

Latest trends and Innovations in teaching & learning methods

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ABSTRACT

The twenty first century classroom has seen a paradigm shift in the learning styles of the students and the dynamics of the teaching has changed accordingly. The role of a teacher is ever evolving and challenging, trying to stimulate the curiosity of the students, satisfying it and developing the generic skills of every learner. Making an impact in education both in building knowledge and skills is the challenging task for all the teachers. Faced with rapidly changing societal needs Innovation in teaching methods has become necessary capability. The objective of this study is to investigate latest trends the various innovative teaching methods that make impact on the student's understanding and interest.

Keywords: innovation, technology, challenging, knowledge and skills.

I. INTRODUCTION

Education is a deliberate and organized activity through which the physical, intellectual, aesthetic, moral and spiritual potentialities of the students are developed, both as an individual and also as a member of society. The modern concept of education is three-dimensional or a tripolar process. The whole environment of the student becomes the source of the setting. To facilitate the process of teaching and learning an enjoyable and non-monotonous process, teachers should apply appropriate innovative knowledge transmission methods that best suit specific objectives and level exit outcomes. It has become imperial for the teachers to develop the youth of today not only for managerial roles but also make them befitting in entrepreneurial activities. This paper unfolds many innovative techniques of teaching responsible for considerably raising the interest in the minds of the students leading to better academic performance. This study is primarily a desktop overview of the existing literature, research and knowledge.

II. REVIEW OF LITERATURE

According to Ayeni (2011), teaching is a continuous process that involves bringing about desirable changes in learners through use of appropriate methods. Adunola (2011) indicated that in order to bring desirable changes in students, teaching methods used by educators should be best for the subject matter. Furthermore, Bharadwaj & Pal (2011) sustained that teaching methods work effectively mainly if they suit learners' needs since every learner interprets and responds to questions in a unique way (Chang, 2010). As such, alignment of teaching methods with students' needs and preferred learning influence students' academic attainments (Zeeb, 2004).

When it comes to teaching innovation, according to Bruce, learning occurs in the interaction between the learner and the learning environment; when the appropriate strategies and skills are applied to technology use, making it a favorable tool for teaching, then better teaching effectiveness can be developed

Wu pointed out that teaching innovation (during the teaching process) is when teachers use multi-faceted and lively teaching methods, and diversified and rich content to stimulate students' inner interest in learning, thus, developing positive student attitudes toward proactive learning and enhancing students' learning ability .

Lin believed that teaching innovation involves teachers having an open mind, having the ability to reflect on teaching and being able to use the cognitive skills of reflection, questioning, deconstruction and reconstruction to guide students to learn correctly and to develop students' critical thinking and creative capabilities.

Latest Trends In Teaching And Learning Methods

Audiobooks. A common way of accessing books in addition to or in replacement of actual reading.

Digital books (via Kindle, I Books, etc.). Now that books can be downloaded and read on e-readers,

YouTube. The world's largest archive of videos; more than 1 billion videos are viewed daily.

Electronic notes. Now that notes can be recorded on tablet apps instead of pen and paper,

Digital Photos. Not too long ago we used to "develop" photos and put them into an "album." Now we can take thousands of photos and publish, edit, or share them immediately.

Facebook / Twitter / Social Media. The world is intensely more "connected" than ever before, and students tend to be much more savvy with their digital communication tools than adults.

Class Websites. Teachers and students can create their own websites and populate them with ample information, links and resources.

VoiceThread: It is an application that runs inside your web browser (no software to download, install, or update) and it allows you to transform collections of media, like images, videos, documents, and presentations, into a place for a conversation. These conversations are not live, but take place whenever it's convenient for the people to participate. They are also secure, with simple controls that let you dictate who can participate and what they can do. Educators use Voice. Thread for many different reasons, from extending and documenting classroom conversations, online tutoring, virtual class spaces, professional development training, and a thousand things in between.

Prezi-Your Presentations: Prezi is a new way to do the presentations. Prezi is a versatile app that lets you make professional-looking presentations. It's like a free, pared-down version of PowerPoint. Prezi lets you make presentations that are as casual or as professional as you want them to be. It allows you to add information to a prezi organize it in a logical way, embellish it with audio and video and then share it with the people you need to reach.

Prezi makes making a presentation very easy. The whole app flows very easily - even without looking at the intro or help, you can dive into a new presentation fairly competently. It is worth looking at the help and online resources to get the most out of it, but even taking Prezi in isolation, it's very usable.

Social Bookmarking :Bookmarking is the simple process of saving the address of a website in the favorite folder of your web browser so that you can find it again later. Social-bookmarking takes this process two steps further. Firstly, instead of saving the bookmarks to your favorite folder, it saves them online. The great advantage of this is that you can then access them from any computer, not just the one you saved them on, simply by logging into your social-bookmarking account. This enables you to access your favorite sites from wherever you are, rather than wherever you bookmarked the site. The second advantage is the social part. Saving bookmarks online enables you to easily share them with other internet users and for you to access their bookmarks as well.

Social Media in to Education :A social media where individuals are in communities that share ideas and interests. Some popular communities are: Facebook, Myspace, Youtube, blogs, Twitter and delicious. Facebook and other social media have been hailed as delivering the promise of new, socially engaged educational experiences for students in undergraduate, self-directed, and other educational sectors.

Lecture Capture:Knowledge is to be shared globally and published for generations to come .With the following links you can have wonderful lecture capture and video lecture. TED- Short lecture, iTunesU- apples.com/education/I_podtouch-I_phone/ Free video lectures-18,000- freevieelectures.com, Videlectures.com- Great lecture exchange.

