



STUDENT CENTRIC PEDAGOGY: ENGAGING LEARNING MINDS THROUGH PARTICIPATORY AND EXPERIENTIAL LEARNING

Institutional Distinctiveness

ABOUT

KR Mangalam University believes in the adoption of participative and experiential teaching-learning methods to enhance student involvement as a part of participative learning and problem-solving methodology. Role Plays, Teamwork, Debates, Seminar, Quizzes and workshops, Field Visits, Industrial Visit & Guest Lectures, Workshops through School activities and various clubs and societies and Centre's of Excellence are organised ensuring the involvement and engagement of students in learning by doing.

Learner's Development



Cognitive Domain



Affective Domain



Psychomotor Domain

OBJECTIVES

The aim of the teaching-learning method is to achieve the success for the student in every session and engagement, a teacher has to know different contexts: such as learning domains, strategies to create learner interest, strategies to create a learning environment, and strategies to use of participatory learning methods with useful learning material.

01

To train teachers to know the learning domains

02

To create Learner Interest in Healthy Learning Environment

03

To Bridge the Gap Between Theory and Practical

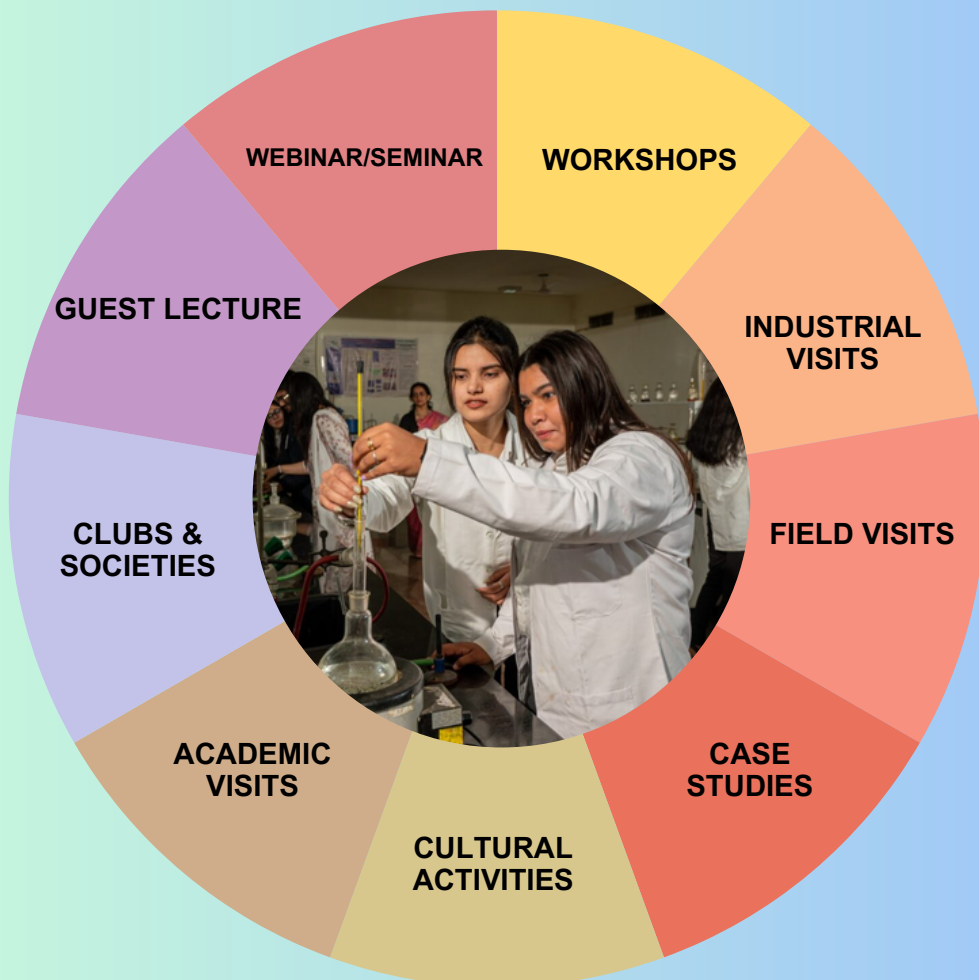
04

More empowerment of students to be independent and Intra Dependent

METHODOLOGY

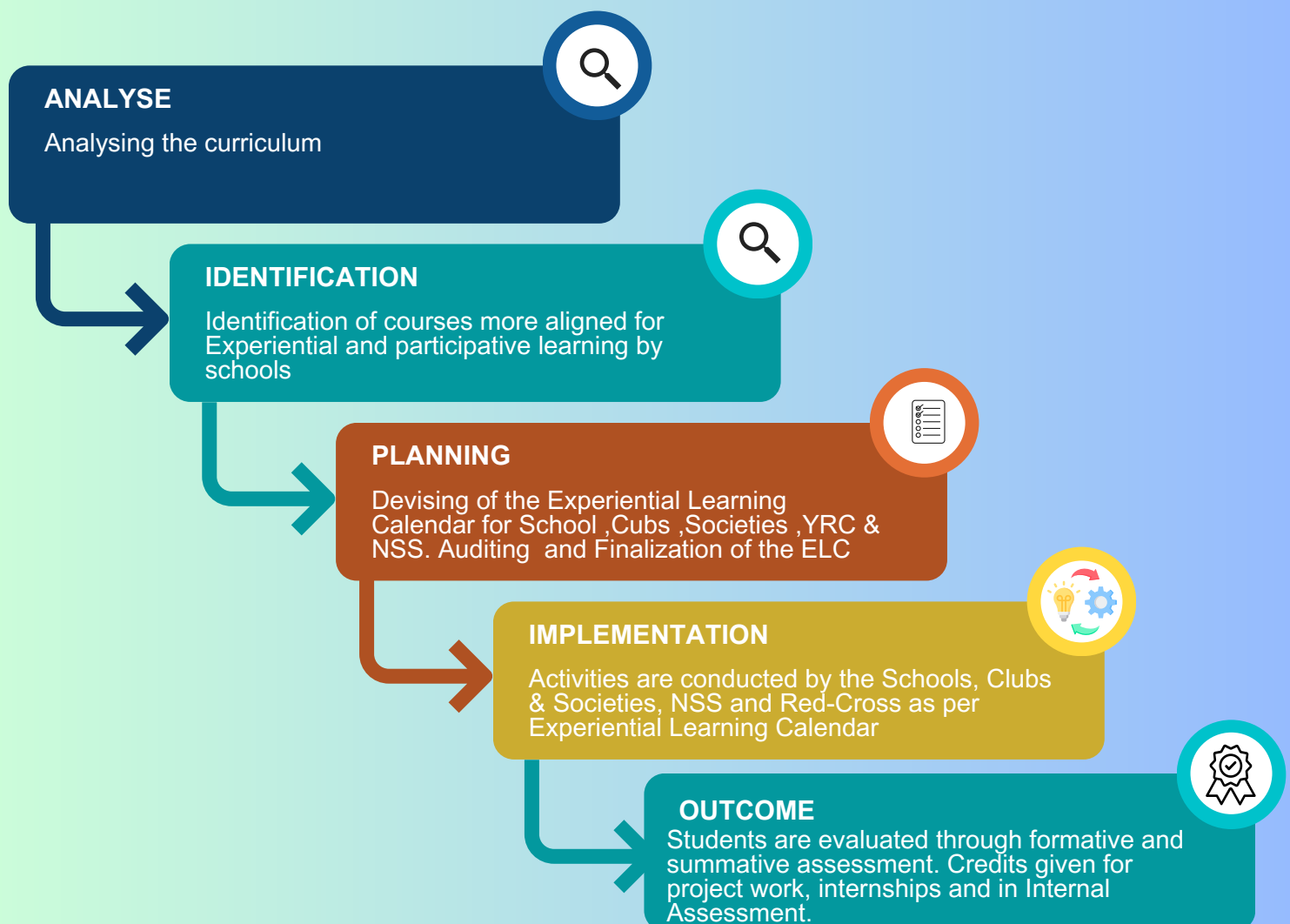


Experiential Learning-Optimal learning is achieved through engaging all senses that further enhances overall development and retention of the knowledge for application and creation. To bridge the gap between theory and practice, experiential learning acts as a catalyst in developing skills.

