



Innovations in Teaching Learning Processes Department of Computer Engineering

Name of Method:	Jig Saw Method
Description:- Game-based learning is a teaching method that allows learners to explore different parts of games as a form of learning. It can be successfully used to improve both learning and teaching. students won't be able to gain any information and skills out of dull learning process but they understand the application of skills and knowledge to solve real-life problems with help of effective learning process. Learning through games allows students to experiment in non-threatening scenarios and acquire knowledge through practice and social interaction both with the environment and their peers.	
Implemented For:- AY 2020-2021	
Subject :- Microprocessor (SE –II)	
Evidences :-	
<p>Steps to follow</p> <ol style="list-style-type: none"> 1. Devide students in group of 4 to 6 2. Make one student from the group as team leader 3. Break the problem in small tasks- Block Diagram Reduction rules 4. Devide the tasks in small segments and ask individual student to prepare for the own task only. Each rule is given to one student to explain and collect information about 5. Give time to student to read the task completed. 6. Form temporary "expert groups" by having one student from each jigsaw group join other students assigned to the same segment. 7. Bring the students back into their jigsaw groups. 8. Ask each student to present her or his segment to the group. 9. Float from group to group, observing the process. 10. At the end of the session, give a quiz on the material. 	
Outcome :- Following are the outcomes that make 'Jig Saw Method' be more effective that traditional learning	
<ol style="list-style-type: none"> 1. Increase Engagement. 2. Motivate with no risk 3. Improve performance and knowledge. 4. Improve Interaction with the student. 	

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