
INNOVATIVE AND BEST PRACTICES RELATED TO EDUCATION

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Abstract

The purpose of this study is to use the traditional methods of teaching as well as multimedia teaching and to suggest other useful teaching methods that can be attempted in imparting knowledge to the student. The use of innovative methods in educational institutions has the potential not only to improve education, but also to empower people, strengthen governance and galvanize the effort to achieve the human development goal for the country.

Introduction

Education is a light that shows the mankind the right direction to surge. The purpose of education is not just making a student literate but adds rationale thinking, knowledgeable and self sufficiency.

Education is the most powerful weapon which you can use to change the world.

-Nelson Mandela

Teacher professional practices encompass both teaching practices in the classroom and broader professional practices that shape the school learning environment. Both types of practices have their roots in philosophies of education and in empirical research on educational effectiveness.

Drawbacks of Using Traditional Methods

Traditional teaching methods are described as being teacher-oriented, in a lecture style and are inflexible. Lessons are usually taught by the teacher introducing skills using a blackboard accompanied by a verbal explanation or lecture. Practical work for students is then assigned, followed by feedback from the teacher. The traditional methods are The Lecture method, The chalk and Talk method, Mind map etc.

- Lacks Student Focused Learning
- Lacks Emphasis on Critical Thinking
- Lacks Process Oriented Learning
- Lacks Emphasis on Larger Concepts or Structures
- Lacks Interactivity

Innovative Methods in Learning and Teaching

The biggest challenge any teacher faces is capturing the students' attention, and putting across ideas in such a way that it stays with them long after they have left the classroom. For this to happen, classroom experience should be redefined and innovative ideas that make teaching methods more effective should be implemented.

ICT in Education

- Opens the door to lifelong learning
- Enables simulation, role-playing and decision making exercises
- Facilitates Virtual Communities and Communities of Practice
- Gives access to huge amount of information
- Trains skills in new literacies, that are of paramount importance in today's society

Types of Innovative Methods

E-Learning

E-learning is the use of technology to enable people to learn anytime and anywhere. E-learning can include training, the delivery of just-in-time information and guidance from experts. The advantages of E-learning are High teaching efficiency (organization, reusability of units) Availability of study material ("anywhere, anytime"), Individual approach to learners, Interactive teaching mode, multimedia features.

Forums

An Internet forum is a discussion area on a website. Website members can post discussions read and respond to posts by other forum members. Establish a friendly, open environment. Encourages students to give constructive feedback and suggestions. They enable users of a website to interact with each other by exchanging tips and discussing topics related to a certain theme. Learning through online forums is an important learning strategy for students to improve their language skills. Benefits of online forums in language learning particularly in improving students' writing and communication skills.

Chatrooms

Chat rooms are a great way to have a classroom discussions that enable and invite more students to participate than the traditional teacher-call-on-students model.

- Chat rooms provide a more democratic way for students reflect.
- Typing gives students a chance to formulate and rehearse their ideas in writing, instead of being put on the spot to answer verbally
- Classroom chat can reach the higher levels of Bloom's taxonomy because students have to generate their own questions and comment on others' contributions.

Projector

A projector or image projector is an optical device that projects an image (or moving images) onto a surface, commonly a projection screen. Most projectors create an image by shining a light through a small transparent lens, but some newer types of projectors can project the image directly, by using lasers.

- With the use of projectors in the classroom, students can take better notes with the ability to discern what information the teacher displays is most useful to them.
- Additionally, students can ask the teacher to repeat a slide if they missed information, or even ask that the teacher to email the presentation for further review.
- With the use of projectors, teachers can now use films, slides, and images to teach students about a variety of subjects.
- By using projectors, teachers can more easily prepare all notes prior to class for easy presentation.

Tablet

A tablet is a wireless, portable personal computer with a touch screen interface. The tablet form factor is typically smaller than a notebook computer, but larger than a Smartphone.

- Tablet computers are interactive communication and book reading tools. Opening up quick and easy access to information and entertainment for all ages of users.
- They are “must have” technology for students. Textbooks can be read and stored for future use and used as a notebook adding the students own information.
- Tablets give students the web at their fingertips making it easy for students to research information for school projects, class work, homework etc.

Interactive Whiteboard

An interactive whiteboard (IWB) is a large interactive display in the form factor of a whiteboard. It can either be a Standalone touch screen computer used independently to perform tasks and operations.

Classroom applications for using interactive whiteboards include:

- Multimedia lessons and presentations including audio and video
- Collaborative problem solving
- Showcasing student projects and presentations
- Virtual field trips
- Recorded lessons that can be used by substitute teachers
- Documentation of student achievement

Stimulating Classroom Environment

A classroom environment that is well-decorated, fun, and engaging. It will help stimulate a student's mind and will help think and learn better. Children, especially young ones cannot be expected to sit all day and learn. Such creative and stimulating environment will help them explore and will encourage them to learn about the subject.

Role-Play

A role-playing game is a game in which the participants assume the roles of characters and collaboratively create stories. Participants determine the actions of their characters based on their characterisation, and the actions succeed or fail according to a formal system of rules and guidelines.

- Teaching through role play is a great way to make children step out of their comfort zone and develop their interpersonal skills.
- This method comes in handy, especially when you are teaching literature, history or current events.
- The role playing approach will help the student understand how the academic material will be relevant to his everyday task.

Educational Games and Simulations

Educational games and simulations are experiential exercises that transport learners to another world. There they apply their knowledge, skills, and strategies in the execution of their assigned roles.

Academic games may fulfill any of four purposes: (a) to practice and/or refine already-acquired knowledge and skills, (b) to identify gaps or weaknesses in knowledge or skills, (c) to serve as a summation or review, and (d) to develop new relationships among concepts and principles.

Unlike games, simulations are evolving case studies of a particular social or physical reality. The goal, instead of winning, is to take a bona fide role, address the issues, threats, or problems arising in the simulation, and experience the effects of one's decisions.

Conclusion

Any innovative teaching and learning method is not a quick fix or universal remedy. It cannot replace a traditional teaching methodology in education but rather supports it. One of the examples in using traditional teaching activities method is when the teacher cannot using modern teaching activities in the learning process when in the region that not support. Teacher can use both of traditional and modern teaching methods in the learning activities.