
An Emerging Trends in Teaching and Learning : A Study

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ABSTRACT

Education is the most powerful weapon which you can use to change the world. Education is the key to eliminating gender inequality, to reducing poverty, to creating a sustainable planet, to preventing needless deaths and illness, a symbol of hope and confidence in the future of mankind. Teaching and learning are the two sides of education. Learning is about a change: the change brought about by developing a new skill, understanding a scientific law, changing an attitude. The change is not merely incidental or natural in the way that our appearance changes as we get older. Learning is a relatively permanent change, usually brought about intentionally. Learning is internal to learners. Abbatt and McMahon say: 'Teaching is helping other people to learn'. Teaching is a set of events, outside the learners which are designed to support internal process of learning. Teaching (Instruction) is outside the learner. Teaching involves setting appropriate learning expectations for students, and, for that purpose, includes selection and sequencing of activities or kinds of interactions that would lead to expected learning. Teaching is human engineering and soul doctoring. Teaching refers to the multiple tasks carried out by teacher for leading the learners to the expected learning. Educational psychologists tell us that any activity which leads to a change in our behavior is 'learning'. This paper elucidates the recent trends in teaching and learning in the 21st century .

KEYWORDS: *Recent trends in teaching and learning, Types of learning, Learning process.*

INTRODUCTION

Learning is one of the most important mental function of humans, animals and artificial cognitive systems. Learning is a key process in human behavior. All living is learning. Learning is the process of acquiring new information and memory is the retention or storage of that information. The individual is constantly interacting with and influenced by the environment. This experience makes him to change or modify his behavior in order to deal effectively with it. Therefore, learning is a change in behavior, influenced by previous behavior. As stated above the skills, knowledge, habits, attitudes, interests and other personality characteristics are all the result of learning.

Learning prepares the learner for the next successive stage of life, be it personal, social, or professional. However the quantum and quality of education depend upon various factors like social and geographical mobility, economic development and socialization and various other aspects. Thus for proper adaptation to the ever modernizing world and for creative participation in a rapidly changing society, general as well as professional types of education are becoming increasingly imperative.

The term teaching refers to the act of giving educational instructions and activities to the students. Learning on the other hand refers to the acquisition or attainment of knowledge or skills through experience, practice or study. Creating, capturing, and deploying a learning experience are all activities that can be conducted in the digital domain.

The term Teaching and Learning are main part of the academic activities, these activities are be in depth of promotion of Research. The following are the main activities of the teacher and learner:

- 1) Teaching is undertaking certain tasks or activities the intention of which is to induce learning"
- 2) A teacher can anticipate that certain activities will result in learning, but not guarantee it.
- 3) In short, successful teaching cannot be reduced to a set of general rules, or a prescribed pattern of behaviour.
- 4) Normative teaching requires that the activities of teaching conform to certain ethical conditions

OBJECTIVES OF THE STUDY

The present paper is prepared with the following specific objectives.

1. To understanding the concept of teaching and learning.
2. To study about the emerging trends in teaching and learning.

RELATIONSHIP BETWEEN TEACHING AND LEARNING:

Teaching and learning are two different concepts, which in fact are related with each other and go hand in hand. It is unfair to declare that teaching always leads to learning and for learning teaching is always required. Learning may occur without any teaching. We learn a lot without any teaching through our day-to-day experiences, observation, trial and error, and reasoning. Librarian can learn so many things by simply observing while doing Library duties. It is well said that a "good learner may not be a good teacher", but a "good teacher is always a good learner". "Teaching is what teachers do" and "Learning is what students do". 3 "Learning is a Mental Process", the acquisition of knowledge or skills through study, experience, or being taught. Learning is acquiring new, or modifying and reinforcing, existing knowledge, behaviors, skills, values, or preferences and may involve synthesizing different types of information. The ability to learn is possessed by humans.

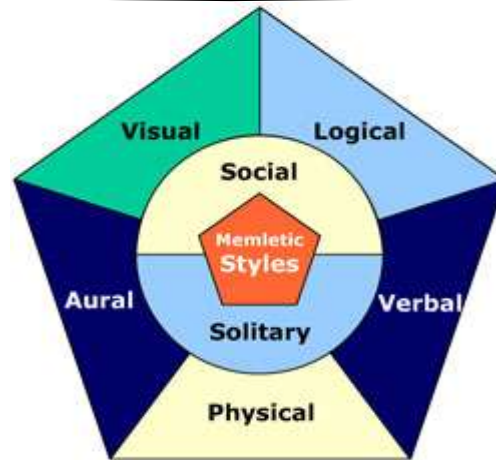
TYPES OF LEARNING ON THE BASIS OF QUALITIES OF LEARNERS

- **Visual Learning:** Visual learning types do well when they use symbols, boxes, charts, and colors in their notes. If you find you learn better by reading and looking at pictures, diagrams, and graphs then chances are you're a visual learner.

