

International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal

Volume 7, Issue 3, July 2021

Opinions of Students Learning Science through Nai Talim

Mrs. Shubhangi Kore and Dr. Vijay Chavan

Assistant Professor and Associate Professor Nirmala Memorial Foundation College of Education, Mumbai, Maharashtra, India SNDT Womens College of Education, Pune, Maharashtra, India

Abstract: This research was aimed at finding out the opinions of students learning science through Nai Talim based learning activities. This research used survey method by taking sample of 40 students. The sampling technique in this research used purposive sampling. Researcher has implemented the use of various methods and techniques of experiential learning while teaching and after that by giving opinion test collected the student responses. This study involved 40 students of class VIth. The instrument used in this research was opinion test which comprises the 15 questions whose responses are in the form ratings about the experiential learning. The test was used to obtain the opinion of students learning science through experiential learning. Thus, the use of experiential learning-based teaching material in science is effective to improve the student's science learning and also Students think that this is a joyful learning experience. Most of the students agreed that this kind of learning enhances their creative skills

Keywords: Learning, Science, Nai Talim etc

I. INTRODUCTION

Experiential Learning is very important in the teaching learning process because it is the process of learning by doing. By engaging students in hands-on experiences and reflection, they are better able to connect theories and knowledge learned in the classroom to real-world situations. It is an approach to the total personality development of body, mind and spirit. Students learn by doing activities .They get to know about the practical aspect of the theory. By incorporating concrete experiences with abstract concepts, and then reflecting on the outcome, students engage more regions of their brain and make stronger connections with the material. They are encouraged to analyze how their actions affected the issue, and how their outcome may have varied from other students'. This analysis helps them better understand how the concepts learned can be applied to other, varied circumstances. Experiential learning is designed to engage students' emotions as well as enhancing their knowledge and skills.

Playing an active role in the learning process can lead to students experiencinggreater gratification in learning.

1.1 Need and significance of the study

Experiential Learning is the process of learning by doing. By engaging students in hands-on experiences and reflection, they are better able to connect theories and knowledge learned in the classroom to real-world situations.

Experiential learning opportunities exist in a variety of course- and non-course- based forms and may include community service, service-learning, undergraduate research, study abroad/away, and culminating experiences such as internships, student teaching, and capstone projects, to name a few. When students participate in experiential education opportunities, they gain:

- A better understanding of course material.
- A broader view of the world and an appreciation of community.
- Insight into their own skills, interests, passions, and values.
- Opportunities to collaborate with diverse organizations and people.
- Positive professional practices and skill sets.
- The gratification of assisting in meeting community needs.





International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal

Volume 7, Issue 3, July 2021

- Self-confidence and leadership skills.
- Title of the study
- A study of opinions of the students of Std VIth about learning Science through Nai Talim (Experiential Learning).

1.2 Objective

- 1. Preparation of lesson plan for Nai Talim (Experiential Learning) approach.
- 2. To study the opinion of students of standard class VIth about learning through Nai Talim (Experiential learning).

1.3 Hypothesis

There is no definite opinion of students of class VIth about learning science through Nai Talim (Experiential Learning) approach.

1.4 Sampling

The sampling technique used in this research was purposive sampling. This study was conducted in Carmelite Convent High School in std. VI by conducting an opinion test for students.

1.5 Scope and limitation

The study covers class VIth students of Carmelite Convent High School (SSC board). The study can be useful for students of other types of schools and standards. Due to limitation of time and resource the study was confined to the following:

- 1. The study is limited to S.S.C Board School.
- 2. The study is limited to English medium school.
- 3. The study is limited to students of class VIth only.
- 4. The study is not applicable for the higher standards.

II. TOOL

For this study researcher has prepared the test to collect the opinions of the students and the responses will be in the form of ratings.

Sr. No.	QUESTIONS	AGREE	DISAGREE	UNDECIDED
1.	Do you think you learn with enthusiasmthrough an activity			
2	Should activities be a part of learning inschool			
3.	Was the activity helpful in learning			
4.	Do you think learning is more meaningful if it is connected to daily life activities			
5.	Did you like the activities which wereconducted in the class			
6.	Do you think the activities were useful			
7.	Was your experience in doing the activitygood			
8.	Do you think activities can improve your creative skills/knowledge, etc.			
9.	Did you enjoy the activities			
10.	Do you think your school teachers should include such activities in learning			
11.	Did all this activities engaged you in joyfullearning			
12.	Do you find this approach constructive			
13.	Were you curious to know which activities weare going to conduct in			





International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal

Impact Factor: 4.819

Volume 7, Issue 3, July 2021

	class		
14.	Did the activities engage you in meaningfullearning		
15.	Can you connect these activities in real life		

Procedure of data collection

- Researcher distributed apparatus to the students.
- Researcher wrote the name of the topic on board.
- Researcher demonstrated the activity based on symmetry, which is a star.
- Researcher told the students to do the activity along with her.
- Researcher helped the students and asked them questions regarding theactivity.
- Researcher demonstrated the second activity which is based onquadrilaterals that is bookmark.
- Students did the activity along with the teacher.
- Researcher helped the students and asked them questions regarding theactivity.
- Researcher distributed sheets among students which had 15 questions.
- Researcher explained to the students what they needed to do with the sheet.
- Researcher collected the sheets from students.

