

INNOVATIVE APPROACHES IN TEACHING LEARNING PEDAGOGIES IN HIGHER EDUCATION INSTITUTIONS: - A NEED OF AN HOUR

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Introduction

Today, world has come closer and has become a one place. Due to innovations and emerging of new technologies a person sitting in any remote corner of the world can have access to the whole world and know what is happening around the globe. Last decade has witnessed such innovation in all sectors of life right from agriculture, manufacturing, medical, education to space sector.

Need of Innovation in Higher Education

It is said that education is the key to open any door of success. But for that education must be effective and it must match with the need of the ever evolving global world. Innovation means to make change or do something new. There has been lot of innovation in education sector too. Innovation in higher education means to apply new ideas, methods and techniques to enhance the quality of education. These techniques and tools must be integrated in such a way that quality of learning, teaching, evaluation, assessment and research are enhanced. This may include the use of computers, smartphones, mobiles, tablets, different software and online platforms like Google classrooms, Zoom App etc, video lectures, multimedia presentations, and social media within the learning environment.

Innovative approaches which can be adopted in Higher Education Sector

1) Student Based Approach:

Under this approach there is a shift from teacher led to student-led learning. It focuses on learner's needs and active participation of students. More and more student involvement has to be increased. This system puts the student at the center of the learning process and gives them a voice in what they are learning.

2) Project Based Approach:

Project-based learning is an instructional approach which helps student to develop their critical thinking and problem solving skills. Students must be engaged in real life projects and must develop a solution with the knowledge they get. A project spans from a week to a half year and the students develop a solution with the knowledge they get. Learners highlight their knowledge and skills by creating a public product or presentation for the real audience. This helps the learner develop critical thinking skills, collaboration ability, creativity skills and communication skills.

3) Flipped Classroom:

When there was sudden outburst of COVID-19 pandemic the teaching institutions were forced to shift their teaching to online mode. Hence then, flipped classrooms have become one of the most effective techniques for teaching and learning process. Flipped classroom consist of

two things one is the pre-recorded video lectures and other is the learning material. The learner goes through the provided content outside of the classroom and the learning activities takes place during the actual classroom timing.

Students learn new material outside of class (e.g., through online lectures) and use class time for discussions, problem-solving, and collaborative activities. In a flipped classroom, teachers are acting as facilitators, rather than instructors lecturing to students. Here the students gets the required reading or lecture videos before the class starts. The class time is used for discussions, resolving problems, or other kinds of active learning that will help students to acquire the new knowledge efficiently.

4) Blended Learning :

Blended mode of learning is also known as hybrid mode of learning. This method combines the traditional classroom learning (carried out in person), and the e-learning concept, (carried out online). Here the learners can pause, go back, skip or forward the online content. This method provides flexibility and personalized learning experiences. But here precondition is that both the teacher and students have to be tech-savvy then only the desired results can be achieved.

Blended learning models

a) Rotation model:

Learners of the same group rotate among different tasks and exercises, one of which is online learning. Every learner gets equal opportunity to participate in all assigned and ongoing activities.

b) Flex model

Here the learner is in charge and they learn mainly through online platforms, while the trainers are there to help them when needed. It gives the freedom to decide how they want to learn, plus learn at their own pace.

c) A la carte model

<https://www.valamis.com/hub/blended-learning>

Here there is choice provided to the student .They can decide which courses they want to take online and which they prefer to have offline training sessions.

d) Enriched virtual model

Here the students follow a schedule provided by trainers that contain virtual learning as well as face-to-face training.

5) Inquiry-Based Learning:

Encourage students to ask questions, explore topics, and construct their own knowledge through investigation. This method encourages students to ask questions and explore topics and understand real-world problems. It making learning more active and helps students to enhance their knowledge of various subjects. There are four types of inquiry-based learning methods which are mentioned as below:

a) Structured Inquiry Approach: This is used more in science classes. The students are given a problem to investigate. They are also how to use the scientific process to find a solution.

