

1) **Title of the Practice:**

Teaching Technique for Enhancing students Practical Based Knowledge

2) **Goal of the Practice**

- To develop practical skill in the students.
- To improve the quality of education.
- To groom students for placement in industries

3) **The Context and the Practice**

A) Lessons:

- Classes start with the "Lesson" - discussion of concepts, sample programs, activities, - whatever the lesson entails.
- When the physical environment allows, lessons are taught with students not sitting at a computer.
- When seated at a computer during a lesson, beginning students can be over confident and eager to begin programming, often missing many of the nuances of the lesson.

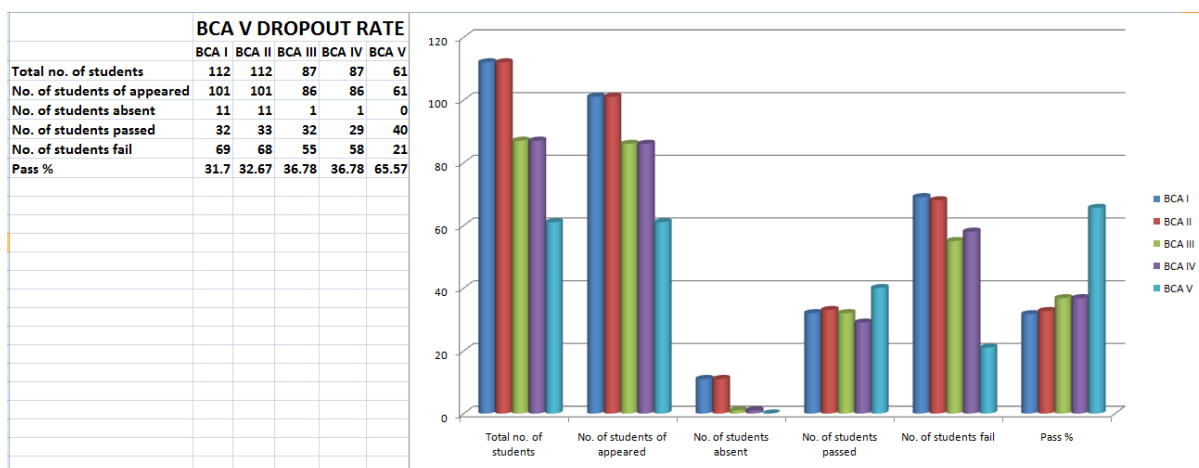
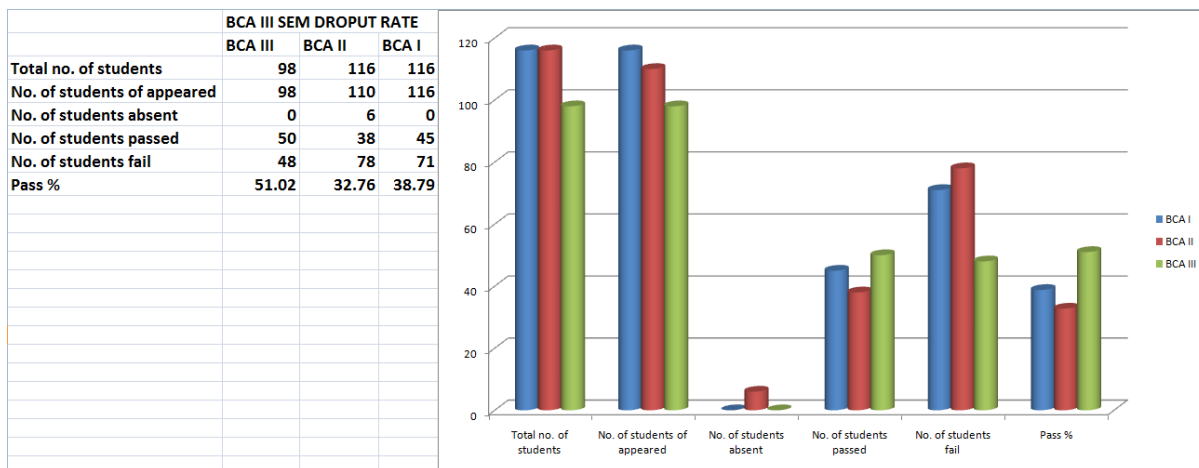
B) Lab Work:

- Following the lesson, students work at a computer on the concepts presented.
- Several small programming assignments are used to illustrate the concepts of the lesson and expose students to different problem solving situations. These smaller assignments prove very beneficial in establishing a student's understanding and application of the language and the programming process.
- The more programming situations they encounter, the better able students are to analyze new situations.

C) Checking Completed Work:

- Students submit hard copies of every program as programs are finished
- The hardcopies of the daily smaller programming assignments are checked for correctness and submission credit
- Students receive a quiz grade per unit (or per section in longer units) based upon the number of daily programs submitted correctly

4) **Evidence of Success : The result were improved by 5%.**



5) Resources Required

- Every Student should be given separate PCs .
- Printer connected in LAN .

6) Problems Encountered and Resources Required

Students have computers and Internet facilities at home and universities. They are expert at simple skills like MS Word, MS Power Point, Searching and Browsing at Internet, Social networking, Email, File attachment, and Computer games but are less skilled or poor on other skills like using digital library, discussion forums, and Blogs. Students spend more time on computers for recreational and other purposes than for academic purpose. They believe that the use of ICT supports their learning. Slow speed of computers, signal problem in Internet, virus threat, poor working condition of computers, load shedding, and lack of access of Internet are the problems faced by the majority of the students. The universities should invest more on improving the infrastructure to address the ICT related problems of students at the universities.

7) Contact details:

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