Collection of data

The Researchers took many activities like Think-Pair-Share, Role play, Experiment & Demonstration, Fish and Bowl etc. in the school with the students based on NAI TALIM and data was collected.

The data was based on the work done by the students during the activities.

Interpretation

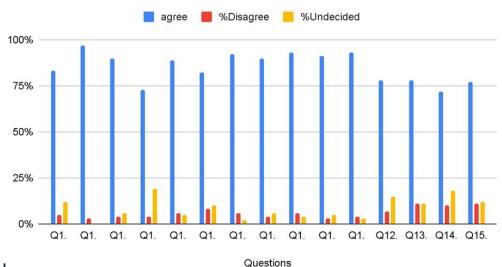
Maximum students agreed to most of the questions. Students find experiential learning meaningful in the teaching learning process. Most of the students find ithelpful in learning. Students get experience of the practical aspect of the content. Maximum students agreed that this knowledge is useful in real life.

Students find that this constructive approach is teaching the learning process. Most of the students agreed that this kind of learning should be a part of the school curriculum. Students think that this is a joyful learning experience. Most of the students agreed that this kind of learning enhances their creative skills.

Most of the students liked these activities that were conducted in the class. Many students disagreed with most of the questions while some remained undecided.

Graph of Nai Talim activities

agree, %Disagree and %Undecided



Copyright to IJARSUI
www.ijarsct.co.in

ISSN 2581-9429 IJARSCT



International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal

Volume 7, Issue 3, July 2021

III. CONCLUSION

Due to this activity and opinions of students we can get to know what kind of learning students want in the classroom. Students get to know about the practical aspect of the content

.Students learns in a joyful way. Students get curious to know about the final product. Students become enthusiastic while performing such activities. They are active learners in the classroom. Such kind of learning should be conducted for students for better learning experience.

REFERENCES

- [1]. Wurdinger, S., and J. Carlson. (2010). Teaching for experiential learning: Five approaches that work. Lanham, MD: Rowman & Littlefield Education.
- [2]. Kolb, A. and D. Kolb (2009). On Becoming a Learner: The Concept of Learning Identity. In Bamford-Rees et. al. (Eds.), Learning Never Ends: Essays on Adult Learning Inspired by the Life and Work of David O. Justice. Chicago, IL: CAEL Forum and News.
- [3]. Kolb, A. Y. and D.A. Kolb. (2008). Experiential Learning Theory: A Dynamic, Holistic Approach to Management Learning, Education and Development (42-68). In Armstrong Handbook of Management Learning, Education and Development; The Sage Publication.
- [4]. Zapalska, A. and D. Brozik. (2001). Learning Market Skills through Simulation. Journal of Private Enterprise, Spring,pp. 56-70.
- [5]. Cooper, L., Orrell J., and M. Bowden. (2010). Work Integrated Learning: A guide to effective practice. New York, NY: Routledge.
- [6]. Brozik, D. and A. Zapalska. (2000). The Restaurant Game. Simulation and Gaming. September, pp. 407-416.
- [7]. Dewey, J. (1916). Democracy and Education. New York: MacMillan. [8] Wolfe, D.E. and E.T. Byrne. (1975). Research on Experiential Learning: Enhancing the Process, Simulation
- [8]. http://www.ascd.org/publications/books/100047/chapters/What-Is- Action-Research¢.aspx
- [9]. https://www.tntech.edu/cas/math/what-is-mathematics.php
- [10]. https://en.wikipedia.org/wiki/Mathematics#Philosophy
- [11]. http://www.bristol.ac.uk/education/study/continuing-professional- development-cpd/actionresearch/
- [12]. https://mettacenter.org/definitions/nai-talim/
- [13]. http://www.teacherplus.org/wp-content/uploads/2015/12/Current- experiments-in-nai-talim.pdf
- [14]. https://mathseeds.com.au/articles/2018/02/26/classroom-math-activities/
- [15]. http://oasis.col.org/bitstream/handle/11599/2050/2010_Takwale_etal_N aiTal in&GandhianApproachestoDevelopment.pdf?sequence=1
- [16]. https://infonomics-society.org/wp-content/uploads/The-Effectiveness-of-Experiential-Learning-in-a-Large-Classroom.pdf
- [17]. https://files.eric.ed.gov/fulltext/EJ1211297.pdf
- [18]. https://www.mgncre.org/pdf/publication/MGNCRE%20-%20Experiential%20Learning%20-%20Gandhiji's%20Nai%20Talim.pdf