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- **Verbal Learning:** Verbal learners practice things like reciting information out loud, writing their own notes and highlighting key points. Having a passion for words, writing, tongue twisters, rhymes, may indicate that this learning style is for you.
 - **Aural Learning:** Aural learning involves using sound and music. Auditory learners develop understanding and memory by hearing and listening. If you find it easier to understand spoken instructions rather than reading them, aural learning will benefit you.
 - **Physical Learning:** Physical learning involves using your body and sense of touch to learn. Physical learners learn by doing, touching, moving, building, and are described as a 'hands-on'. If you find it difficult to sit still for long periods of time, chances are you're a physical learner.
 - **Logical Learning:** Logical learners often learn by asking a lot of questions. Logical learners want to understand the whole picture. They are natural thinkers who learn by classifying, categorizing and thinking abstractly about patterns & relationships etc.
 - **Social Learning:** Social learners prefer to learn in groups rather than on their own, and like generating ideas by brainstorming with others. If you like taking part in group sports and prefer social activities than doing things on your own, you may be a social learner.
 - **Solitary Learning:** Solitary learners tend to be more independent and introspective, spending a lot of time on their own, enjoying their own company. If you enjoy spending time alone, keeping a journal and engaging in self-analysis to gain a deeper understanding of yourself, you may be a solitary learner.

OTHER TYPES:

- **Flipped Learning :** Flipped learning is a pedagogical approach in which the conventional notion of classroom-based learning is inverted, so that students are introduced to the learning material before class, with classroom time then being used to deepen understanding through discussion with peers and problem-solving activities facilitated by teachers.
- **Blended Learning :** Blended learning is an approach to education that combines online educational materials and opportunities for interaction online with traditional place-based classroom methods. It requires the physical presence of both teacher and student, with some elements of student control over time, place, path, or pace. While students still attend "brick-and-mortar" schools with a teacher present, face-to-face classroom practices are combined with computer-mediated activities regarding content and delivery. Blended learning is also used in professional development and training settings.
- **Discrimination learning:** Learning to differentiate between stimuli and showing an appropriate response to these stimuli is called discrimination learning. Example, sound horns of different vehicles like bus, car, ambulance, etc.



TRENDS IN TEACHING AND LEARNING

1. Massive Open Online Course (MOOC)

A **Massive Open Online Course (MOOC)** is an online course aimed at unlimited participation and open access via the web. In addition to traditional course materials, many MOOCs provide interactive courses with user forums to support community interactions among students, professors, and teaching assistants (TAs), as well as immediate feedback to quick quizzes and assignments. **massive open online course (MOOC)** is an online course aimed at unlimited participation and open access via the web.^[1] In addition to traditional course materials, such as filmed lectures, readings, and problem sets, many MOOCs provide interactive courses with user forums to support community interactions among students, professors, and teaching assistants (TAs), as well as immediate feedback to quick quizzes and assignments. MOOCs are a recent and widely researched development in distance education, first introduced in 2006 and emerged as a popular mode of learning in 2012.

Features

1. Autonomy
2. Massive
3. Online
4. Using Web Formats
5. MOOCs heavily rely on different web formats. Collaborative Learning
6. Social Q&A Forums (advanced forums with voting functionalities), Facebook groups, meetups, or peer corrections are used to encourage and develop collaboration.
7. Assessing Knowledge
8. MOOCs offer tools to assess the transfer and retention of this knowledge.
9. Open-and-Free

2. SPOOC

Features of SPOC:

1. Courses offered to a few students only.
2. Depending on the requirement of students, they can register for the course.

3. Students have to pay fees after registration and they get the certificate after course completion.
4. Lectures are delivered completely online
5. After each lectures, student get assignments
6. Students learning progress is tracked by the teachers in the form of evaluation of assignments.
7. SPOCs support blended learning and flipped classroom learning, which variously combine online resources and technology with personal engagement between faculty and students.

3. MOBILE LEARNING

Mobile learning, also known as m-learning, is an educational system. Mobile learning supports, with the help of mobile devices, a continuous access to the learning process. This can be on appliances like your phone, laptop or tablet. You can learn wherever and whenever you want! :-)
With the advent of mobile learning, educational systems are changing.

Features of m-Learning are:

1. **Convenience and easy access:** m-Learning provides easy access to learning at the time and place convenient to learners.
 2. **Just-in-time learning:** m-Learning caters to the impulsive need of learners to access information
 3. **Bite-sized modules:** Modules developed for m-Learning purposes are for a short duration, typically around five minutes. Hence, one module will focus on just one main idea or concept.
 4. **Contextual and informal:** m-Learning content is usually contextual, that is the training refers to a specific situation or a context that learners find themselves in.
 5. **Application-oriented:** m-Learning solutions focus on sharing knowledge that finds immediate application
- #### 4. Collaborative Education

Collaborative education is an emerging concept in the Indian education system, whose basic idea is to promote the interaction and sharing of knowledge for the enhancement, creation and expansion of new knowledge. Any institution has its premises of generating knowledge, which can be enriched by introducing the culture of collaborative education. Due to not having suitable facilities or availability in a particular institution, the students suffer a lot. For the proper understanding of any key subject, there must be need to consult the specialized institutions. The collaborative education is paving this path of bringing various specialized institutions in a link according to the need of students. It includes inter-institutional arrangements where two or more institutions agree to offer jointly a study programme in terms of study credits and credit-transfers, so that students pursuing their studies in one institution have their credits recognized by the other, and accepted for transfer in order to continue their studies. It may also be termed as twinning programmes.