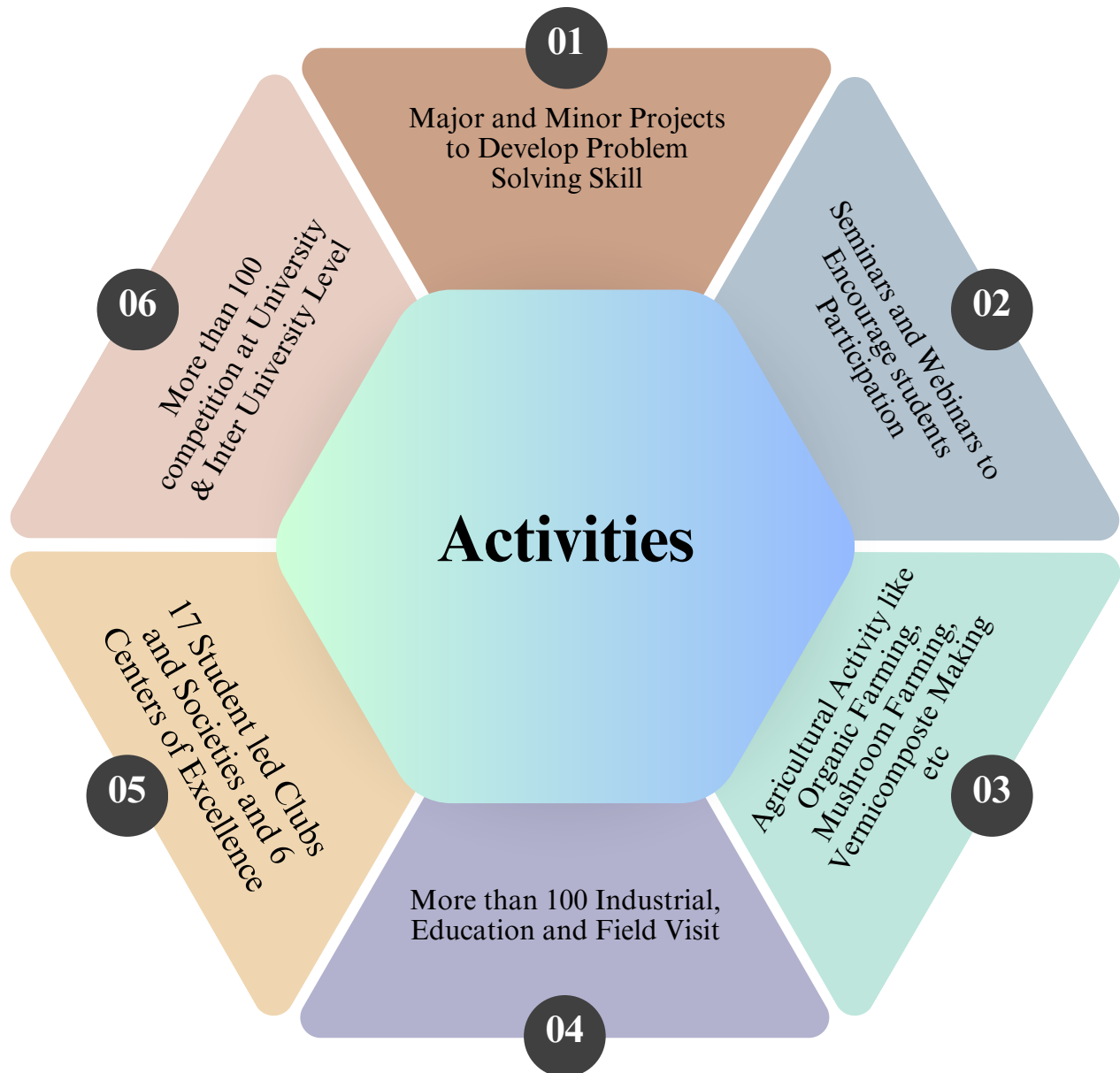


TEACHING-LEARNING PROCESS

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THE PRACTICE



To develop problem solving skills 35 major and minor projects are carried out along with 250 plus workshops with hands on training were conducted. 100 plus Seminars/Webinars on variegated topics like AI tools, machine learning, project-based learning, e- learning have been instrumental in encouraging students' participation.

ACTIVITIES CONDUCTED

Year 2018-23	
Category	No. of Events
Workshops , Seminar, Webinar, Guest Lectures, Talks	605
Extension Activities	124
Industrial/Academic Visits	99
MoU Activities	114
Case Studies	10
Total	952

Year 2023-24	
Category	No. of Events
Workshops , Seminar, Webinar, Guest Lectures, Talks	399
Extension Activities	58
Industrial/Academic Visits	69
MoU Activities	72
Case Studies	15
Total Activities	613

Experiential Learning in SOAD



Visit to the Indian Habitat Centre



. Hands-on learning at KRMU Construction Yard

. Wall Of Wonder: Design Edition



Studio Symphony



Ceramic tile art mural workshop

Experiential Learning in SOET



Industrial Visit at Honda Cars India Pvt. Ltd. Bhiwadi



Drone Training for students



One day Workshop on Computer hardware Assembling



Field Projects on Digital Marketing (APPWARS Technologies Pvt Ltd)



Cyber security and digital awareness in Alipur

Experiential and Participative Learning in SOHS



Academic Visit - National Summit on the Implementation of the Right to Education (RTE) Act



Educational Trip: Autism Awareness and Special Therapies, Khushboo Welfare Society



Expert Session on “Entrepreneurship through Side Hustle”



Student Participating in India Skills Competition



Student Participating in Debate during Debate Competition

Experiential and Participative Learning in SOHMCT



Harmonizing desserts of the country



Project work (fairmont Jaipur) Project work part two: Working in a specific department



