TEACHING TECHNIQUES: ENHANCING STUDENTS’ LEARNING
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Teaching technique is one of the aspects of education that needs constant revision and innovation. Educators spend time and effort to encourage learners to learn new things. Techniques that may help them to arouse their desire to participate in discovering new knowledge that may contribute to their full potential.

A teacher plans her lesson using different techniques to make the lesson more attractive to students. As the society evolved, modern techniques such as using computer and internet make the students more interested in every lesson.

Santos (2013) cited six teaching techniques a teacher should know to encourage students to learn.
1. Flipped Classroom (Inverting your class):

   The Flipped Classroom Model basically involves encouraging students to prepare for the lesson before class. Thus, the class becomes a dynamic environment in which students elaborate on what they have already studied. Students prepare a topic at home so that the class the next day can be devoted to answering any questions they have about the topic. This allows students to go beyond their normal boundaries and explore their natural curiosity.

   Exam Time’s free online learning tools can be integrated into the Flipped Classroom teaching model. Using Exam Time, you can easily share resources with a group, in this case a class, allowing students to study these resources from home and prepare for the next class.

2. Design Thinking (Case Method):

   This technique is based on resolving real-life cases through group analysis, brainstorming, innovation and creative ideas. Although “Design Thinking” is a structured method, in practice it can be quite messy as some cases may have no possible solution.

   However, the Case Method prepares students for the real world and arouses their curiosity, analytical skills and creativity. This technique is often used in popular MBA or Masters Classes to analyse real cases experienced by companies in the past.
Ewan McIntosh, an advocate of Design Thinking, created The Design Thinking School as part of his “No Tosh” consulting group. No Tosh harnesses the creative practices of some of the best media and tech companies in the world to coach educators’ methods to implement the concept. Design Thinking for Educators also provides teachers with an online toolkit with instructions to explore Design Thinking in any classroom.

3. Self-learning:
Curiosity is the main driver of learning. As a basic principle of learning, it makes little sense to force students to memorize large reams of text that they will either begrudgingly recall or instantly forget. The key is to let students focus on exploring an area which interests them and learn about it for themselves.

A perfect example of a teaching technique based on self-learning is outlined by Sugata Mitra at the TED conference. In a series of experiments in New Delhi, South Africa and Italy, the educational researcher Sugata Mitra gave children self-supervised access to the web. The results obtained could revolutionize how we think about teaching. The children, who until then did not even know what the internet was, were capable of training themselves in multiple subjects with unexpected ease.

A common technique for exploring self-learning is the use of Mind Maps. Teachers can create a central node on a Mind Map and allow students the freedom to expand and develop ideas. For example, if the focus is the Human Body, some students may create Mind Maps on the organs, Bones or Diseases that affect the human body. Later the students would be evaluated according to the Mind Maps they have created and could collaborate with each other to improve each other. Mind Maps and come to a more comprehensive understanding of the Human Body.

4. Gamification:
Learning through the use of games is a method that has already been explored by some teachers, especially in elementary and preschool education. By using games, students learn without even realizing. Therefore, learning through play or ‘Gamification’ is a learning technique that can be very effective at any age. It is also a very useful technique to keep students motivated.

The teacher should design projects that are appropriate for their students, taking into account their age and knowledge, while making them attractive enough to provide extra motivation. One idea may be to encourage students to create quizzes online on a certain topic. Students can challenge their peers to test
themselves and see who gets a higher score. In this way, students can enjoy the competition with peers while also having fun and learning.

5. Social Media:

A variant of the previous section is to utilize social media in the classroom. Students today are always connected to their social network and so will need little motivation to get them engaged with social media in the classroom. The ways you can use this method of teaching are quite varied as there are hundreds of social networks and possibilities.

A good example is the initiative carried out by the Brazilian Academy of Languages ”Red Ballon”, which encouraged students to review the tweets of their favourite artists and correct grammatical errors that they committed in an effort to improve their English language skills!

6. Free Online Learning Tools:

There is an array of free online learning tools available which teachers can use to encourage engagement, participation and a sense of fun into the classroom. Teachers can create an interactive and dynamic classroom environment using, for example, online quizzes to test student’s knowledge.

These techniques aided by computers and internet offer a great change in educational system. These are new to students, anything new has an effect to the interest of the learners. They will be challenged to participate in this kind of learning system. This will be possible through the utilization of ICT rooms of every school.