

Course Code: SMPB

ADVANCED TECHNIQUES OF INSTRUCTION

The prospective teacher-educators will be able to:

1. understand mobile learning
2. use whiteboard for teaching
3. design instructional games
4. apply peer tutoring
5. explain active learning methods
6. describe teaching- learning process model
7. use student-centred teaching methods
8. understand the psychological perspectives in teaching
9. apply the neuro linguistic programming in education
10. use the technological trends in teaching and learning

Unit I: Mobile Learning

Meaning and Definition of mobile technologies – Use of Smart Phones in learning - Smart Phones in Schools, Colleges and Universities – Smart Phones in Open schools, Colleges and Universities – Mobile phones in distance learning.

Unit II: Interactive Whiteboard Based Learning

Computer, Projector and Whiteboard – How to use it – Interactive Whiteboard for Higher Education- As an Instructional tool- features available when using an Interactive Whiteboard- Interactive teaching- Group Interaction.

Unit III: Instructional Games

Meaning and purpose – Instructional game as a strategy – implementing the strategy – Impact of Instructional games on student learning – Intelligent tutoring system- Implication for teaching and learning.

Unit IV: Peer Tutoring

Peer tutoring – online tutoring- peer learning- definition – peer tutoring in the classroom-Benefits of peer tutoring- Importance of peer tutoring- disadvantages of peer tutoring.

Unit V: Active Learning Methods

Active Learning – Just-in-time teaching - Listening Teams - Structured sharing- Students as the teachers– Team quizzes.

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Unit VI: Teaching–Learning Process Models

Basic teaching model – John Carroll’s model – Proctor’s model – Cruickshank’s model – Gage and Berliner’s model - Huitt’s model.

Unit VII: Student- Centered Teaching

Student-centred teaching- meaning, characteristics, need – Implementing student-centred teaching methods – Types of student-centred methods: active learning, cooperative learning and inductive teaching- Learner-centred teaching in schools.

Unit VIII: Psychological Perspectives in Teaching

Meaning, nature and importance of Cognitive, Behaviourist and Constructivist strategies of teaching.

Unit IX: Neuro Linguistic Programming in Education

Neurolinguistic programming – meaning – nature- advantages- Application in teaching.

Unit X: Technological Trends in Teaching and Learning

Smart phones, Tablet, i pad - Chat applications - Instagram, Skype, Facebook, Twitter, Whatsapp and blogs – RSS (Rich Site Summary) feed and Podcasts and their educational applications.

Suggested Activities

1. Discussion on mobile learning.
2. A group discussion on peer tutoring.
3. Seminar presentation on the student-centred teaching.
4. A debate on various models of teaching-learning process.
5. Invited talk on neuro-linguistic programming in education.

References:

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<http://www.nwrel.org/scpd/sirs/3/cu5.html>.
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6. Feden, Preston D and Robert Mark Vogel (2003) *Methods of teaching: applyingcognitive science to promote student learning*, Ney York : Mc Graw Hill
7. Kapp, Karl M. (2012). *The gamification of learning and instruction: game basedmethods*, New Jersey: John Wiley & Sons.
8. Marzano, R., D. Pickering, and J. Pollock. 2001. *Classroom instruction that works: Research-based strategies for increasing student achievement*. Alexandria, VA: Association for Supervision and Curriculum Development.
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: allyn & bacon (company)
10. <http://www.usciences.edu/teaching/Learner-Centered>
11. <http://ctl.byu.edu/tip/active-learning-techniques>
12. <http://indahtriestuti1.blogspot.in/2013/06/neurolinguistic-programming.html>



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