Cool Gadgets for Classrooms :Smartpen by lifescribe: Smartpens are able to Capture transmitted information, replay it and sent it. It is like wireless transfer of your ideas anywhere, anytime and ready to share with students and vice versa. During lecture smart pen helps students, when teacher talk fast, student can record and understand all the leftout things. Smartpens can record video, audio and diagrams - you can listen and understand during lecture.

Smart Boards : Smart products bring learning to life, helping students experience a deeper level of engagement and understanding by making course content interactive and visual. The ease of use built in to each product enhances instructional efficiency. Instructors can begin delivering course material with the simple touch of a finger or a pen, save comments and notes mart board.

III. INTERACTIVE WHITEBOARD

Transform your learning spaces into interactive, collaborative environments where students are both inspired and focused. With a SMART Board interactive whiteboard, instructors can interact with dynamic multimedia content and write notes in digital ink, then save them instantly and distribute this material to students with ease. SMART Board interactive whiteboards make learning a visual, engaging experience for students, which helps deepen understanding and promote retention of course material.

Wikipedia in the Classroom: Studies have shown the Wikipedia is about as accurate as Britannica. Writing articles transforms students into teachers, which improves outcome. Creating public work improves motivation and performance. Receive feedback from Wikipedia editors-FA team

Moodle: It is Open source system to help design your session. Moodle is Virtual Learning Environment which provides staff and students with access to electronic teaching and learning materials such as lecture notes and links to useful websites and activities such as discussion forums, group assignments, reflective journals and quizzes.

Brainstorming: It is a useful tool to expand creative solutions to a problem, Brainstorming can help define an issue, analyze a problem and possible solutions.

Concept Mapping: It is a map about concept that represents knowledge in graphic form. It is based on Networks diagrams which consist of nodes and links, which represent relationships between concepts. It is useful in generating ideas, designing complex structures and assess students' understanding.

Role-playing: In role-playing exercises, each student takes the role of a person affected by an issue. It provides a platform to the students what they have learned and how they should correlate it with live situation.

Storyboarding : It is a technique to compare students' thoughts out on a wall as they work on a project or solve a problem. It can be helpful for planning & ideas communications. Students learned from this method how one idea relates to another idea, and how to synchronize them.

Do It : Do it stands for Define problems, be Open to many possible alternatives, identify the best alternative and then transform it into effective action. This method calculates strengths and weakness of problem and analyze student's problem solving ability.

Z to A technique: This technique includes the application part of concept first [3]. It can help students understand how an expert categorizes concepts and their relationships. How: innovator should explain particular application part of concept first and later explain the effects of application for example in physics to explain velocity teacher should draw attention of students to distance and time first and later explain the concept. One another example in management subject - Human resource planning is explained in a manner that the organization get right number of people, at the right place, at right time using some techniques like recruitment and selection. So here the use of recruitment is explained first and later students would get interest in knowing what is recruitment and

Mnemonics: In this technique teacher taught students only words as a replacement of sentence, and once they come to a basic understanding of the particular concept then the teacher will explain in sentences. These words called mnemonics or its associated meaning in words. Example: Microsoft has pioneer advantage to bring new window technology in the world first. Here pioneer is mnemonic word.

Case debates : This method can apply to the groups of students when more than one case will be discussed among group members. As this is an extension of common case discussion approach, and student found that they understood the anatomy of cases and gained deep managerial insights. Emerging issues from all cases will guide to develop analytical insights on the students.

Computer Simulations : This technique is useful for engineers as well as managers also. Innovator uses different computer aided methods (like CAD/CAM/LAN/operating system) related to different subjects and students are required to solve problem by using computer tool. for example: LAN/window games related to marketing, finance investment for management course and hardware/ software designing games for engineering course

IceBreaker: It is an activity that requires people to comfortably interact with each other. Innovator used it to warm up the conversation among participants in a class, or team building session, or other event.

Keller Plan: Some teachers use the so called Keller plan in their teaching[5]. In this a semester is divided into about sixteen units. The teacher gives in the beginning one or two lectures and gives details of syllabi in each unit and references to books and journal articles in each, a student studies these units in succession and when he has finished a unit, he approaches the instructor for test. If the students pass the test, he proceeds to the next unit, otherwise he again studies the same unit and come again for a test. Every student makes progress at his own pace. Some students complete sixteen units in twelve weeks, others complete twelve units in sixteen weeks. The

grade depends on the number of units completed. The Keller plan makes a great demand on the time of teacher and students. The teacher however does not teach but advises and examines. The student does not listen to lectures, he reads and is examined.

IV. CONCLUSION

Innovations in the field of teaching have made a drastic change from the old paradigm of teaching and learning. Implementation of innovative teaching methods inspires students to integrate knowledge with a practical, flexible innovative ability, enabling them to make a more substantial contribution to the relevant areas in the future. In the new paradigm of learning, the concepts of paperless and pen less classroom are emerging as an alternative to the old teaching learning method. Nowadays there is democratization of knowledge and the role of the teacher is changing to that of facilitator. Teachers need to have interactive teaching and this changing role of education is inevitable with the introduction of multimedia technology and the spawning of a technologically-savvy generation of youths. Usage of advance pedagogy not only enhances the students' interest in learning but also increases the effectiveness of teachers. It develops student's capabilities for independent analysis, and stimulates student's interest and motivation for learning.

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