STUDENT-CENTERED TEACHING METHODS FOR TECHNOLOGY AND LIVELIHOOD EDUCATION (TLE)

by:
Rafael A. Ramel
Teacher II, Lammao National High School

Teaching is an intricate process for it transcends from the classroom to the real-life situation (Palmer, 1997). It is not just a matter of explaining the concepts and terminologies academically but also allowing the students to experience to themselves concretely the things being taught. These educational ideals parallel to the prime objective of Technology and Livelihood Education (TLE). TLE targets to develop analytical thinking, self-reliance, independence, culture understanding and entrepreneurship in the students (DepEd, 2019). It is done by enriching their skills, talents, and abilities on the different uses of technology and application of life skills. With this purpose, it is a challenge for TLE teachers to apply teaching methods that can effectively and efficiently attain its aim. There are prescribed methods of teaching that promote student-centeredness. These are differentiated instruction, expeditionary learning, personalized learning, and game-based learning.

**Differentiated Instruction.** This term refers to the method of teaching wherein the same learning material is applied to all students using a variety of instructional strategies (Murugesan, 2019). It requires the teacher to deliver the lesson in different ways based on a variety of difficulty based on the ability of the students. They design their lessons based on the learning styles of the students. They begin also their discussion from the interest, topic, and ability of the learners. They assess students learning using formative assessment. They manage the classroom fostering a supportive environment. They continually assess and adjust lesson content to meet the students’ needs.
Applying it in a TLE class - cooking, the teachers have to assess first the knowledge of the students on a specific competency that will be taught. It could be their own experience of the dish they will be cooking. If there are students who have limited knowledge, it has to be reinforced by visual representation through a short video or a demonstration. Teachers have to eliminate presumptions that students know already what will be taught to them.

**Expeditionary Learning.** Conceptually, this teaching method allows the students to take into their hands what they will be learning (Owens, 2013). Teachers will just serve as a guide to every activity that they will be doing. This method also is understood as learning by doing. It is particularly focused on building character growth, collaboration, reflection and literacy among students. Likewise, this helps students to develop their academic skills and work ethic that prepare them for the future. The level of independence provides them an opportunity to showcase what they have learned and underpins what are the aspects they still need to learn.

Applying the method in TLE - horticulture, students are given the freedom to develop their land, design their way of raising their crops, and the method of how they will earn from their products. This will help them earn hands-on experiences they need in the future.

**Game-based Learning.** It is an approach of teaching wherein students discover appropriate features of games in a learning context planned by the teacher (Amr, 2012). Likewise, students get tips, systems, and tools that they can apply through the use of principles of game design as a learning process. Furthermore, they work toward a goal, choosing actions and experiencing the consequences of those actions. Thus, it is also a dynamic way to engage students and help teachers in measuring learning. Both teachers and students collaborate to add intensity and viewpoint to the experience of playing games. In the game-based learning setting, teachers and students work together to reach
the goal. The prime concept behind this technique is teaching through repetition. The games will offer enough challenges to attain the goal.

Applying the method in TLE – electronics. There is an android game application about electronics. In this game, players are trained to be familiarized with the devices as well as with their uses. The main aim to use an appropriate device to build the correct circuit. This starts with a simple to the complex building of circuits. Through this game, students will be familiarized with different devices that are used in actual activities.

TLE is a student-centered discipline. A student-centered teaching method is an appropriate method for facilitating the subject (Nessipbayeva, 2019). In this method, teachers are encouraging students by allowing them to share their learnings. It primarily focuses on the mastery of each life-skills included in the framework of the subject through imbibing the competency by direct execution of the competencies (Darsih, 2018). Students are taught to believe in their capacity and emanate their learning to their classmates (Ang, Gonzalez, Liwag, Santos, & Vistro-Yu, 2001). Thus, it is a paradigm shift of focus from the typical instruction of teachers in the conventional classroom to the direct experience of the students about topics being discussed.

References:


