PEDAGOGY

B.Ed.,
Semester - II

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Unit – 3:
ACTIVITY BASED and GROUP CONTROLLED INSTRUCTION

Concepts of Activity Based Instruction
Classification of Activity Based Instruction
Student Centered & Teacher Centered Instruction

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Classification of Activity Based Instruction

➢ *Learning by doing*

➢ *Not to simply listen and take notes*

➢ *Actively participate their own learning Experience through Practical activities*

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Role Play

➢ **To learn and gain Experience**

➢ **Analyze how people behave in certain situations**

➢ **How to evaluate and predict their reactions**

➢ **As close to reality as possible**

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How to conduct a **Role Playing** *exercises*

➢ ***Setting Up***

➢ ***The Play Stage***

➢ ***The Follow Up***

Features of **Role Play**

➢ ***Learning by Doing***

➢ ***Learning through Imitations***

➢ ***Learning through observation and feedback***

➢ ***Learning through Analysis and conceptualization***

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Teacher Based Instructional Activities

Simulation

➢ **Imitation of the operation of a real world process or system overtime**

➢ **Simulation require the use of models**

Types of Simulation

➢ **Live Simulation**

➢ **Simulation require the use of models**

➢ **Constructive Simulation**

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Teacher Based Instructional Activities

Incident Method

➢ *A slice of reality (real life incident)*

➢ *Students are asked to identify the problem and*

➢ *To recommend them an action that needs to be taken in order to deal the problem effectively*

➢ *Reconstruct the situation/incident*

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Teacher Based Instructional Activities

Advantages of Incident method

➢ *1. Flexible method that can be used to improve multi-user systems.*

➢ *2.. Data is collected from the respondent's perspective and in his or her own words.*

➢ *3. Does not force the respondents into any given framework.*

➢ *4.. Identifies even rare events that might be missed by other methods.*

➢ *5. In expensive and provides rich information*

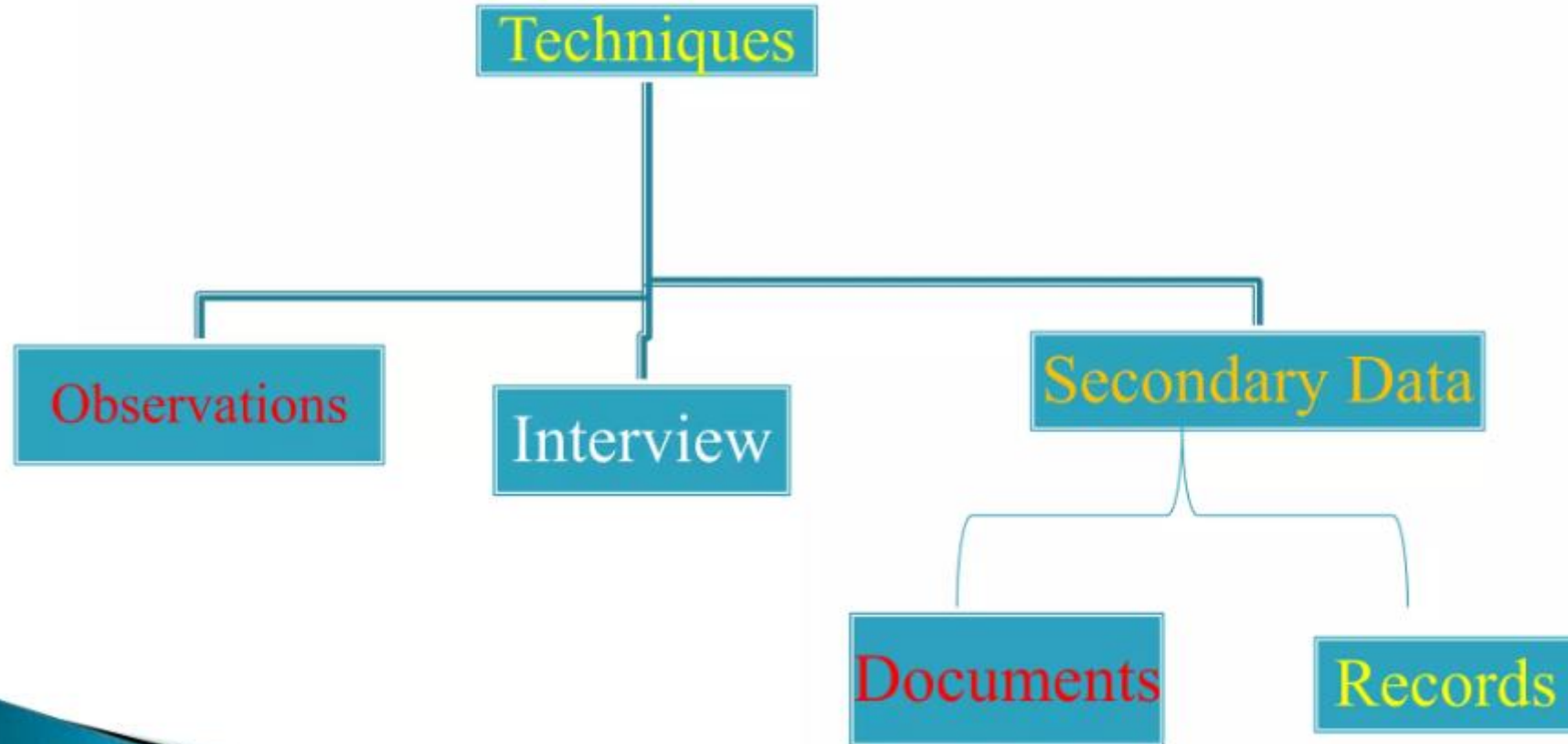➢ *6. Can be applied using questionnaires or interviews.*

