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Innovations in Teaching Methods and Strategies

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Abstract

Using innovative methods of teaching is a crucial skill for teachers and education staff. Scientific research has shown that innovative teaching methods and approaches can significantly enhance the student learning process. However, experimenting new methods and strategies we can improve student engagement and attainment and is a win-win for both students and teachers. In this paper we have to discuss about innovative teaching methods and strategies.

Keywords: Innovative teaching method, Innovative Strategies for teaching, Teaching strategies in classroom

Introduction

Education is a light that shows the mankind the right direction to surge. The purpose of education is not just making a student literate but adds rationale thinking, knowledgeability 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.

Innovations in Teaching Methods and Strategies**Inquiry-Based Learning**

Inquiry-based learning is one of the most powerful teaching strategies in the classroom because research tells us that students learn best when they construct their own meaning. Inquiry-based learning triggers student curiosity. Teachers act as facilitators during the inquiry-based learning process.

According to Heather Wolpert-Gawron in the Edutopia article, there are four steps in the process:

- Students develop questions that they are hungry to answer
- Students research the topic using time in class

- Students present what they've learned
- Students reflect on what worked about the process and what didn't

In a classroom where students research a topic then present their findings, inquiry-based learning allows students to "learn deeper and wider than ever before" (Wolpert-Gawron, 2016). In traditional teaching, students are less likely to ask questions and are expected to listen and answer questions posed by the teacher. Inquiry-based learning allows students to pose the questions and research and convert the information into useful knowledge, thus ramping up the level of student engagement.

QR Codes

QR (Quick Response) codes are easy to create and have multiple uses in classrooms at all grade levels. QR codes can lead students to information just by scanning the code on a student's digital device. In the classroom, students can use QR codes to

- Check their answers
- Vote on answers during class discussions
- Extend information found in textbooks
- Get survey information for math units on data
- Participate in scavenger hunts
- Access video tutorials on the material being taught
- Link students directly to Google maps

QR codes allow students to access information without leaving their seat. Students can even generate QR codes to showcase their learning with peers and parents.

Project-Based Learning

Research confirms that project-based learning (PBL) is an effective and enjoyable way to learn. PBL also develops deeper learning competencies required for success in college, career, and civic life.

Project-based learning uses real-world scenarios, challenges, and problems to engage students in critical thinking, problem solving, teamwork, and self-management. Once students solve the problem or challenge, they present their solutions. The problems students solve can be presented to community leaders to solve problems in their own community.

PBL uses collaboration, digital tools, and problem-solving skills to come up with a solution to the problem presented.

- PBL makes school more engaging for students
- PBL improves learning
- PBL provides opportunities for students to use technology
- PBL makes teaching more enjoyable and rewarding
- PBL connects students and schools with communities and the real world.

Visualization

It can be very hard for students to understand a list of disconnected facts. Knowledge that is organized and connected to concepts with a goal of mastery, including the ability to visualize the concepts, can lead to the ability to transfer knowledge and to a deeper, longer-term understanding of what is being taught. Visualization is an especially good teaching strategy for reading and literacy teachers. Teaching student's visualization skills help them understand, recall, and think critically about subjects they study.

Wisely managed classroom technology

Computers, tablets, digital cameras, video conferencing technology, and GPS devices can all enhance a student's learning experience. Possible uses of classroom technology include using video games to teach math and languages, leveraging Skype to communicate with classrooms or guest speakers from around the world, or multimedia projects that allow students to explore subject matter using film, audio, and even software they create.

However, introducing new tech devices in the high school classroom often requires that teachers add an element of educational technology leadership to their usual classroom management. Giving students laptops or tablets, for example, means teaching them to use devices respectfully and preventing damage to the equipment. Tech-savvy teachers gave Education Week the following advice on using classroom technology

- Explain that the use of tech tools in class is a privilege not everyone has—and if abused, it can be discontinued.
- During class, teachers should move around the classroom or use monitoring software to ensure students are using their devices appropriately. When they understand that you will intervene if they go off-task, students know they must focus on their assignment.
- Put students in charge of the upkeep of devices. Classes can learn tech terms, basic maintenance tasks, and appoint a few students to serve as tech monitors responsible for

distributing and storing equipment. Doing this creates a sense of value and ownership for the welfare of classroom technology.

Active learning: Peer instruction, discussion groups, and collaborative problem solving

All high school educators dread a roomful of blank faces or silence after they open up a topic for class discussion. According to the Johns Hopkins Center for Educational Resources (CER), devoting time to active learning projects is one way to get students thinking, talking, and sharing information in the classroom. The CER publishes a series called The Innovative Instructor that explores these methods.

Creative Teaching

Take the help of tools to stimulate creativity. Include playful games or forms of visual exercises that will excite young minds and capture their interest. This is a time-tested method to identify every young student's creative abilities and encourage creative contributions. Bring aspects of creativity into all the subjects, be it mathematics, science, or history. Think of ways to develop their creative ideas. Encourage different ideas, give them the freedom to explore

Audio & Video Tools

Incorporate audio-visual materials to supplement textbooks during the sessions. These can be models, filmstrips, movies, pictures, infographics or other mind mapping and brain mapping tools. Such tools will help their imagination thrive and grow. These methods will not only develop their ability to listen but will also help them understand the concepts better.

“Real-World” Learning

Infusing real-world experiences into your instructions will make teaching moments fresh, and enrich classroom learning. Relating and demonstrating through real-life situations will make the material easy to understand and easy to learn. It will spark their interest and get the children excited and involved.

Classes Outside the Classroom

Some lessons are best learnt, when they are taught outside of the classroom. Organize field trips that are relevant to the lessons or just simply take students for a walk outside of the classroom. Students will find this fresh and exciting. Without taking much effort, they will learn and remember what you teach them.

Role Play

Teaching through role-playing is a great way to make children step out of their comfort zone and develop their interpersonal skills. This method comes in handy, especially when you are teaching literature, history or current events. The role-playing approach will help a student understand how the academic material will be relevant to his everyday task. Role playing is most effective for students of almost any age group. You just need to customize depending on the age group.

Storyboard Teaching

Rudyard Kipling rightly said, “If history were taught in the form of stories, it would never be forgotten.” Storyboarding is a great way to teach any subject which requires step-by-step memorization or visualization highly-conceptual ideas. History teachers can use a storyboard to recreate a famous event. Such visually stimulating activity will ensure that even complex ideas are easily put across to students. It can also encourage the use of storyboards as a form of communication and let the students tell a story in pictures using their imagination

Welcome New Ideas

An open-minded attitude can help you in innovating new teaching methods. Though you might claim to be open-minded, its human nature to resist change. Evaluate yourself and ensure you try out new ideas in the classroom.

Work Together as a Team

As everyone knows, the end result of the collaborative effort is always immense. Think about spending some quality time with your colleagues. Ask them to share their views on improving teaching methods, you can see many of them come up with interesting strategies. So, collaborate and introduce innovative teaching methods.

Puzzles and Games

Learning is fun when puzzles and games are part of education. Children may not require taking conscious effort when their lessons are introduced through games.

Puzzles and games help children to think creatively and face challenges.

Conclusion

Technology is changing the classroom experience. For instance, the room is wired with cameras for photographing whiteboards, so students can receive the images as digital files. In addition, tablet PCs, compact computers that allow you to write notes directly onto the screen with a special pen, replace the archaic projector. With the tablet technology allow professors to make

notes on charts and spreadsheets and send them directly to their students' PCs and he will get a feedback from each student. From the above, we 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 teacher and teaching strategy is more important. 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. We 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.

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