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**A REPORT ON BEST PEDAGOGICAL PRACTICES BASED ON FLN**

(For Preparatory Stage)

**Pedagogical Strategies: Learning through Gamification, Art and Craft.**

**Introduction 🙌:**

Foundational literacy is not limited to recognizing alphabets and words. It goes beyond reading and writing to include listening and speaking. Thus, the four competencies that are involved in literacy take place simultaneously – listening, speaking, reading, and writing.

I have pioneered many initiatives for the upliftment of the students' education. So far as foundational literacy and numeracy are considered a handful of innovative pedagogical practices have been taken by me in the Vidyalaya.

Engaging in activity & game-based learning turns the journey of acquiring knowledge into an exciting adventure, where every challenge conquered becomes a stepping stone towards mastery.

While teaching Balvatika-3 students, I realized that not all my students were able to read and spell the names of fruits and vegetables, follow good manners, and know about good touch and bad touch. To achieve all these I have conducted the following activities under FLN. Children needed an enjoyable and effective teaching approach with the play-way method.

1. **Name of the Activity: Catch and tell the name.** ( Reciting and remembering the names of the fruits and vegetables )

**Advantages:**

Effective pedagogical practices play an important role in shaping the educational experiences of primary school students. The power of Gamification in teaching languages and numeracy is highly recommended.

**TLO:**

Able to Spell, pronounce, and recite the names of the fruits and vegetables.

**Procedure:**

All the children will be asked to make a circle by holding other hands. I will take one volleyball. Children will be given some instructions to follow.

1. The starting child will hold a ball and he/she will throw the ball to the other child. He will catch the ball and spell a fruit/vegetable name. If he or she tells the spelling of any vegetable or fruit he will get One Point in his account, the more the child gets points will be the winner.
2. Through this activity child will learn the fruits and vegetable names.
3. He or she will be able to catch the ball. Through this children can achieve psychomotor skills.
4. Children will learn about the shapes.

### Interdisciplinary:

EVS ( Names of fruits and vegetables)

Mathematics ( Shapes)

Physical Activity: Catch the Ball

👉 children are engaged in the game.



## 2. Name of the Activity: Roar-like lion( Able to identify the sounds of different animals with spellings.)

### Advantages:

Effective pedagogical practices play an important role in shaping the educational experiences of primary school students. The power of **Toy-based pedagogy** in teaching languages and numeracy is highly recommended.

**Toy Name: Electronic Sound teller.**

### TLO:

To able to find and tell the sound names of the different animals.

### Procedure :

Each child will be asked to sit around the Class teacher. The class teacher will give and assign some animal names to each child. The child has to mimic the animals or birds that he has got. Once they can mimic the sound of a particular animal or bird they will write the name on the digital board. Finally, they will hear and listen to the sound of that particular animal by **Electronic Sound teller**.



👉 : The class teacher is showing the animal card:

## 2. Name of the Activity: (Good Touch- Bad Touch )

When teaching children about good and bad touch, it's important to help them understand that some physical contact is normal and necessary, while other types of contact can be threatening. Here are some tips for teaching good and bad touch

- Explain what good touch is: Good touch is physical contact that makes someone feel safe, comfortable, and loved. Examples include hugs, holding hands, high-fives, and pats on the back or head. Good touches are usually given by trusted people, like parents or caregivers.
- Explain what bad touch is: Bad touch is physical contact that makes someone feel uncomfortable, scared, or threatened. Examples include hitting, pushing, unwanted touching of private body parts, and disliked hugs and kisses. Bad touches can come from anyone, even people the child knows

👉 **The teacher explains the good and bad touch.**



### Activity -3: Storytelling using face masks:

Storytelling as a teaching method is thus a highly effective tool for building up new knowledge and learning a variety of 21st-century skills. A story-based learning approach moves children into the world of imagination while acquiring new skills, which simplifies the educational process and makes it more effortless.

#### TIO:

To able to tell the story.

To able to express the story in his or her words.

**Required: Face Masks of different animals.**

#### Procedure :

Children will be given different masks of animals and ask them to act like animals.

The teacher will introduce the story to the children earlier to roleplay. Our story is The Lion and the Mouse. Children will play their roles according to the characters.

**Through this activity, children can achieve;**

1. They will comprehend the story
2. They will suggest the moral
3. They will be able to change the happy ending.
4. They will learn how to frame small sentences in English.

**Interdisciplinary** 👍

1. EVS ( Animals)
2. Art and Craft.

👍 **The children are playing the story of The Lion and The Mouse.**



**Teacher**  
**Mrs. Sunanda**

**I/c HM**  
**Rama Prasad Dola**

**Principal**

