

National Education Policy 2020 and Role of Higher Education for Sustainable Development Goals in India

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Innovative Experiments in Education – Pros & Cons

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Introduction:

In today's era the we are being following the old pattern of the teaching i.e. chalk and talk but after the covid pandemic and New Education policy is focused on to catch the attention of the students, classroom experienced. To get involved the students more actively in curricula after the pandemic is very difficult to overcome out of this to the students new innovative experiments has to be carryout. The world is moving towards competition. People struggle to learn, and work hard to create new learning environments. The purpose of education is not only to teach the textbook and understand the students but also to add innovative thinking creative environment and self-reliance. Innovative learning means creativity and innovation
A teacher who changes the style and method of teaching. All over the world, educational institutions are implementing new ideas, methods, technology based innovations to enhance the knowledge of students. Helping students reach their full potential requires innovative learning for the present and future of education

Methods of Innovative Teaching:

There are various innovative technology teaching methodology are there.

Bilateral lesson: In this teaching methodology both Student and faculty has to be actively involved in the practically knowledge.

Virtual technology: The virtual technology helps the students to understand the concepts like story telling. It is easy to understand the students.

Blended learning: Its helps the student to gain the knowledge through theoretically as well as practically

3D Printing; This types of teaching innovation methodology helps students to create their own model to think out of the box thinking as well as innovative ideas will overcome and 3D printing make students to engage in the study

Use the design-thinking process: Design thinking is part of a broader project-based learning educational model. It uses a creative, systematic approach to teaching problem solving. Students move through the stages of discovery, ideation, experimentation, and evolution in search of innovative solutions to vexing problems.

Project based learning: Project-based instruction is an instructional approach designed to give students the opportunity to develop knowledge and skills through

engaging projects that address real-world challenges and problems.

Flipped classroom: Flipped learning is a method that helps teachers prioritize active learning by assigning students to watch lecture material and presentations at home or outside of class during class time. One of the most exciting developments in the modern classroom is flipped learning.

Crossover learning: The concept of crossover learning refers to a broader understanding of learning that bridges formal and informal learning settings.

Introduce Lesson like Story: Just think, why you watch movies more Interested? You love watching movies because there are always an interesting story to keep you busy. Like, learning Sessions are more interesting when you present them as they area story. Math lessons can also be relevant if you are creative for interesting stories. Even with **knowledge and man Development**

Authority (KHDA) emphasizes on schools to take measures to improve the quality of education and Learning, these innovative ideas make education specific Methods more effective. Incidental Learning

Observation/Result:

Constructing knowledge through web pages the construction of knowledge involves attending collecting new ideas, comparing those ideas with structures, Identifying and reconciling apparent discrepancies between

what is known and what is becoming known. And changing current knowledge base as required. Knowledge is Construction is to support the physical construction constructing knowledge through the creation of artefacts, objects. Creating a web page is one of the most creative Activities that learners can engage in, mainly because the ownership those students feel about their products and publication effect.

Conclusion:

This paper focuses on innovative teaching and learning Methods in the classroom by giving students new ways to train their skills. To encourage teachers to adopt new Method Introduce technology into the classroom and use multimedia Edit the content of the content. It will help the teachers present the lesson in a more meaningful way. By Students are motivated to pay by incorporating new methods Pay more attention and retain information better. Crete aim of education is the transmission of information or Knowledge in the student's mind. Education depends on a successful mode of communication. Innovative Teachers and faculty developers need each other. Instructional Consultants in Education Improvement Centers Those who bring are enthusiastic leaders and strong Innovative teachers are innovative in their teaching Advocates and models of effective teaching.

Acknowledgement:

Pros of the innovative practices in Innovative Experiments in Education. Relationships with students become more comfortable.

1. To understand the need of the student very well.
2. Encourages the teacher to be up to date.
3. Maintaining classroom management.
4. Technology in the classroom helps ensure full participation of students.
5. There are countless resources to enhance learning and make learning more fun and effective
6. Which increases people's skills.
7. Technology can automate many of your tedious tasks.
8. To relieve the burden of books and heavy bags.

Cons of the innovative practices in Innovative Experiments in Education.

1. Teachers can become very comfortable with technology as they become free to write anything in the board
2. Technology can be a distraction in the classroom
3. Technology can disconnect students from social interactions
4. Students do not have equal access to technology resources
5. Technology is usually an expensive device.
6. It can lead teachers away from brainstorming.
7. Advanced technology can create many diseases.
8. It can increase people's skills but not knowledge.

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