.
- Using lines or arrows to connect these sub headings to the facts that being to it your may use different letter size and/ or color these subheadings.

The connecting arrows could also be a different thickness. A mind map of a student tells one what the student has grasped and the picture the student has made of their topic. The mind may be a good tool for grasping a lesson and remembering the lesson. It serves as a tool for active engagement and the effort to organize information by itself is most valuable.

Technology Enabled Teaching in the Classroom

To make teaching and learning, planned and structured. It helps to answer the issues in education like ‘why?’ ‘To whom?’, ‘when?’, ‘how?’, ‘where?’ and ‘how much?’. It urges that the leaning materials are to be presented in small and easy to learn, steps. It advocates that students are to be allowed to progress to the next step only after mastering the previous step. As educational technology helps in selecting the appropriate media like television, radio, demonstration, film, computer, video tape/ cassette, audio tape/ cassette etc to match the skills and abilities of students and the nature of the content to be learnt, individual differences are taken care of in the instruction process, resulting in pupils’ improved learning.



Web-Based Learning

The world-wide web, shortly referred to as www, is a graphical hypertext-based internet tool that provides access to home pages created by individuals, business houses and other organizations. With a computer having an internet connection,

any one visit the home pages available in the websites. Web-based learning environments may be designed for students of distance education as well as conventional classroom students.

E-Learning

'E-learning' is learning that takes place in an electronically stimulated environment. E-learning, web-based training, internet-based training and computer-based training. E-learning can include training, the delivery of just-in-time information and guidance from experts. E-learning can be done using an internet connection, a network, an intranet or a storage disk. It uses a variety of media like audio, text, virtual environments, video and animation to present the learning content and as such the learner could gain rich learning experiences.

E-Tutoring

Students getting instructional facilities through online services are called E-tutoring. Students should have their own computer and an internet connection to get avail this service. Those who wish to avail the facility of 'e-tutoring' should register themselves with the agency which provides this service, by paying the requisite fees. After enrolling as a subscriber, the agency which offers e-tutoring service will provide them. The student can interact with his tutor either through voice micro-phone or by typing in the keyboard of his computer. This is nothing but an alternative form of a high power' interactive video' in which the student and the expert teacher operate on either side of it.

Satellite Instruction Television Programme (SITE)

The satellite instruction television experiment or SITE was an experimental satellite communications project launched in India in 1975. The main objectives of the experiment were to educate the poor people of India on various issues via satellite broadcasting, and also to help India gain technical experience in the field of satellite communications.

Educational Television

Education television is the use of television programs in the field of education. Many children's television series are educational, ranging from dedicated learning programs to those that indirectly teach the viewers.

Virtual Classroom Technology

The use of advanced technologies, including computers and various multimedia package, to produce a simulated (i.e., virtual) environment as comparable to real world objects and events. With the aid of specially designed transducers and sensors, students interact with displayed images, moving and manipulating virtual objects, and performing other actions in a way that gives a feeling of actual presence (immersion) in the stimulated environment. A virtual classroom technology should make it possible for a course designer to present to students, through a single, consistent, and intuitive interface, all the components required for a course of education or training. Although logically it is not a requirement, in practice virtual learning environment always make extensive use of computers and the internet.

E-Book

An e-book is an e-text that forms the digital media equivalent of a conventional printed book. E-books are usually read on

personal computers or smart phones, or on dedicated hardware devices known as e-book readers or e-book devices. Many mobile phones can also be used to read e-books.

Digital Library

A digital library is a library in which collection are stored in digital formats and accessible by computers. The digital content may be stored locally, or accessed remotely via computer networks. A digital library is a type of information retrieval system

Mobile Learning (M – Learning)

Mobile learning, sometimes called m-learning, is learning accomplished with the use of small, portable computing devices. These computing devices may include: smart phones, Personal Digital Assistants (PDAs) and similar handheld devices. M-learning is a type of personal learning that has infinite possibilities; it allows more and more people to gather knowledge on the go, to realize their dreams of a better future. "Learning that happens across locations, or that takes advantage of learning opportunities offered by portable technologies".

Conclusion

Innovative methods provides opportunity to meaningful talk and listens, write, read and reflect on the content, ideas, issues and concerns of an academic subject. Students are involved more than listening and enhance self-study without mental stress. Active learning shifts the focus from the try to the student and from delivery of subject content by teacher to active engagement with the material by the student. Student actively constructs knowledge, and then he internalizes and utilizes it better than when he is a passive recipient. Implementation of innovative methods increases a very good sign for the improvement and development of good citizens to build this nation. Thus high-quality training materials developed that can be tailored to suit individual student needs and made available whenever and wherever they are required. Innovative style and expertise enhances dynamic learning where content is custom-assembled and delivered to students according to personal pace and need.

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