



Student centric methods 2023-24

Sr. No.	Teaching Method	Definition	Activities
1.	Lecture Method	Teacher presenting material and answering student questions that areas. Students receive, take in and respond.	Demonstration, modeling, questions (convergent), presentation, slideshow, and note-taking.
2.	Interactive Lecture	A lecture that includes 2-15 minute breaks for student activities every 12-20 minutes.	Multiple-choice items, solving a problem, comparing and filling in lecture notes, debriefing a mini case study, pair-compare, pair-compare-ask, reflection/reaction paragraph, solve a problem, concept mapping activities, correct the error, compare and contrast, paraphrase the idea, answer knowledge and comprehension questions
3.	Directed Group Discussion	Class discussion that follows a pre-determined set of questions to lead students to certain realizations or conclusions, or to help them meet a specific learning outcome	Direct, specific, or open-ended questions that are connected to learning outcomes and include varied cognitive processes
4.	Experiential Learning	Students focus on their learning process through application, observation and reflection	Debates, panel discussion, press conference, symposium, reflection journals, lab experiments
5.	Case-based Learning	Students apply course knowledge to devise one or more solutions or resolutions to problems or dilemmas presented in a realistic story or situation	Case study analysis, collaborative scenario-based discussions
6.	Inquiry based Learning	Students learning or applying material in order to meet a challenge, answer a question, conduct an experiment, or interpret data	Worked examples, process worksheets, analyze data sets, evaluate evidence, apply findings to a situation or problem and synthesize resolution(s), answer probing questions about a given research study, ask and answer "What will happen if...?" questions
7.	Problem-based Learning	Student groups conducting outside research on student-identified learning issues (unknowns) to devise one or more solutions or resolutions to problems or	Review and critique research studies, work in groups/teams to solve a specific open-ended problem, labs



		dilemmas presented in a realistic story or situation	
8.	Project-based Learning	Students applying course knowledge to produce something; often paired with cooperative learning	Group work/team project - design or create something - e.g., piece of equipment, a product or architectural design, a computer code, a multimedia presentation, an artistic or literary work, a website, research study, service learning
9.	Role Plays and Simulations	Students acting out roles or improvising scripts, in a realistic and problematic social or interpersonal situation. Students playing out, either in person, or virtually, a hypothetical social situation that abstracts key elements from reality	Real-life situations and scenarios, debates, interviews, frame simulation
10.	Fieldwork	Students learning how to conduct research and make sound professional judgments in real-world situations	Internships, assistantships, community service, shadowing


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