



# Modern Methods of Teaching

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## *Abstract*

The purpose of this article is to evaluate traditional educational and media instructional strategies and to suggest other valuable instructional techniques that can be used to deliver information to students. Fundamentally, educating should incorporate two significant parts sending and getting data. At last, an instructor makes an honest effort to give information in the manner in which he grasped it. Thus, any specialized techniques that fill this need without annihilating the goal could be considered imaginative strategies for educating. The utilization of imaginative strategies in instructive organizations has the potential not exclusively to further develop training, yet in addition to engaging individuals, reinforce administration and stir the work to accomplish the human advancement objective for the country.

Key Words: Teaching, traditional methods, multimedia

## *Introduction*

Education is a beacon that guides humanity in the right direction. Its purpose is not only to make students literate, but also to equip them with rational thinking, knowledge, and self-reliance. When people are willing to make changes, there is a chance to progress in any area. Students and teachers can develop their creativity and innovate.

## *Importance of Education*

Education is an essential part of any society, not only imparting knowledge, skills, and values, but also building human capital that breeds, drives, and sets the pace for technological innovation, economic growth, and survival. In today's information-driven world, education is an essential and necessary input for growth. Rather than viewing education as a way to achieve social progress, the society should view it as a driving force for progress in an information-driven era, powered by knowledge and research that leads to development.

## *Methodology*

The traditional or innovative teaching methods are reviewed, evaluated, and some changes to the delivery of knowledge are proposed. Each teaching methodology is assessed for its strengths and weaknesses, and likely changes that can be made to traditional methods.

Traditional teaching method In a pre-technology education setting, the educator is the teacher or the source of the information, the information or message is the educational material, and the learner is the recipient of the information. The delivery medium is the educator's ability to deliver the message. The "chalk and talk" method can be used, as well as overhead projector (HOP) transparencies.

This directed instruction model is based on the behavioral learning approach (Skinner 1938) and has been widely used as an educational approach in all educational institutions for many years. In this approach, the teacher is in control of the instructional process and the content is presented to the whole class and the teacher focuses on factual knowledge.

In other words, the lecture content is delivered by the teacher and the students are listening to the lecture. Therefore, the learning mode is passive and the learners do not play any role in the learning process. In most universities, many teachers and students have found that the traditional lecture approach in the classroom is not very effective in teaching and learning. Students take a passive role in the lecture and their concentration disappears after 15 to 20 minutes. Some limitations that may occur in the traditional teaching method are:

Showing in study hall utilizing chalk and talk is "one method of instruction"

SENDER (TEACHER) RECEIVER (STUDENT)

- Instructors frequently persistently talk for an hour without knowing understudies reaction and input.
- The material introduced is just in view of speaker notes and course readings.
- Instructing and learning are focused on "attachment and play" strategy instead of down to earth viewpoints.
- The penmanship of the speaker determines the destiny of the subject.
- There is lacking cooperation with understudies in study hall.
- More accentuation has been given on hypothesis with next to no functional and genuine time circumstances.
- Gaining from retention yet not understanding.
- Checks instead of result arranged.

### *Innovative tools*

#### *A. Multimedia learning process*

"I hear and I forget. I see and I believe. I do and I understand". – Confucius

Multimedia is the mix of different advanced media types like message, pictures, sound and video, into an incorporated multi-tactile intelligent application or show to pass data on to a crowd of people. Conventional instructive methodologies have brought about a jumble between what is educated to the understudies and what the business needs. Thusly, numerous organizations are moving towards issue-based advancing as an answer for delivering graduates who are imaginative; think fundamentally and logically, to tackle issues. In this paper, we centre around involving mixed media innovation as an imaginative educating and learning technique in an issue-based learning climate by giving the understudies a sight and sound task to prepare them in this range of abilities. At present, numerous establishments are moving towards issue-based learning

Presently, numerous foundations are moving towards issue-based advancement as an answer for delivering graduates who are inventive and can think basically, systematically, and take care of issues. Since information is at this point not an end yet a way to making better issue solvers and energize deep rooted learning. Issue based learning is turning out to be progressively famous in instructive organizations as a device to address the deficiencies of customary educating. Since these conventional methodologies don't urge understudies to address what they have realized or to connect with recently gained information (Teo and Wong, 2000), issue-based learning is viewed as an imaginative measure to urge understudies to figure out how to learn by means of genuine issues (Boud and Feletti, 1999).

