



Innovative Teaching Techniques And Education System

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“Education is the manifestation of perfection already in man”.(Swami Vivekananda)

Abstract

Education is a light that shows the mankind the right direction to surge. If education fails to inculcate self-discipline to achieve their aims in the minds of student, it is not their fault. We have to convert education into an interesting as well as learning process so as to generate interest in the students and motivate them to stay back in the institution than to run away from it. Education should become entertaining and thrill to them rather than burden and boredom. It is an integral part of their growth and helps them become good citizens.

The purpose of education is not just making a student literate but adds rationale thinking, knowledgeable and self-sufficiency. When there is a willingness to change, there is hope for progress in any field. Creativity can be developed and innovation benefits both students and teachers.

Teaching Methods

It has always been difficult to distinguish between tradition and innovation in teaching methods, not least because of the absence of clear-cut criteria. Definitions of teaching methods are also loose rather than binding. Nevertheless a trend towards active participation by students is noticeable and very often taken as marking ‘progressive’ teaching. Starting from the basic relationship of method and objective, an attempt is made to further relate cognitive activity of students to specific levels of achievement which are considered as teaching objectives. Researcher recommend that the teaching would be highly effective if the teacher start to use the recent multimedia technologies like usage of computers extensively or some modifications in the conventional mode of teaching. In the pre-technology education context, the teacher is the sender or the source, the educational material is the information or message, and the student is the receiver of the information. In terms of the delivery medium, the educator can

deliver the message via the “chalk-and- talk” method and overhead projector (OHP) transparencies. This directed instruction model has its foundations embedded in the behavioral learning perspective (Skinner, 1938) and it is a popular technique, which has been used for decades as an educational strategy in all institutions of learning.

Innovative Teaching: an idea for effective education

Currently, many institutions are moving towards problem-based learning as a solution to producing graduates who are creative and can think critically, analytically, and solve problems. Since knowledge is no longer an end but a means to creating better problem solvers and encourage lifelong learning. Problem-based learning is becoming increasingly popular in educational institutions as a tool to address the inadequacies of traditional teaching. In today's world of education, the classroom no longer is bounded by four walls.



The teacher, of course, still is the critical figure in a student's journey through higher education. Innovation for educators who are trying new ways of doing things in their learning environments - whether in an early childhood setting, a school, or in further education or training. But today's education system is committed to using a variety of methods and tools to ensure that each student is fully engaged in learning. This includes exploring new ideas in teaching, sharpening practices that are effective and broadening the use of technology.

The challenge for faculty and students lies in the reality of modern times. The university has a diverse population of students, and many are the first in their families to go to college. Many students also juggle demanding studies with work or long commutes. And then factor in this: Today's students most likely connect through social media, apps and other quick communication channels via smart phones, tablets and laptops. There are many multimedia technologies that are available for developers to create these innovative and interactive multimedia applications, such as Adobe Photoshop and Premier, Sound Forge and 3D Studio Max etc.

The new means of the technology change the classroom experience. For example, the room is wired with cameras for photographing whiteboards, so students can receive the images as digital files. In addition, PCs, compact computers that allow the teacher to write notes directly on the screen with a special pen, replace the archaic projector. Technology allows professors to make notes on charts and spreadsheets and send them directly to their students' PCs .

The multimedia approach used in the classroom to modify the content in the easiest and the comprehensive manner so as to make the teaching learning process more meaningful. By incorporating digital media elements into the project, the

students are able to learn better since they use multiple sensory modalities, which would make them more motivated to pay more attention to the information presented and retain the information better.

Mind maps were developed in the late 60s by Tony Buzan as a way of helping students make notes that used only key words and images, but mind map can be used by teachers to explain concepts in an innovative way. They are much quicker to make and much easier to remember and review because of their visual quality. The nonlinear nature of mind maps makes it easy to link and cross-reference different elements of the map. Mind Maps are also very quick to review, as it is easy to refresh information in your mind just by glancing once.

Role playing and scenario analysis is mostly used in organizations that try to analyze a problem pertaining to the organization, and this is also used in management institutions. But the similar kind of practice can be tried in other specialization too like science and engineering. Science and engineering courses have practical but in support of those practical if students are given a scenario and other options to solve a particular issue, then the students are exposed to decision making in a given environment.

The attitude of the teacher is also affected by the use of multimedia in the classroom making them more confident, active, prudent and innovative helping them to enhance their personalities as well.

Conclusion

As the demand for technology continues to rise, colleges and universities are moving all sorts of student services, from laundry monitoring to snack delivery online. The education system has revolutionized to be dependent on various multimedia approaches to grow knowledgably. Technology is also changing the classroom experience. The analysis reveals some of



the suggestions that the teaching community can practice in the classrooms. Ultimately the teaching people are satisfied when he could reach the students community with his ideas and views. So, teaching depends upon successful mode of communication and Innovation though we mean the changes that we propose to be included in our medium of communication or even inclusion of some other elements in communicating information. Creativity can be developed and innovation benefits both students and teachers. Researchers recommend that the teaching would be highly effective if the teacher start to use the recent multimedia technologies like usage of computers extensively or some modifications in the conventional mode of teaching. The use of computers may be very well practiced in the environment where the use of such technology is highly possible, but there must be some sort of innovation which can also be practiced in an environment where such use of technology is on its way to growth.

Thus can make out that the Information and communication technology has made many innovations in the field of teaching and also made a drastic change from the old paradigm of teaching and learning. In the new paradigm of learning, the role of student is more important than teachers. 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 the role of the teacher is changing to that of facilitator.

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