Oriental Education Society's
Oriental College of Education & Research
UGC NCTE Approved, Affiliated to University of Mumbai,
(NCTE Code- 123016)
Adarsh Nagar, Andheri (W)

OCER

Best Practice:

Innovative Practices in Teaching and Learning (IPTL)

Innovation is an essential component for success. Globalization and rapid technical changes in the education sector has created a need for change in teaching style which leads to continuous innovation. Teaching innovation is the process of creating new ideas, theories, methodologies and solutions that can be shared with the classroom. Innovation in two-year degree program ensures that it transforms the students into graduates, those who prepare themselves for employment in the education industry and update them according to rapid changing technology. The use of innovative method in educational institutes has the potential not only to improve education, but also empower people and mobilize the effort to archive the skilled teachers for country.

Goals:

In order to improve students' learning experience aside from traditional classroom teaching, the teaching faculty uses novel concepts and their subsequent execution by means of quantifiable programmes with following goals:

Objectives:

- To enrich student learning by innovative practices.
- To develop students' comprehension and expertise of creative methods and strategies.
- To broaden students' perspective of emerging technologies and tools in academics, contemporary and social issues by innovative strategies.
- To motivate students to innovatively think, formulate and perform through different club activities.

Innovative Practices Implemented at OCER

Every faculty member, knowingly or unknowingly, employs innovative practices to improve teaching. Every faculty member, whether consciously or unconsciously, employs new techniques to improve every student's teaching-learning experience and help them understand the concepts throughout the year. The following is a list of some of the department faculty's notable initiatives. However, it should not be regarded as a definitive list; rather, it should be regarded as a step in a continuous process of improvement.

S N	Innovative Practices	Context/Methodology	Impact/Outcome
1	**Power Point Presentations**	It provides the ability to equip the presentations with different types of media including images, sounds, animations, and much more. It enhances the students' abilities to retain what they're being taught, especially those who are visual learners.	This practice enhance the overall comprehension of students and allow teachers to present their lessons in a more dynamic way.
2	**Multimedia**	Multimedia is an inevitable part in teaching learning process. Various multimedia techniques used are presentations, videos, animations.	This Practice motivates the students for effective learning and to create their interest in learning process which leads to better knowledge retention.
3	**Educational Videos**	Application of videos allows students to get a real-life exposure of the scenario where the concepts they have learned is applied. Videos facilitate the assimilation of contents, thus improving the efficiency of the learning process. Application of videos can demonstrate complex ideas in much easier and simplified way.	This Practice motivates the students for effective learning. This Practice develops potential for deeper learning of the subject.
4	**Student Seminars**	This best practice enhances the Listening ability. Leadership quality is build up among students. Team building of students grows as they work in a Team. The communication enhances through Oral Communication in seminars. Student takes responsibility while working in a team. Sharing of Knowledge uplifts while preparing. Students learn Time Management skill. Students learn to deal with conflicting opinions. For delivering seminars students prepare, produce and use visual aids for presentation.	This Practice motivates students for self-study and group study. It helps them to inculcate team spirit.
5	**E-based Learning**	E-learning is a learning system based on formalized teaching but with the help of electronic resources. The links are provided to the students where they can do self-study and study the topic in depth and learn the contents beyond syllabus. Students are encouraged to visit You Tube lectures, browse different internet	This Practice allows students' greater access to education in comparison to traditional methods of teaching, This Practice enables students to share information and data in a relatively easy way.

