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Curriculum Enrichment in Higher Education

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Abstract:

Curriculum enrichment is vital and a dynamic process in the educational system. Enrichment describes activities which colleges provide in order to extend students' education beyond their main course of study. Successful enrichment programs enhance students' life at college and increase motivation, achievements and retention. The study describes multi-methods to enhance curriculum enrichment in higher education. The various pedagogies for curriculum enrichment are providing which includes use of different ICT tools, based learning, role plays, case studies, etc.

Keywords: *ICT, Case Study, Group Discussions, Organizational Skills, Based Learning, Entrepreneurship Development Cell.*

Introduction:

In higher education, learning outcomes are the specifications of what a student should learn and demonstrate on successful completion of the course or the program. It could be seen as desired outcome of learning process in terms of acquisition of skills and knowledge. Education should have significant potentials for the student's future. Education provides tested modes in implementing the students changing values and emerging desires and also in producing new values. Education should give high capability of accepting and implementing new alternatives. The curriculum enrichment is an alternative speed to get quality and mastery-learning. The curriculum materials should contain ideas about the content to be able to be more valuable in the future.

The objective of educational curriculum enrichment in higher education is to prepare the students for a career which gives them self-fulfillment and social responsibility. The curriculum

delivery should take into account the needs and wishes of the aspirants as well as interest and pace of learning. It provides excitement and restores fun in the curriculum. The ultimate aim is to enrich the learning environment, learning process and teaching approaches. Taking ideas from the curriculum contents to be formulated to become the learning materials and to give more values. Widening the perspective of the curriculum materials to become the model of life in the teaching-learning process. Making the curriculum materials of the education as a variety of integrated knowledge in order to realize the results of mastery learning. Making new break through to produce learning excellence.

The best session included opportunities for personal research, group projects, practical work, creative expression, discussion and brain-storm. This method generally adopted by the students and there is some evidence that increases their motivation. The role of the institution is to identify and provide such experiences as to improve their learning through the all-round learning opportunities available to them.

Various pedagogies are introduced to the students in order to make them learn easy and grasp the concept in a different manner. They are as follows:

Information and communication technology:

Information and communication technology should include in the enrichment programmed. To enhance the teaching learning process, some ICT tools like web-based assignment, video lectures on Business Management, Social Science and Computer & IT are shown to the students periodically to enrich and supplement the Curriculum, online feedback and online courses should be incorporate in the teaching. To improve the performance in teaching, a teacher must use new technique for every subject or fields.

Encouragement to take up Online University Programs: Free video online courses from accredited Universities in India or abroad are encouraged in order to enhance the global competencies of the students and faculty. In addition to chalk and talk method of teaching, the teachers should use interactive boards, PPTs, computer, laptops, digital projectors, audio video, visual presentation, flipped classroom, learning management systems like MOODLE, MOOCs and canvas, websites and social media. The teacher has to setup and design a new learning platform should involve content, pedagogical, technological, academic, practical, and ethical for effective online based teaching-learning. This enables to enrich and organize the curriculum beyond routine classroom learning.

The software tools can be used to deliver the content in simple and professional manner. The use of models, filmstrips, movies, pictures, info graphics and mind or brain mapping tools will help their imagination thrive and understanding. Some of the Faculty Development Programs are conducted outside the college to enhance the effectiveness of training.

The following efforts are adopted by the institution to modify, enrich and organize the curriculum to enhance the experience of the students with needs of the dynamic employment market. The faculty must give assignments, which would require students to use the digital library. The digital library enables the students to get research reports, case studies and any other relevant information required to complete the given assignments.

Case Study Development:

This method is generally used to develop critical thinking and problem-solving skills in liberal arts, engineering and also to present students with real-life situations. Students are given opportunity to extract real life context from organizations and these are worked out into case studies through group exercises under the guidance of the teachers. This enables to enrich and organize the curriculum beyond routine classroom learning through lecture, and improve the dynamism and competitiveness of the students in the employment market.

