

In whole-class interactive teaching the teacher is in control, but it is a very active method for students, who are very much involved in reasoning and in making their own sense of the ideas and skills they are learning.

Some students may also participate by demonstrating the skills being learned, while their peers decide whether this demonstration is sound. The atmosphere should be collaborative and supportive throughout, but with a positive expectation that all students will participate.

- *Student activity.* For each topic, the student tasks start by being short and easy, and then get longer and more challenging.
- *Assertive questioning.* This is described below, and is intended to maximise participation, active learning and the linking of new learning with old.
- *Student demonstration.* Students display their developing skills on the board or overhead projector (OHP), while their peers decide whether this has been done correctly.

Throughout there is an active scrutiny of the arguments and procedures being learned. The class is encouraged to take collective responsibility for working out the new learning, while the teacher confirms, summarises and emphasises the new learning, making links and comparisons with prior learning.

1 *Surface-level processing*, where students take a passive approach and are concerned with:

- covering the content
- how much they have learned
- finding the right answers
- assimilating unaltered chunks of knowledge
- learning verbatim.

2 *Deep-level processing*, in which students take a mentally active approach and are concerned with:

- the central point
- what lies behind the argument
- the whole picture
- what it boils down to
- what it is connected with
- the logic of the argument
- points that are not clear
- questioning the conclusions.

Deep-level processors were shown to be more successful in exams and to be more versatile. I would add a third level:

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ନିମ୍ନଲିଖିତ କାର୍ଯ୍ୟକ୍ରମ : ୧. ପ୍ରତିଷ୍ଠାପନା କମିଟିର ସଭାକୁ ଉପସ୍ଥାପନା କରିବା ।

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താല്: ത്രിഗുണി സേനാധ്യക്ഷ

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ပျံသာလွှာ၌ တစ်ခုလုံး လျှပ်စစ်ဓာတ်စသောပုံ၊ ကပ်အားလည်း ချဉ်းလေ့လာစေနိုင်သည်။

നമുക്കനുഭവപ്പെട്ടിരിക്കുന്നത് കേരളത്തിലെ തന്നെയാണ്. പൂർണ്ണമായും ഇല്ലാത്തതാണ്.

သုံးသပ်စာအမေ့ရန်:

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3 *Zero-level processing*, where the learner simply goes through the motion of reading the text, believing that understanding will automatically follow by some osmosis-like process. The student is concerned with:

- getting it over as quickly as possible
- what's for tea

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Many learning activities are best done alone, and are therefore much more suited to private study than to work in the classroom. Ideal homework should:

- involve the student in a genuinely useful activity that is best done alone – or at least does not require teacher support
- be of a kind which makes it possible to check that it has been completed Satisfactorily
- require a minimum of teacher effort
- (usually) provide a mark
- not be too onerous.

In this activity, learners take on roles and act out a given scenario.

For example:

- A class of trainee teachers is split into pairs. One in the pair takes on the role of a student with persistent attendance problems; the other takes the role of the student's teacher. Later the teachers swap roles.
- Trainee hotel receptionists take on the role of a receptionist dealing with an irate couple whose room has not been cleaned. Other students play these customers. The rest of the class watch, taking turns to be the receptionist.
- Three students take on the roles of characters in a novel they are reading. They are interviewed by the class about their motives.
- Two students take on the roles of Muslim women, talking of their fears about sending their five-year-old sons to school for the first time.

Role-play is very useful for developing the 'interpersonal skills' of learners – for example, for training in the caring professions, the police, the retail trades, or for management training, and so on. It gives learners an opportunity to practise skills in a risk-free environment. Other uses include sex and relationships education; indeed any situation where students must learn to negotiate in an assertive yet respectful manner.

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- လေ့ကျင့်သင်တန်း-ယူရောင်းဆရာများ၏ အုပ်စုစုံက တစ်ခုက ရှေးဦးစွာ စိန်မဇာတိအောင်မြင်သော
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2300

Student presentations

Talk

Each student must give a short talk on his or her interests, hobbies, favourite music, favourite dish, etc., to the group. This helps members of the class get to know each other better.

Role-play

Role-play was considered in more detail in Chapter 20; it has obvious value for students of a foreign language. The teacher can give each of a group of students a role, which they then act out. For example, one student in each pair could be a hotel receptionist, with their partner playing a speaker of the target language who wants to make a booking. Students can take turns to play each role. It helps to provide scenarios, such as 'You want a quiet double room for a week'.

Assignments and projects are the big guns in the educator's arsenal.

They can have a powerful effect – if correctly aimed. Few teaching methods enable the teacher to develop a greater range of skills; and few offer greater opportunity to waste time in ill-directed activity. If you are going to involve students in an activity that takes, say, 10 hours, then it had better be well thought out!

What exactly is a project or assignment? It is a task or set of tasks for students to complete – usually individually, but sometimes in groups.

Usually the students can exercise considerable autonomy over how, where, when and in what order the tasks are carried out. Projects are usually more open-ended than assignments

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Assignment type Example

A series of academic exercises ----Carry out a series of calculations.

A design or development problem -----Design a self-watering flowerpot and produce a prototype.

A literature search -----Research and write a report on owls.

A work-related or real-life activity -----Design and make a range of practical cosmetics and market them within the college. Skill practice Make a bowl on a wood lathe.

Creative activity -----Design an advertisement for a specified computer.

Problem solving -----Suggest methods for reducing wastage in an industrial process

An encounter with the real world -----Visit a builders' merchant and interview staff on modern developments in building materials.

Assignments often involve a sequence of such tasks. A useful strategy is to build the assignment around a question such as 'Does our town swimming pool meet the needs of young people?' or 'What access do disabled people have to our college?'

Essay writing must be taught directly.

Students need an explanation of how to go about writing an essay, and they also need to know exactly what is expected of them – in general and for each particular essay.

They need to read and discuss good examples; they need practice; and they need informative, constructive feedback on the strengths and weaknesses of each of their attempts.

How could a discovery, or 'teaching by asking', approach be used to teach the following?

1 For a circle of any size, the ratio of the circumference to the diameter is 3.14 ($= \pi$).

2 The time for small swings of a simple pendulum depends on the length of the pendulum, but not on the mass of the bob or the width of the swing.

3 The main motives of adult learners enrolling on adult recreational courses are to develop skills important to their life or career; to gain intellectual stimulation; to follow a hobby or interest; and to enjoy social contact and a change from their home environment.

4 The advantages and disadvantages of laser and inkjet computer printers.

5 How to use French railway timetables.

6 How to solder electrical components onto printed circuit boards.

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