

Vasantdada Patil Pratishthan's College of Engineering & Visual Arts, Sion, Mumbai-22 Department of Computer Engineering

Innovative Teaching Methods

Course Name with code: Data Structures (CSC 303)

Class /Div: SE-A&B (SEM-III)

Activity: 'Peer to Peer Learning' activity

Course Coordinator: Prof. Prajakta S. Khelkar

Date: 29/08/2023 and 30/08/23

A 'peer-to-peer learning' activity as an Innovative Teaching method was conducted in the SE-A class on 29/08/2023, and in the SE-B class on 30/08/23 for SEM-III.

About peer learning:

Peer learning is an education method that helps students solidify their knowledge by teaching each other. By studying together and engaging with one another, students enhance their social skills and build bonds and friendships. Probably the most significant benefit of peer-to-peer learning is that it has a significant effect on improving academic achievement for students

Objectives:

- 1. To understand the concepts of Linear and nonlinear data structures.
- 2. To understand operations performed and application of stacks and Queue

Outcomes:

- 1. Students were able to recall their knowledge about the topics with the help of communication and discussion.
- 2. Cognitive study of the given topic.
- 3. Critical thinking
- 4. Students were able to speak confidently on said topics and learn effectively as a team.
- 5. Decision making (How to become a leader to make the team successful in a given task. How to select the member to avoid mess, maintain accuracy, and finally win the competition.



Vasantdada Patil Pratishthan's College of Engineering & Visual Arts, Sion, Mumbai-22 Department of Computer Engineering

Students were given notice one week ago to prepare the given topic and asked to form two groups, A and B, and the Topic assigned for preparation was ".

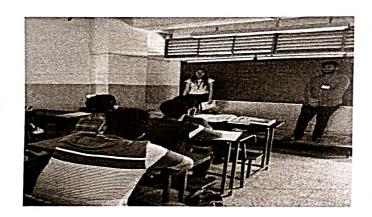
- 1. Linear data structure vs. non-linear data structure
- 2. Stack Vs. Queue

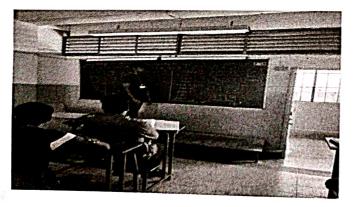
Students are divided into two groups, Group A and Group B. Each team will ask five questions to another team, one by one, and students have the freedom to select who will answer/who will ask questions when their turn comes. There are 10 marks for every right answer, a scoreboard is prepared for marks. Finally, the team with the highest score is the winner.

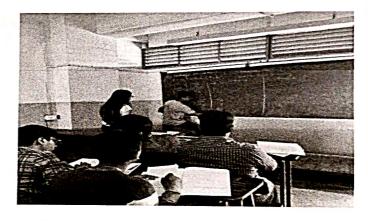
SE-A-SEM-III

Group A is the winning team, with a score of 45 out of 50

Group B secured 40 points out of 50









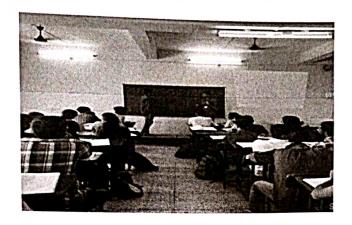


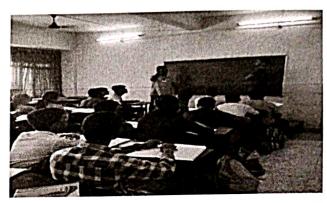
Vasantdada Patil Pratishthan's College of Engineering & Visual Arts, Sion, Mumbai-22 Department of Computer Engineering

SE-B-SEM-III

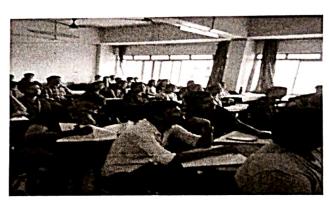
Group A is the winning team, with a score of 30 out of 50

Group B secured 30 points out of 50









(PO, PSO) Mapping				
Topic of Innovative Teaching Method	РО	Mapping Level	PSO	Mapping Level
peer-to-peer learning	9. Individual and team work 10.Communication 12. Life-long learning	3 3 2	PSO1 and PSO2	2

Prof. Prajakta S. Khelkar

Subject In-charge

Dr. Rais Mulla

H.O.D.

Computer Engineering Dept.