		sites to increase their knowledge about the subject.	
6	**Animations**	Concepts hard to visualize are taught using animations. Animations are used in the processes of designing, engineering calculations, visualization and monitoring technological processes and visualization of assembly processes.	This Practice creates the interest in students for gaining insight of complex curriculum related problems.
7	**Role -Playing**	Role-play is a technique that allows students to explore realistic situations by interacting with other students in a managed way in order to develop experience. It provides a platform to the students what they have learned and how they should correlate it with live situation.	This Practice develops critical thinking. This Practice gives better understanding of the complex topic. It encourages the students to enhance their Cultural and diversity skills.
8	**Brainstorming**	Brainstorming is a useful tool to expand creative solutions to a problem. It can help define an issue, analyze a problem and possible solutions. It is a great way to allow students to voice their opinions or ideas on a particular topic.	This Practice motivates, stimulates, and promotes student interaction. This Practice develops students' creative and critical thinking skills.
9	**Project Based Learning (PBL)**	PBL starts with a problem and requires the students to analyze and apply information and theory learnt, to solve it. Students work in a group to solve or managed the assigned work. In this regard real time projects are given to students and guided by faculty.	This Practice enables them to acquire skills like collaboration, communication and independent learning, and to prepare them for lifelong learning.
10	**YouTube Lectures**	You Tube lectures can enable students to be involved in a video production, as part of an online group assignment, will help them not only to ensure that they can use the important information, they have learned. It can also develop and enhance the visual literacy and creativity of the students.	This practice creates an eLearning community. It generates and promotes online discussion. It is ideal for mobile learning. It also initiates micro learning. It enhances comprehension of complex concepts.

11	**Case studies**	Case study is found to be beneficial for students in terms of actively engaging them and allowing them to learn the applications of concepts to solve real life problems. Thus, use of case studies is a pedagogical technique that allows students to apply their theoretical knowledge to practical situations.	This Practice enhances students' critical thinking and problem solving skills and motivate them towards learning attitude.
12	**Tutorials**	Tutorial is an important teaching-learning tool. It helps learners enhance their intellectual, communication and social skills. Tutorials provide an interactive learning environment where students can clarify and extend, through readings, discussions and other activities, what they learn from the lectures. Tutorial is given to the students based on the topics covered in theory lecture	This Practice enhances students, intellectual, communication skills.
13	**Smart Board**	Smart board is an important teaching-learning tool. It breaks the conventional teaching and learning process.	This practice help the students to make the best use of this facility during the lean times for downloading the latest information/power point study material/ YouTube lectures.
14	**Google Classroom**	The Google Classroom is an effective dash board tool. The tools in the Google classroom facilitate online assessment of students, which can be used to measure the outcomes of each course.	This practice help the students to upload course plans, eBooks, course materials, video lectures, question banks etc. It helps the students to stay abreast with the technology.

15	**Learning Resources**	It helps the students to hone their creative skills. Learning resources help the students to make their concepts clear.	This practice helps students to bring out their innate skills. It helps practice teaching schools as well.
16	Computer Literacy Programme(CLP) (Share N Care)	This program helps students to learn the basic as well as advanced computer skills and different computer applications.	This practice helps students to become computer savvy. It helps students to become 21st century learners.
17	**Blended Learning**	The Wi-Fi enabled campus encourages blended Learning by way of providing access to various websites containing-learning resources. It will help in enriching the learning experience through shared knowledge and skills.	This practice promotes self-directed learning skills among students. It fosters collaborative and peer interactions.
18	**Flipped Classroom**	Flipped Learning is a pedagogical approach in which direct instruction moves from the group learning space to the individual learning space and it ensures that this blended learning approach is used against the traditional learning approach. Flipped Classroom paces by allowing students to learn at their own speed through video and other resources.	This practice accommodates diverse learning styles. It facilitates immediate feedback and support during in-class activities. Students develop greater autonomy and responsibility.

Evidence of Success

The success of these practices results qualitatively as well as quantitatively. The qualitative factor improves student's curiosity and desire to learn. Also it changes student's perspective towards life. The quantitative factor improves academic performance and participation in co-curricular activities. Also Alumni of OCER doing very well in outside world.

Problems Encountered and Resources Required

Few students lack basic knowledge of using computers and digitalized facilities available in the college. Connectivity issues, 4G restrictions and lack of skills needed to use online platforms were the main problems encountered.