Role Play:

The role-playing technique will make students for better understanding and allows exploring realistic situations by interacting with other people in a managed way to develop experience. The role-playing technique is more effective in teaching literature, history or current events. The role-playing technique is a best process to make students step out from their comfort zone and develop their interpersonal skills. Teaching through role-playing technique in which a artificial situation is constructed in the classroom and students are given different roles to play. This way the students are able to put to practice what they have learned from lectures, textbooks etc. It is an enjoyable and memorable learning method.

Group Discussions:

Group discussion among students in groups generates ideas, experience and viewpoints. The group discussion is more effective; every student gives his/ her opinion and develops creativity among learners. These discussions are guided by the teachers to retain the curriculum relevance. Ultimately, group presentations lead to the encouragement of student's initiatives and leadership qualities which are the focus in the employment markets. Chair rotating group discussions is another way of discussion to encourage students to actively listen to selected speakers who follow a pattern of guiding class discussion and summarizing previous points.

Laboratory Based Learning:

Students are encouraged to utilize various software applications in computer laboratory. They are also trained to develop reports using various statistical analysis and data management & interpretation packages through network based learning. Field Work Based Learning: Fieldwork has the potential to enrich the curriculum combining the experiences of the students with concept based theoretical learning.

Exposure Based Learning:

Exposure based learning will provide the techniques of resource mobilization, quality production, marketing strategies, customer satisfaction and Human resource management in business. Organize field trips which are relevant to the subject or taking students outside the classroom to learn more than the classroom teaching. Some subject or topics are best understood when they are explained on the field. Learners gain more knowledge when they see, believe, understand and experience on field. Teacher should arrange industrial visits at every year for each class so that the students should understand what is current requirement and technologies introduced in industry. Students will find this fresh and exciting and they will easily gain knowledge and remember what you teach them.

Research Based Learning:

Undertaking research projects as part of course requirement enables students with adequate know-how on application of alternative solutions to social context. Experiential Learning: Brand programs are organized as a regular feature involving students giving them insights and providing them opportunity for experiential learning.

Activity Based Learning:

Activity based learning enhances creativity and facilitates the acquisition of knowledge, experience and skills of the students. It builds the students self-confidence, envelops understanding through works and creatively reflect their experiences and integrating with it curriculum. The teachers should design projects that are appropriate for their students, taking into account their age and knowledge, while making them attractive enough to provide motivation. Student debates are effective way to enhance critical thinking, cooperative nature, knowledge among the students and engaging students to analyze different concepts. Project method is mainly focused upon application of knowledge gained. Teacher should give project work on different topic to individual or group to understand concept and knowledge.

Quizzes method in education help to increase concentration, identify gaps in knowledge, and build confidence to retain information. The concepts that are taught in class rooms have to be supplemented by doing demonstration sessions for experiential learning. The teacher should make conversion of topic or lesson to dramatic form or reconstruction of an event, novel, story etc. which enhance the interest and understanding of learners.

Entrepreneurship Development Cell:

A separate cell for entrepreneurship development is incorporated in the college. This cell creates awareness of need and relevance of entrepreneurship as career option among the students thereby strengthening their Entrepreneurship skills.

Sport:

Competitive sport in colleges enhances the sporting life of the locality. College teams participate in local leagues and knock-out competitions. Students often progress from college teams into county and national league teams. Where team or group activities have a clearly-defined purpose, they help to develop the skills of leadership and teamwork. The community sports leadership award is one such example. The following illustration is of a well-organized and well-resourced sports programme which enables students to develop techniques as well as achieve success in college teams.

Organizational Skills:

Some students gain experience in planning, organization, leadership and interpersonal skills through their roles as officers of the students union or of college associations. In one general further education college, for example, the students union organizes a fresher's fair and issues a regular news bulletin to publicize events and activities in the college. Clubs, societies and charity fundraising events, often supported and co-ordinated by student associations, provide further opportunities for students to exercise their initiative. In agricultural colleges, students play a major part in planning and running events which are open to the public.

Conclusion:

Curriculum delivery and pedagogy should incorporate a multitude of learning experiences so that the desired outcome of the learning process through acquisition of skills and knowledge will result in critical thinking, creativity and scientific temper among the students and transform them into life-long learners and innovators. The use of different effective teaching techniques should be implemented in the education. This paper analyses the importance and enrichment of curriculum learning of students. Education and how such enrichment enhances the students' knowledge for their success in life.

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