Language in India www.languageinindia.com ISSN 1930-2940 Vol. 24:3 March 2024

Implementation of Activity-Based Learning in Classroom Teaching

Mrs. V. Santhi

Ph.D. Research Scholar in English (Full-time) Department of English, Nehru Arts and Science College (Autonomous) Thirumalayampalayam, Coimbatore 641105, Tamil Nadu, India <u>ssshanthisujay@gmail.com</u>

Dr. R. Malathi

Research Supervisor Department of English, Nehru Arts and Science College (Autonomous) Thirumalayampalayam, Coimbatore 641105, Tamil Nadu, India <u>drmalathirajendiran@gmail.com</u>

1. Introduction

The traditional approach to teaching involves the teacher delivering information to the students, who are expected to memorize and regurgitate it during assessments. However, this approach has been criticized for failing to engage students and promote long-term knowledge retention. Activity-Based Learning is an education where youngsters analyze at their own tempo through several supervised activities. It is a more excellent interactive and enticing technique for educating children. It approves monitoring elements such as coordination, speech, motor, and social skills, amongst other important factors. Activity-Based Learning is a fun approach to Learning since it boosts children's brain development by providing constant stimulus and prompting them to respond. Activity-based Learning has gained widespread recognition in education for its efficacy in engaging students and promoting active Learning. This approach provides students with hands-on experiences, practical activities, and real-world scenarios to develop their knowledge and skills. Implementation of activity-based Learning in classroom teaching has become a well-known trend in recent years as educators realize its potential to enhance learning outcomes and improve student engagement. In this

introduction, we will discuss the fundamental principles and benefits of activitybased Learning and explore how it can be successfully implemented in the classroom.

Keywords: Activity, Learning, Teaching, Learning, Classroom.

2. Activity-Based Learning

Activity-based Learning is the technique of learning utilizing performing tasks or activities. As opposed to asking students to listen and take notes, activity-based Learning stimulates students to participate in their learning experience through practical activities such as independent investigation and problem-solving.

3. The Activity-based Learning Revolves around Three Concepts

Experimentation – gathering knowledge through experience.

Exploration – gathering knowledge and attaining skills through active investigation.

Expression – encouraging kids to express their views through visual presentations.

Students can learn independently through activity-based techniques; parents and teachers seek to equip children with critical analysis, problem-solving, and creativity skills.

4. Importance of Activity-Based Learning

Activity-based Learning helps Students enjoy the learning experience and has multiple other benefits. Activity-based Learning encourages students to be creative in expressing their knowledge and thinking. The activity-based learning method imparts students with the opportunity to demonstrate what they have learned through the act of doing as well as through the act of presenting verbally:

By allowing students to get physically and mentally involved in the learning process, activity-based Learning will help students learn and preserve facts and information. This process of collecting knowledge through personal experience is done to help students memorize and understand their study material. Activity-based Learning, on the other hand, helps students understand the 'real-life' significance of their course material by facilitating them to explore and solve real problems and layouts.

Activity-based Learning focuses on making Students independent through investigation and analysis. By asking students to work independently or in small groups with other children, activity-based Learning encourages students to be independently analytical, think critically, and learn from their own experiences. This self-directed learning process, in turn, supports acquiring knowledge outside of their educational environment.

Activity-based Learning encourages students to take responsibility for their learning experiences. Working in groups also helps students enhance social skills and teamwork. These skills will later prove significant in their work and social life.

5. Benefits of Activity-Based Learning:

Activity-based Learning is a powerful teaching approach that has many benefits for students. First, it promotes student engagement by providing hands-on activities and experiential learning opportunities. Students are likelier to remember information they have experienced than read or heard about. Second, activity-based Learning promotes critical thinking and problem-solving skills. By engaging in activities requiring them to think creatively and solve problems, students develop these essential skills necessary for success in the 21st century. Third, activity-based Learning fosters collaboration and teamwork skills. Many activity-based learning approaches require students to work in groups, which helps them to develop communication, leadership, and interpersonal skills.

