INNOVATIONS FOR LEARNERS

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To resolve the current situation in the field of education the education experts thought of innovation projects that would help the teachers improve the academic performances of the learners. These innovation projects are vital in addressing the weaknesses and difficulties encountered by the learners in different learning areas of the curriculum.

Let us cite the feasible and possible innovations that may address the needs of learners.

Creating educational videos. The teacher may prepare a customized video for a certain lesson in a specific learning area. The video is considered both entertaining and educational. Students are fond of watching and educational videos are best for them.

Making podcasts or blogging. This innovation is also enjoyable on the part of the students. They also learn new things while watching the blog. They tend to discover people, places, and ideas with the help of podcasts.

Presenting robots. The class would be more fun and exciting if the teacher introduced robotics. This advanced technology tickles the curiosity of the learners aside for seeing moving objects that were yielded by technology.

Through music the students would easily relate and with it learning may take place. There are various songs that are educational, and they truly capture the learner's attention.

Gamification. Games are parts of the innovations in learning. Teachers nowadays

Incorporate learning in the execution of the lessons in the class. Games are more fun and exciting. They also lead the students to learn easily.

Collaborative Learning. Through pooling minds together, learning will be better. This happens in collaborative learning. The students are being grouped to work intelligently as a team. This is not a simple grouping but instead it is sharing of ideas, analyzing details, and drawing inferences to show the stance of the group.

Outside Learning. The teacher may allow the students to go outside the classroom to search for various things. It is not a mere observation, but it could be experiential but being immersed with the subjects being investigated.

Virtual Reality. Virtual reality showcases the actual process of an undertaking through online video. This is very applicable for the demonstration of the different processes and skills that students owe to learn.

The Official Website of DepED Division of Bataan

Innovations are made not just for the sake of change but for the learning of the people.

References:

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