Case study Method:
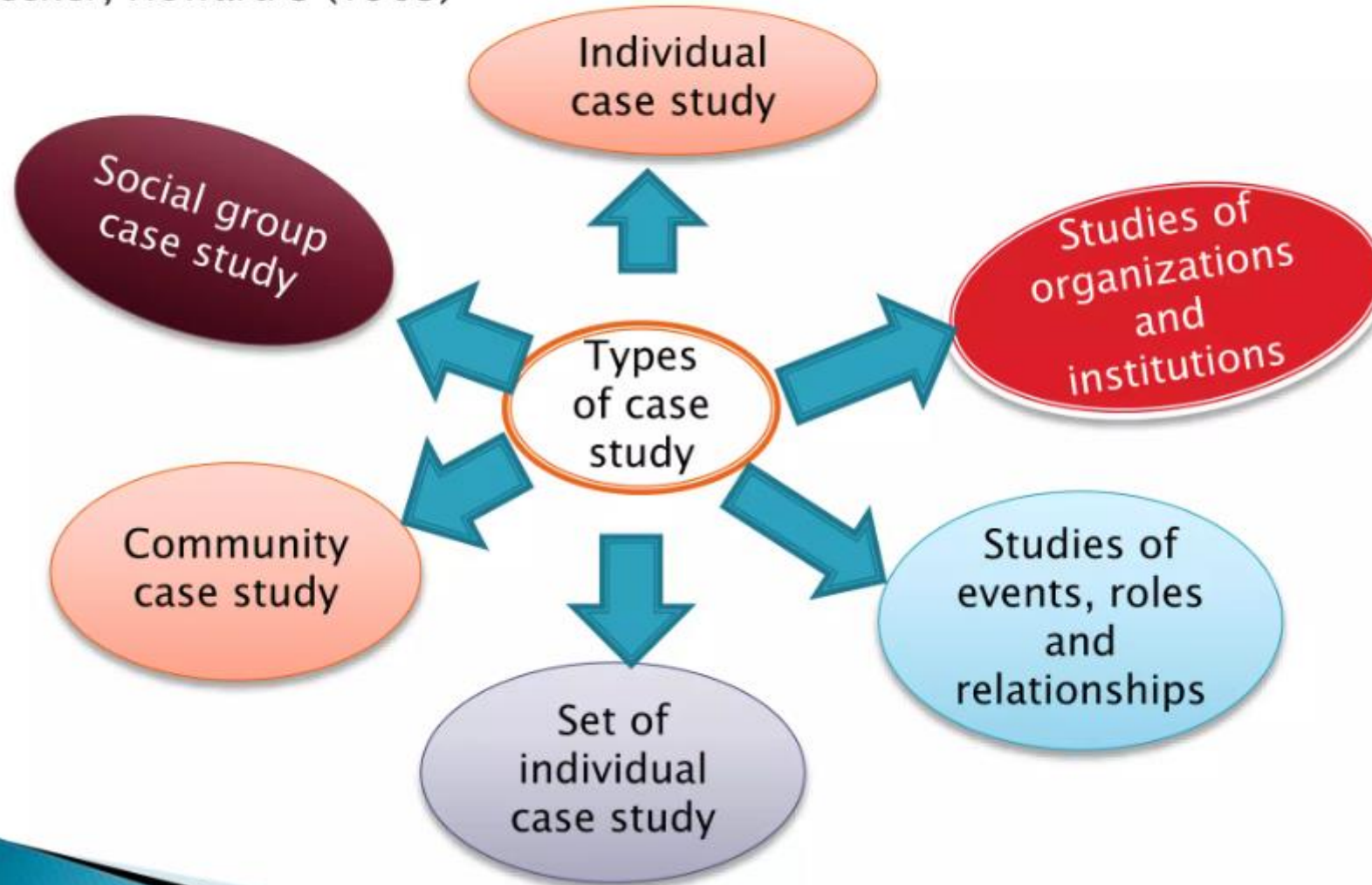
• The case study method is a learning technique in which the student is faced a particular problem, the case. It is a type of problem-based learning. The case study facilitates the exploration of a real issue within a defined context using a variety of data sources.

