

2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences

Audio-Visual Classes:

Audio-visual (AV) learning refers to the delivery and utilisation of educational content that includes both sound (auditory stimuli) and sight (visual stimuli).



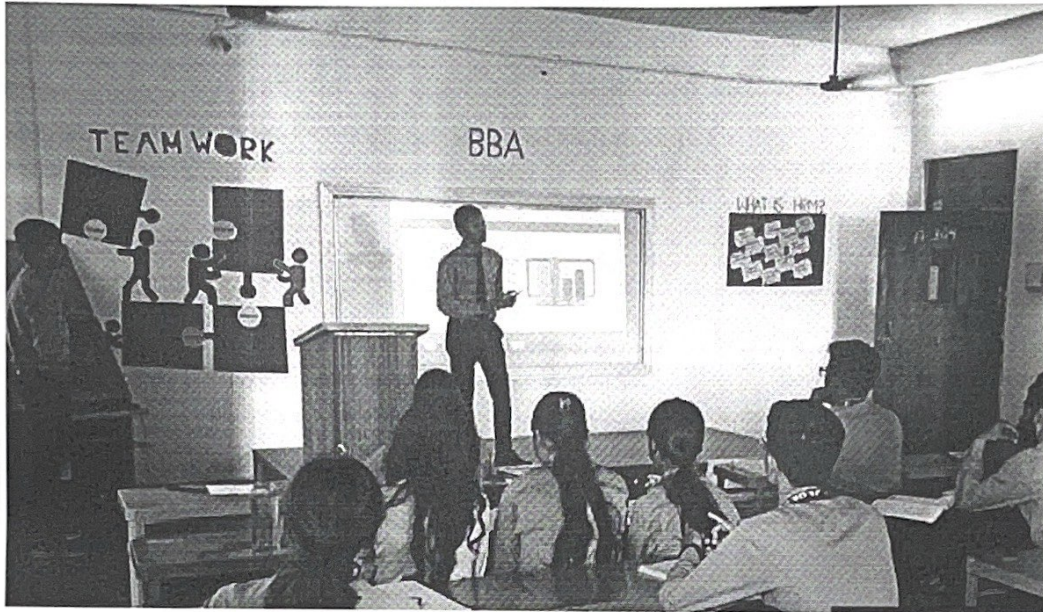
Significance of audio-visual classes:

Audiovisual aids have an important part in the retention of a topic or a long period of time. Most of the themes within the various subjects are frequently covered using audio-visual aids. The electronic equipment category space has switched from black boards to white boards and projectors. It's a type of production communication that employs music and light effects. Although not everyone is a visual or auditory learner or student, the combination of light and music promotes and reinforces retention and allows the audience to connect with the entire topic or chapter.


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Class Presentation

A presentation is just a method of expressing a concept to an audience by voice, slideshow, or other types of visuals. It is utilised in academic institutions such as colleges and schools, as well as professional ones such as the workplace. Using a presentation, we can exchange information, persuade stakeholders, and promote a product or service. A good presentation should be well-structured, interesting, and customised to the audience's needs. It should incorporate nonverbal indicators such as body language and tone of voice, as well as an introduction, major body, and conclusion.



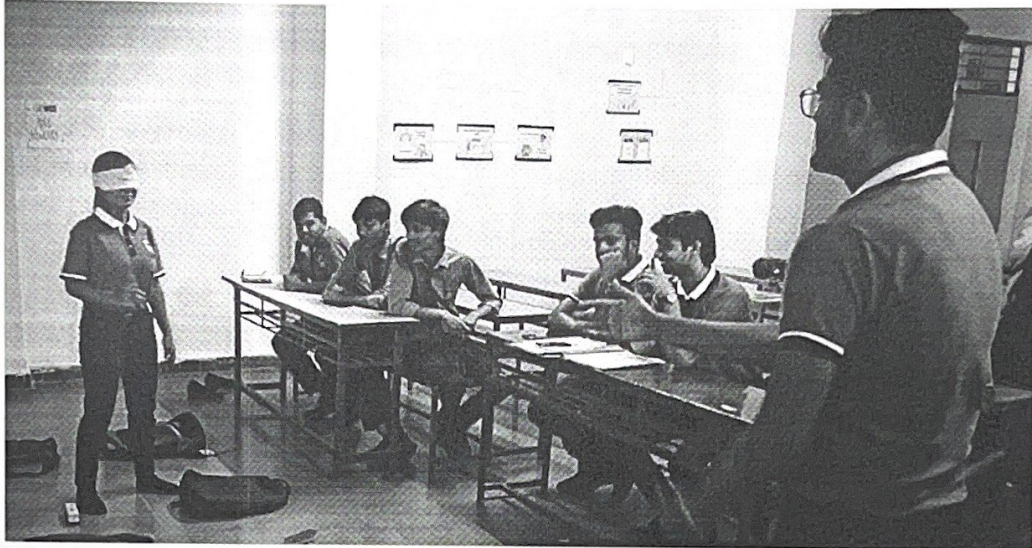
Significance of class presentation:

- Communication is effective with the students
- Powerpoint presentation graphics or slides are appealing to the eye
- Keeping the audience interested with relevance to the topic on board.
- Simplifying difficult information with diagrams for proper explanation
- Methods of delivery are versatile.
- Improved comprehension and retention of student
- Credibility and professionalism

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Innovative Management Games:

Management games are exercises that help people improve their time management and teamwork skills. Time squared, the mayo jar lesson, round-table, straw tower, blind walk and fast sap are a few examples. These activities are designed to improve abilities that will assist you in managing personnel.



