

MAHARAJA SURAJMAL INSTITUTE OF TECHNOLOGY

DEPARTMENT OF IT

PEDAGOGICAL APPROACHES

S.No	Types of Learning	Meaning	Learning practiced in the department
1	Flipped Classroom	The flipped classroom describes the teaching structure that has students watching pre-recorded lessons at home and completing in class assignments, as opposed to hearing lectures in class and doing homework at home.	NPTEL videos
2	Game Based Learning	In a game-based learning environment, students work on quests to accomplish a specific goal (learning objective) by choosing actions and experimenting along the way.	Quizzes, Group discussions, Participation in Hackathons
3	Personalized Learning	In this learning, teachers have students follow personalized learning plans that are specific to their interests and skills.	Summer Training, Projects
4	Inquiry Based Learning	A teacher here act as a supportive figure who provides guidance and support for students throughout their learning process, rather than a sole authority figure.	Classroom Teaching
5	Expeditionary Learning	It is a form of project-based learning in which students go on expeditions and engage in in-depth study.	Projects, Industrial Visits, Internships
6	Differentiated Instruction	Differentiated instruction is the teaching practice of tailoring instruction to meet individual student needs. It spans four main areas: content, process, product, and environment.	Classroom Teaching
7	Direct Instruction	It refers to the traditional teaching strategy that relies on explicit teaching through lectures and teacher-led demonstrations.	Classroom Teaching
8	Kinesthetic Learning	In a kinesthetic learning environment, students perform physical activities rather than listen to lectures or watch demonstrations. Hands-on experiences, drawing, role-play, building, and the use of drama and sports are all examples of kinesthetic classroom activities.	Lab Classes, Presentations, Professional Societies