

Activity based teaching-learning

Recently the traditional lecture based format, where the students sit passively and the lecturer talks has dominated in higher education institutions. Quite often this traditional format is less effective due to monotonous lecturing and one way communication teaching. In order to make it more effective new paradigm shift is required to incorporate active learning. This is becoming an urge of modern days to keep students engaged with material and also to make it more interactive.

A move is taken toward more student-centred learning where lecturers are encouraged and facilitated in developing courses that provide students with a more active and engaged learning environment which results in deeper learning.

These ideas are reflected in the seven principles of good teaching practice in undergraduate education as described by Prof. Chickering, A. W., & Prof. Gamson, Z. F. as follows:

- 1. Encourages student-faculty contact
- 2. Encourages cooperation among students
- 3. Encourages active learning
- 4. Gives prompt feedback
- 5. Emphasises time on task
- 6. Communicates high expectations
- 7. Respects diverse talents and ways of learning.

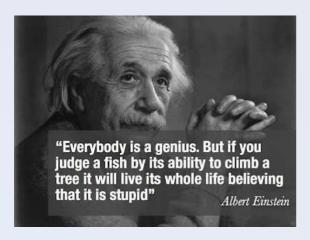
Activity-based learning encourages the students to learn through experimentation and exploration. The sensory experience and action make the learning better and more impactful. This leads to an exciting journey of discovery and enhanced understanding.

The various activities that can be conducted in higher education institutions are Mind mapping and poster presentations, Quiz and brainstorming, Individual and group presentations, Role play, case studies, technical paper writing.

The benefits of using such activities improve critical thinking skills, improve interpersonal skills and students will learn to identify problems, to fill gaps and find solutions in a collaborative way.

Also, due to the availability of Internet it has become easy for students as well as teachers to carry out different activities. Material related to different activities is easily available and use of google classroom, use of QR code and other educational facilities make it more comfortable to communicate with student.

In this dynamic and fast changing world, education system sometimes becomes lame to produce good engineers, hence a change is must. As rightly quoted by the great author Benjamin Franklin, "Tell me and I forget, teach me and I may remember, involve me and I learn.", it is need of time to have great learning experience and also enhancing ability of thinking and analysing.



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