• This methodology allows students to develop and to enhance difference skills, such as the - capacity of comprehension and analysis of real problems, the capacity of purpose and evaluate alternatives for the improvement of the problem considered, to work collaboratively, also their capacity of information management and synthesis of problems.

• The case study approach allows in-depth, multi-faceted explorations of complex issues in their real-life settings.

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Techniques Used For Case Studies

Techniques

Observations

Interview

Secondary Data

Documents

Records

Types of case study

Becker, Howard S (1963)

Advantages of case study

➢ *1. Case studies allow a lot of data to be collected that would not normally be easily obtained by other research designs.*

➢ *2. Within case study, scientific experiments can be conducted.*

➢ *3. Case studies can help experimenters can be conducted.*

➢ *4. Ability to see a relationship between phenomena, context and people.*

➢ *5. Flexibility to be used at various points in a research project, including pilot research.*

➢ *6. Ability to explore deeper causes of Phenomena.*

➢ *7. Ease of explaining results to a non-specialist audience.*

➢ *8. It is less costly and less time -consuming method.*

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Games

Using games in teaching can help increase student participation, foster social and emotional learning and motivate students to take risks. You might have seen young children's traditional games and sometimes improvised family games.

Games have the elements of job, competitiveness, cooperation and intense motivation. They are played not only for entertainment but to enhance instruction. A simulation game combines the features of a game (players, rules and competition/cooperation) with that of a simulation (working model of reality). When the real-life situation to be simulated is competitive, simulation games tend to arise naturally.

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Advantages of Games

➢ *Draws learners into a lesson more actively.*

➢ *Competition can peak motivation.*

➢ *Learner's abilities while achieving interim goals that makes them feel like they are progressing.*

➢ *Reinforce the fact that failure is not a setback but an indication that more skill building is needed.*

➢ *Learners can see the inter relationship of tactics and strategy.*

➢ *Learners gain an understanding of procedure and the value of alternative paths.*

➢ *Game based learning helps learnrs become more confident and independent thinkers.*

➢ *Incorporation of games provides an opportunity to shape content in a new point of view.*

➢ *- Increases learner's memory capacity.*

➢ *Develops hand-eye co-operation.*

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Types of Simulation

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