6. Implementation of Activity-Based Learning

The successful implementation of activity-based Learning in classroom teaching requires careful planning and preparation. The following are some steps that teachers can take to implement activity-based Learning effectively:

6.1. Identify Learning Objectives: The first step in implementing activity-based Learning is to identify the learning objectives for the lesson or unit. The teacher should determine what knowledge and skills students want to gain from the activity.
6.2. Design Activities: Once the learning objectives have been identified, the teacher can design activities that will help students achieve those objectives. The hands-on activities allow students to experience the concepts being taught.

6.3. Provide Guidance: The teacher should guide the students during the activity. This can include answering questions, providing feedback, and facilitating discussion.

6.4. Reflect on Learning: After the activity, the teacher should facilitate a discussion with the students to reflect on their Learning. This can help students to connect their experiences to the broader context and make sense of their Learning.

7. Challenges of Implementation

Implementing activity-based Learning in classroom teaching can be challenging. Some of the common challenges associated with this approach include:

7.1. Time Constraints: Activity-based Learning often requires more time than traditional teaching approaches. Teachers need to plan and prepare activities, and students need time to complete the activities.

7.2. Assessment: Assessing student learning can be challenging with activity-based Learning. Traditional assessments like tests and quizzes may not be appropriate for assessing learning outcomes in activity-based Learning.

7.3. Classroom Management: Activity-based Learning can be disruptive to classroom management. Teachers need to ensure that students are working safely and productively and that the noise level is manageable.

8. Learning through Activity Based

Students are bored of seeing the blackboard. So different teaching methodologies and the environment should be implemented for the students, for example, showing videos, teaching stories through storyboards, Puzzles, and Games

8.1. Use Real Objects

Using Real objects works better when children try to understand them rather than something virtual or imaginary. Science lessons can be fascinating through this method of teaching. The best part is that efforts can be made from both sides – teachers and students for this. Say, the class will be about the classification of plants, students can be asked to collect different varieties of plants, and the teacher can teach them about the plant during class.

8.2. Change the Classroom Teaching Environment

Teachers can use the natural environment to teach the lessons. For example, the teacher can teach about the trees under the tree. So the students can understand trees. So, teachers need to change the classroom teaching Environment.

8.3. Use Videos

For decades now, videos have taken center stage in grabbing attention. It could be a documentary, a movie, or a lesson. Any form of video will earn the interest of students. Even a short video featuring news could be the subject of interest for students bored of always seeing the blackboard. Now smart boards have been introduced, so breakthrough their glass ceiling and get them animated through video classes.

8.4. Out of the Classroom

Sitting in the same place intermittently can cause weariness among students. Changing the environment can do wonders. Try going to a different classroom or, even better, make them sit under the tree while taking a class. Being in harmony with nature can give the students a refreshing change.

8.5. Funny Skits

Language classes are more interesting than the other subjects. It is because of lots of stories and enacting them through role-plays. This method could be tried out as funny skits for other subjects too. If it is Botany, one can act as a tap root and another as canfibrous root one makes a difference to the other. Although the depiction could not be taken literally, it helps break the monotony of the lessons and make the students animated.

8.6. Storyboard

Making storyboards could be time-consuming, but it is best suited for young students. Even in math, a sine chart describing differentiation and integration could be valuable for students to see and learn from. The teacher could make it or ask students to do it and put it up in the classroom so they can see it often and absorb the concepts.

8.7. Puzzles and Games

Teachers can use Scrabble games or word puzzles to solve and teach new words or concepts. Students would love it as they engage in something new, and teachers can also find this rewarding for their efforts. Students also learn hard words quickly. It increases the creativity of the individual students.

