

# Virtual Game Method in Higher Education

## **Effective Teaching Strategies in Higher Education**

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# What are the competences students should gain during studying at the university?

Brainstorming



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# Competences for the 21st century job market

- Critical thinking
- Problem solving
- Decision making
- Flexibility
- Lifelong learning
- Creativeness
- Communication, cooperation skills
- ...



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# Approaches to learning and teaching in higher education



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# Activity

- How do you define „learning”?
- Write a short poem (only four lines) starting with:
  - Learning is...
  - Now add three adjectives describing learning
  - Add the sentence including 4 words
  - Finish the poem with one word

# Definitions of learning

- A change in behaviour as a result of experience or practice
- The acquisition of knowledge
- Knowledge gain through study
- To gain knowledge of, or skill in, something through study, teaching, instruction or experience
- The process of gaining knowledge
- A process by which behaviour is changed, shaped or controlled
- The individual process of constructing understanding based on experience from a wide range of sources

**According A. Pritchard (2009)**



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# Approach to learning

questionnaire



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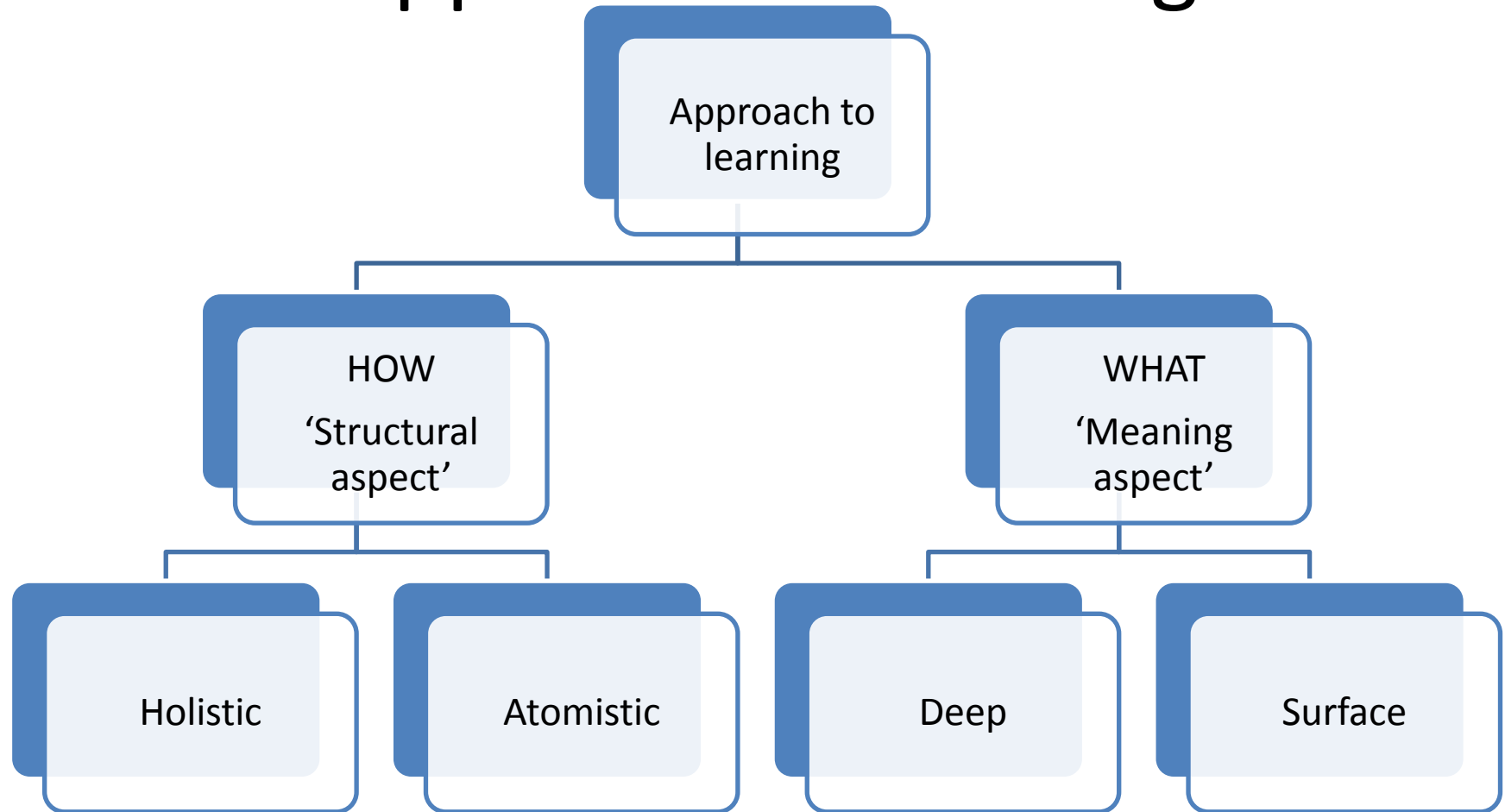
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# Approach to learning





# Surface and deep approach

- Focus on 'the signs'
- Focus on unrelated parts of the task
- Memorise information for assessments
- Associate facts and concepts unreflectively
- Fail to distinguish principles for examples
- Treat the task as an external imposition
- External emphasis: demands of assessment, knowledge cut off from everyday reality
- Focus on 'what is signified'
- Relate previous knowledge to new knowledge
- Relate knowledge from different courses
- Relate theoretical ideas to everyday experience
- Relate and distinguish evidence and argument
- Organise and structure content into a coherent whole
- Internal emphasis: reality become visible, and more intelligible



# Theories of learning

## Behaviourism

- Focuses on observable behaviours
- Discounts any mental activity
- Learning is defined as
  - Acquisition of new behaviour
  - Receiving new information or data
  - Taking the information in
  - Assimilating the information
  - Repeating the information
  - Remembering the information
  - Reproduction of the information



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# Theories of learning

## Constructivism

- Learning takes place when:
  - New information is built into and added onto an individual's current structure of knowledge, understanding and skills
  - Learners construct their own knowledge in an active way
  - Learners use their previous knowledge in building new knowledge
  - Involves the use of variety resources
  - Authentic tasks in a meaningful context are encouraged
  - Reflection on prior knowledge is encouraged
  - Collaborative work is encouraged
  - Autonomy is encouraged



# Implications for teaching

1. Teachers must draw out and work with the pre-existing understanding that their students bring with them
2. Teachers must use teaching strategies that engage students in educational process
3. Teachers must teach some subject matter in depth, providing any examples to connect ‘the old knowledge’ with ‘the new one’
4. Teaching should be **learner centred**



# Learner centred approach to teaching - activity

1. Communication process
2. Teacher's role
3. Student's role and motivation
4. Methods/teaching strategies
5. Media and IT
6. Aims and results of the teaching





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