Innovative Teaching and Learning Process

To make students interactive in the class and to involve students in the classroom activities, different groups were formed. The aim is to make them aware of new technologies, Everyday some unique and innovative things they have to learn, hence they were asked to introduce a new and innovative concept in the class.

Students groups are formed and Each group has a specific names which are given by group members and the names are

1)Debuggers

2)Extreme six

3)Code Brigade

4)Cyber Knights

5)TechnoSparks

6)Tech Turtles

Big data, blockchain, google, virtual and augmented reality,IoT, 5g, IP address

Which are very innovative and creative.

First Group members introduced themselves and their group name also, They came with wonderful topic to explain- Big Data. Each member of the group shared part of the topic to be explained and with the help of digital board they explained very well. And other group members got to know about this new topic and become motivated to perform their group activity.

Second group members also came with the new topic called blockchain, instead of showing the video from the youtube, they prepared their own ppt. Each slide was self explanatory.

Third group explained about virtual and augmented technology. Students were able to clearly demonstrate the concepts of virtual and augmented reality.

Fourth group explained about the Internet of things and its applications. Its parts and functions of each of them.

Fifth group explained about a google search name, its prior owner, its origin, history and how search engine works.

Sixth group explained about the different generations of communication from zeroth generation to sixth generation. Clearly specified about each generation features, merits, demerits.

Another student independently explained a new topic from his interest. IP address its format, significance of each bit, host address and network address. Reasons for IPv4 tunnelling to IPv6.

Outcomes

1)students participated actively

2)Learnt team work

3)Learnt innovative topics

4)Their creativity came out with the beautiful presentations

5)Learnt how these technologies being used in real life applications

6)Learnt to face the audience and able to convince them about the concepts

Other activities: Quiz, Debate,

1) Learn by teaching: Students explained about the programming concepts and prepared questions on that and questions have been asked in the class to the other students
2) Essay competition was organised, topic was C and C++ where student listed the features of c and C++
3) Every week one of the programming question was posted and student solved and posted it in the whatspp group.
4) Debate was also organised on online and offline classes and school vs college education.