5. Lesson Study

Originating in Japan, lesson study applies to style of teaching. Conceptually, lesson study promotes the idea that teachers constantly improve and change their style of teaching based on students' performance and reaction to it. It sounds like what we already do but not exactly. Collaboration between teachers is paramount and so is change. Combining these two factors with constant change means students never stop learning.

6. **Constructive Struggling** Another Japanese form of teaching is to allow students to struggle through a lesson with guidance from their teacher. In other words, the student shouldn't be embarrassed about failing the first time around, not even the second or third time. The instructor should actually encourage students to learn from that failure.
7. **Problem Based Learning**: In regards to tertiary education, problem based learning is gaining popularity in Australia. Students are given a real-world problem then they work together to find a solution to this. In Australia, nursing programmes have begun to embrace this style of teaching and learning because it challenges the students to work as if they're dealing with real problems they'll encounter in the workplace. Teachers find it invaluable because students learn more with this method.
8. **Constructivist Learning**: According to Dimitrios Thanasoulas of Greece with relation to philosopher Giambattista Vico, humans only understand what they construct. This concept runs on the idea that students create their own learning environments, actively participating in the knowledge they ingest. Creating your own learning involves making mistakes with no preset agenda in place. Constructive learning is not stable so many educational systems reject it.
9. **Competency Based Education**: Competency based education says that regardless of the length of time it takes for a student to complete a course, the student completes it based on what they know already. The only factor in determining how or when the student completes the course is the mastery of knowledge within the subject.
10. **The Bologna Process** :are an agreement than a concept, the Bologna Process is an agenda bent on responding to the changing landscape of education. Higher education systems in European countries organize themselves to create a more modern, advanced system of higher education for the incoming students.
11. **Finnish Education** : Instead of focusing on meeting standards and racing to the top, Finland focuses on providing a quality education to everyone. Contrary to many of the other views in this list, Finland doesn't believe in competition or even giving grades until fifth grade. The system also doesn't believe in punitive measures but encourages trust and equality.
12. **Gamification**: The concept of gamification basically means introducing the gaming experience to environments where gaming would normally be unacceptable: Education. The word gamification was actually coined by an English programmer, Nick Pelling, in 2004. Adding gaming to education means simply enough that the user completes certain tasks for rewards just like in a video game.

13. **Catalytic Role** :Many foundations or organizations play a catalytic role in advancements in education such as the Bill & Melinda Gates Foundation. They help innovators change the dynamics of education by providing monetary and other resources as support through college-ready education and post-secondary success. The main idea is to strengthen the relationship between teacher and student so that the learning process progresses to the point at which students not only learn but apply what they learn
14. **Collective Education** :The individual takes the back seat when it comes to the idea of collectivist education. Students learn in groups and more importantly with each other better and more effectively than alone. This doesn't mean that we disregard the individual online learner, but it means that the online learner will learn better when exposed to a group of learners with similar interests who can offer insight and questioning into the process of learning any particular subject.
15. **Readiness Testing** : Readiness Testing points educator and students in the right direction according to the people who view it as necessary. It allows educational systems to decide whether students can perform various tasks at a particular level therefore giving everyone insight into where and how students should move forward.
16. **Sharing Voices** :In New Zealand, students are encouraged to use online tools in order to tell their own stories and have their voices heard throughout their own communities and their country. In fact, the Ministry of Education's goal is to have students express themselves and take responsibility of their own learning.
17. **Expeditionary Learning** : Expeditionary learning brings the learning out into the world expediting the need to learn more than what's confined inside the classroom walls but even more so using the world to learn. Students feel engaged in learning while achieving goals and accomplishing character development when exposed to learning outside.

PROCESS OF LEARNING

- **perception** :(the way we take in information) and
- **processing** :(how we deal with information).
- **Converging**: processes relate to bringing a number of perspectives to finding a single answer – usually right or wrong. You may use this way of thinking in a scientific context.
- **Diverging** :processes are about generating a number of accounts of different experiences. Typically, these are more creative processes.
- **Assimilating** :processes describe (roughly) the taking in of new knowledge.
- **Accommodating** :processes describe (again, roughly) the related of the new knowledge to our prior experiences and beliefs.

CONCLUSION

The paper gives insight into a few concepts of teaching and learning, especially at the emerging trends in teaching and learning. Teaching is a set of events, outside the learners which are designed to support internal process of learning. Teaching (Instruction) is outside the learner. Learning is internal to learners. You cannot motivate others if you are not self-motivated. Motives are not seen, but, Behaviors are seen. Learning is both a motive and behavior but only behavior is seen, learning is internal, performance is external. Teaching and learning are the

important part of modern education. The emergence of ICT gives more opportunities for teaching and learning.

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