Project work with MOU (Posh Domo),



Activity of HACCP on health and hygiene

Experiential and Participative Learning in SOED



1. Workshop on Idea Forge: Navigating Problem Solving and Ideation



Student teachers engage students with different activities and make learning a joyful experience while teaching at school



Student-teacher detailing the various features of Gmail to the teachers of the school



Volunteers from Save Aravali Trust explaining the procedure of Wastewater Management to the student-teachers

Evaluation/Outcome



Students are provided marks in formative/Internal assessment.



Credits also provided to students for internships, project work etc. in the curriculum.

New Initiative

- From 2024-25, One credit from participation in co-curricular activities like Club/Society activities that contribute to their personal development, leadership skills, and community engagement.
- Under the category of Club/Society, 1 credit can be earned by registration in one of the Club/Societies of university and active participation in the events organized by the club/society OR
- 15 hours of active engagement in any of the recreational/sports activities



Benefits of Experiential Learning

- Promoting active student involvement through diverse and engaging activities such as role plays, teamwork, debates, seminars, quizzes, field visits, project work under MoU, industrial tours, and guest lectures.
- Strengthening the skills and expertise of both students and faculty.
- Boosting student motivation and enthusiasm for learning.
- Providing a platform to challenge and engage advanced learners.
- Bridging the gap between theoretical knowledge and practical application.
- Cultivating problem-solving abilities and critical thinking skills.
- Enhancing communication skills and building confidence in public speaking and group presentations.

Awards & Achievements by students

243

2018-23

77

2023-24





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