9. Assessment and Evaluation of Activity-Based Learning

Assessment and evaluation of Activity-Based Learning (ABL) is essential to ensure its effectiveness in the classroom. Here are a few key points to consider when assessing and evaluating ABL:

Assessing Learning Outcomes: One of the primary goals of ABL is to enhance student learning outcomes. To evaluate this, teachers need to develop appropriate assessment tools that measure not just content knowledge but also skills, attitudes, and values that are developed through ABL.

Formative Assessment: Formative assessment is a critical component of ABL. Teachers need to provide ongoing feedback to students on their progress and adjust their teaching strategies accordingly.

Performance-Based Assessment: ABL involves a lot of hands-on and experiential learning activities, which lend themselves well to performance-based assessment. Performance-based assessments can include tasks such as creating projects, solving problems, conducting experiments, and presenting findings.

Self-Assessment and Peer Assessment: ABL encourages students to take responsibility for their learning, and self-assessment and peer assessment can help promote this. Students can evaluate their own work and that of their peers to gain a better understanding of the learning process.

Rubrics: Rubrics can be an effective tool for assessing student performance in ABL. They provide a clear description of the expected learning outcomes and criteria for evaluation.

Reflection: Reflection is an essential aspect of ABL, and it can be used as an assessment tool. Teachers can ask students to reflect on their learning experiences and provide feedback on what worked well and what could be improved.

Feedback and Continuous Improvement: Assessment and evaluation are not just about measuring learning outcomes but also about improving the ABL process. Teachers need to use assessment results to identify areas of improvement and make necessary adjustments to their teaching strategies.

10. Conclusion

Implementing activity-based Learning in classroom teaching is an effective way of engaging students and promoting active Learning. By incorporating hands-on experiences, practical activities, and real-world scenarios, this approach encourages students to develop their knowledge and skills more engagingly and effectively. Activity-based Learning helps students retain information for extended periods, fostering creativity, critical thinking, and problem-solving skills. The success of activity-based Learning in the classroom depends on the teacher's ability to design and implement activities that align with the learning objectives and curriculum. With proper planning and preparation, activity-based Learning can be a worthwhile tool in creating an interactive and engaging learning environment that promotes student success.

Bibliography

- 1. Bligh, D. A. (2000). What's the use of lectures? Jossey-Bass.
- Bonwell, C. C., & Eison, J. A. (1991). Active Learning: Creating excitement in the classroom. ASHE-ERIC Higher Education Report No. 1. Washington, DC: George Washington University, School of Education and Human Development.
- Churchill, D. (2003), Effective design principles for activity-based Learning: The crucial role of 'learning objects' in science and engineering education. Paper Presented at the Ngee Ann Polytechnic, 2.
- Harfield, T., Davies, K., Hede, J., Panko, M., & Kenley, R. (2007). Activity-based teaching for Unitec New Zealand construction students. Emirates Journal for Engineering Research, 12(1), 57-63
- 5. Hmelo-Silver, C. E. (2004). Problem-based Learning: What and how do students learn? Educational Psychology Review, 16(3), 235-266.
- Johnson, D. W., & Johnson, R. T. (1999). Making cooperative learning work. Theory into Practice, 38(2), 67–73.
- Kirschner, P. A., Sweller, J., & Clark, R. E. (2006). Why minimal guidance during instruction does not work: An analysis of the failure of constructivist, discovery, problem-based, experiential, and inquiry-based teaching. Educational Psychologist, 41(2), 75-86.
- 8. Mayer, R. E. (2004). Should there be a three-strike rule against pure discovery learning? American Psychologist, 59(1), 14–19.

- 9. National Research Council. (2000). How people learn: Brain, mind, experience, and school. National Academy Press.
- Prince, M. (2004). Does active learning work? A review of the research. Journal of Engineering Education, 93(3), 223–231.
- Slavin, R. E. (1995). Cooperative Learning: Theory, research, and practice. Allyn and Bacon.

12. Wiggins, G., & McTighe, J. (2005). Understanding by design. ASCD.