The instructor utilizes sight and sound to change the items in the material. It will assist the educator with addressing in a more significant manner, utilizing various media components. These media components can be changed over into advanced structure, adjusted and redid for the last show. By integrating advanced media components into the undertaking, the understudies can learn better since they utilize various tangible modalities, which would make them more inspired to focus harder on the data introduced and hold the data better.

One more benefit of making sight and sound undertakings in the homeroom setting is that when understudies make media projects, they will generally do this in a gathering climate. By working in a gathering, the understudies would need to figure out how to function helpfully and cooperatively, utilizing their gathering abilities and various exercises to achieve the undertaking's general goals.

#### *Traditional and Multimedia learning the difference Traditional approach*



*Multimedia approach*



#### **A. Other inventive devices recommended**

The analysts propose a portion of the strategies can in all likelihood be applied by the cutting-edge educators. As the scientists feel that essentially the center target of instructing ought to never be strayed by the utilization of a creative technique. The accompanying techniques which are recommended are an augmentation to the conventional strategies for instructing.

##### **1. Mind Map**

Mind maps were created in the last part of the 60s by Tony Buzan as an approach to assisting understudies with making noticed that utilized just watchwords and pictures, yet mind guide can be utilized by educators to make sense of ideas in an imaginative manner. They are much speedier to make and a lot simpler to recollect and survey in light of their visual quality. The nonlinear idea of psyche maps makes it simple to connection and cross-reference various components of the guide. Mind Guides rush to audit, as it is not difficult to revive data to you by simply looking once. Mind Guides can likewise be viable mental aides and recollecting their shape and design can give the prompts important to recall the data inside it. They connect substantially more of the mind during the time spent acclimatizing and interfacing realities than traditional notes.

key idea behind mind planning is that we learn and recall all the more really by utilizing the full scope of visual and tactile devices available to us. Pictures, music, variety, even touch and smell have an impact in our learning ordnance will assist with recalling data for long time. The key is to develop mind maps that take full advantage of these things expanding on our own imagination, thinking and cross connecting between thoughts that exist as far as we could tell. As the new examination point that a specific data made sense of with the assistance of diagram graphs has a high effect in the personalities of individuals and keeping this as the center perspective the educators might attempt to picturize the ideas and show something similar to the understudies.

This would welcome exceptionally high effect on the personalities of the understudies about an idea

- Makes clear getting it
- PowerPoint can be utilized broadly
- Inventive reasoning gets to the next level



## 2. Mnemonic words - words approach:

Here the instructor shouldn't chat on a specific idea for quite a while. Be that as it may, to make it clear to the understudies he can simply continue saying mental aides or its related significance in words. Here he continues saying just words rather than sentence, and when they come to an essential comprehension of the importance of a specific idea then the educator will make sense of in sentences. For instance, in showing language courses this method can be utilized as a compelling medium by the educator to foster word power.

Mnemonic		
Please	<b>P</b>	- Parenthesis
Excuse	<b>E</b>	- Exponent
My	<b>M</b>	- Multiplication
Dear	<b>D</b>	- Division
Aunt	<b>A</b>	- Addition
Sally	<b>S</b>	- Subtraction

- Word reference should be utilized broadly
- Word power increases
- Instructor likewise becomes acquainted with many words relating to a specific idea.

## 3. Role playing and situation examination based instruction

Pretending and situation examination is for the most part utilized in associations that attempt to break down an issue relating to the association. This sort of training can be attempted in other specialization like science. Science courses have functional yet on the side of those viable on the off chance that students are given a situation and different choices to settle a specific issue, then the understudies are presented to dynamic in a given climate. For instance, in showing contamination can be made sense of by pretending strategy. Circumstances and end results can be given to understudies and requested that they expect the job of resident. Here the genuine issues are made by the understudy and this is more useful way to deal with instructing where hypothesis is enhanced by legitimate viable information.

## Conclusion

Innovation is additionally changing the study hall experience. We can make out that the Data and correspondence innovation has made numerous developments in the field of educating and furthermore rolled out an extreme improvement from the old worldview of educating and learning. In the new worldview of learning, the job of understudy is a higher priority than educators. The ideas of paperless and pen less homeroom are arising as an option in contrast to the old showing learning technique. These days there is democratization of information and the job of the educator is changing to that of facilitator. We really want to have intuitive instructing and this changing job of schooling is unavoidable with the presentation of mixed media innovation and the producing of a mechanically canny age of young people.

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