Blind Lead Game:

This is a great way to develop trust and communication, sometimes called Trust Walks. One person is blindfolded and their partner is sighted. The person takes the other for a walk by holding their hand or arm and talking to them as they go. This activity with blindfolds can progress by:

- Making the route they take more complex with regards to turns and twists
- Low level obstacles to step over can be incorporated such as paper markers
- The contact between the partners can be reduced for example contact only with one finger or perhaps verbal communication only

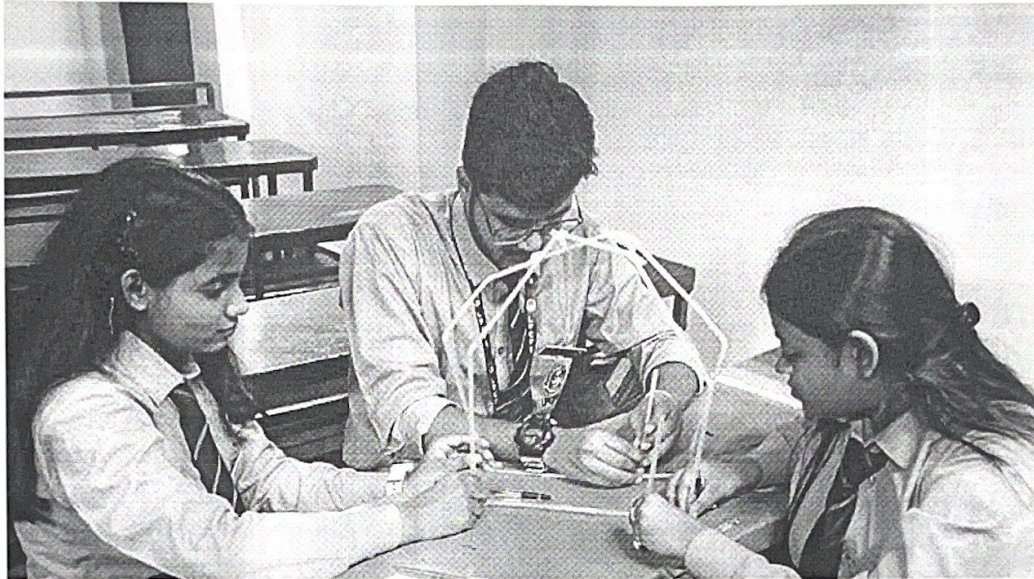
The sighted partner is there to provide safety and support for the person ensuring that they follow a safe route.

This blindfold games activity works well early on in a session as an introduction or an icebreaker.

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STRAW TOWER

This activity uses creativity, compromise, and group decision-making to find one of many possible solutions to a problem. Here are two variations.

Group size: 2-10

Steps:

- Provide the group with a pile of drinking straws, paper clips, pipe cleaners, scissors, and a ball of string.
- Inform the group that their task is to use these materials to build a tower that is as tall as possible without having it fall over.
- Give the group a time limit to complete the task. For added incentive, create more than one team, and challenge them to build the tallest tower.

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Class test:

A class test is any supervised written examination lasting no less than one hour and no more than two hours in a specific module that is part of continuous assessment.



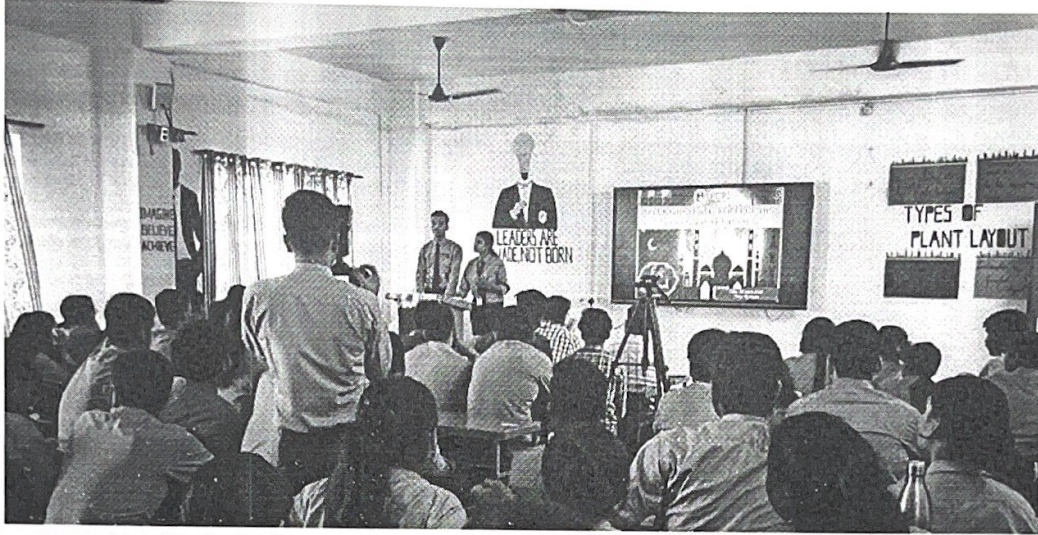
They offer numerous benefits:

- Including assessing understanding,
- Identifying knowledge gaps,
- Reinforcing learning,
- Promoting time management and discipline,
- Building confidence, and examining exam readiness.

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Brainstorming session:

A brainstorming session consists of people getting together (either in person or digitally) to debate, draw out, explain, and write down ideas for solving issues or creating something new



Significance of brainstorming sessions:

- Students can enhance or
- Develop higher order thinking skills through brainstorming,
- A problem-solving exercise. inspires original thought.
- By encouraging everyone to share their ideas, regardless of how "out there" they may seem,
- Brainstorming helps students think creatively and outside the box.

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