- b) **Open Ended Inquiry Approach:** This type of learning is mostly used in humanities courses. The students are asked to explore a topic in depth and then debate on it from different viewpoints.
- c) **Problem Based Inquiry Approach:** This type is often used in engineering and mathematics engineering classes. The students are asked to apply their knowledge what they have learned to solve a real world problem.
- d) **Guided Inquiry Approach:** This type is generally used in elementary and middle school classes.

6) Collaborative Learning:

It promotes teamwork and peer learning through group projects and group discussions. It involves groups of students and teachers collaborating on some particular study by using group projects or assignments and thereby seeking, understanding, creating something or coming out with some solutions. Here the students get an opportunity to learn from others skills, knowledge and resources. Collaborative learning can be effective only and only if there is proper social environment prevailing in the institution. Learners must open up to talk, to share and to resolve each other's problems then only the desired outcome can be achieved. The students can defend their places, come up with new ideas and understand other learner's points of view too. This in turn will help the learner to gain a thorough understanding of the subject rather than working as single individuals resolving the issue.

7) Gamification:

Here integrate game elements and mechanics like points, badges, leaderboards are used to motivate, engage and enhance learning of the students. It has many advantages like enhancing learner motivation levels, knowledge retention level and enhancing better learner engagement. Gamification helps the students to develop and promote their various skills such as problem-solving skills, collaboration skills, critical analysing skills etc. At the same time cooperation and social awareness responsibility is also fostered in the learners. There are various benefits of gamification such as a) Games also motivate individuals. b) It helps to increase interest of learner in certain subjects. c) It reduces the rate of attrition among learners. d) It improves grades of the learner and enhances learner's cognitive abilities.

Strategies adopted in gamification for effective Learning:-

- ❖ **Point systems:** Assigning points for completing different tasks can encourage learner to work hard. The learner will strive hard to collect more and more point systems.
- ❖ **Badges:** It is one of the best way to acknowledge the work done by the learner and reward the learners for his/her efforts in doing the particular assigned task. It acts as a strong motivational factor.
- ❖ **Leaderboards:** They are of great help in creating healthy competitive environment among all the students. Every Student aspires that his/her name must appear on the top and hence as a result they will work hard.

- ❖ **Challenges:** A challenge is a particular task assigned to a learner and it has to be to complete using their allotted time and efforts. But there should not be any negative impact if the learner failed to fulfil the challenge correctly.

Eg. of gamification.: Quizlet, Duolingo, Kahoot!Google Read-Along app etc.

8) Experiential Learning:

This learning provides hands-on, real-world experiences, such as internships, fieldwork, service-learning projects etc. Here learning by doing is followed. Instead of passively receiving information from instructor regarding how to do a particular thing, the students take an active role and engages him/her in that particular activity. Here the learners, during the learning process, gets an opportunity to identify analyse their strengths and weaknesses. This helps them to understand and facilitate the development of a new mindset.

Here the learner gets an opportunity to apply his/her knowledge and skills in a practical setting concept. It helps to bridge the gap between theory which is taught and practice which is followed. We must connect academic syllabus teaching to the issues prevailing in the real-world scenario. As a result of this learner will know the relevance of their learning. They will develop skills that are directly applicable in their future careers and which may pose challenges in their way of success.

Conclusion & Suggestions:

Teaching learning approach has evolved and progressed a lot in last five years especially after Covid 19 pandemic. Now we have come from “chalk to talk” to Google, MOOCS, LMS etc methods of teaching and learning. In today’s global digital era mere traditional teaching in the classroom will not suffice the need of students. Teaching learning can be effective only if it is blended with innovation. Increasing the quality of education can help a better future for the individual and place the nation at a better footing in the world. Nothing great can be achieved unless we come out of our comfort zone so educator must be willing to try new things. Everyone needs to adapt to new tools and technologies.

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