



## **MUNICIPAL COLLEGE, ROURKELA**

### **BEST PRACTICES**

#### **1.TITLE OF BEST PRACTICE---1-WOMEN ENPOWERMENT THROUGH EDUCATION**

**2. OBJECTIVE OF THE PRACTICE----**The women and Girl children are facing a lot challenges in modern society due to lack of education and lack awareness about the different rights. The challenges in the Society are in the fields of Social, Economic, Health and hygiene etc.

**3.THE CONTEXT--**The institution has taken several steps to resolve the issues with Girl 's in the College. The seminars are regularly conducted on gender issues and human rights. The College has NCC unit of Girl's. They are trained to defence themselves and encouraged to join in army and different administrative services by which they can be economically and socially stable. There is also Girl's NSS unit of college. They Conducts different activities related to Social problems like health and hygiene, Sanitation, dowry system which is a crime to society. The college conducts Yuba Sanskar Programmes related drug and tobacco addictions to aware the Girl's, not to use in their lives.

**4.THE PRACTICE--** The college is a big platform to educate the social and, economical issues related to women life. It is a common practice of college to conduct the seminars on Gender issues. The celebration of Girl's child day, National voter's day, Human rights day etc are conducted to sensitize the women on social, economic, and inequalities in Society.

**5.EVDENCE OF SUCESS--** A large number of students after completion of graduation joined in Central government and state government Police Services . Some of them are joined as teachers, lecturer, bank services, railways, postal .

**6.PROBLEMS ENCOUNTERED---** The challenges encountered by the instructions is that conservativeness of the family which does not allow them to participate in all programmes.

**7.RESOURCE REQUIRED---** The funds required to conduct more seminars and extramural talks with invited speakers in the field of Women empowerment.

#### **. BEST PRATICE-II**

##### **1.TITLE OF THE PRACTICE---INTERACTIVE METHOD OF TEACHING.**

**2.OBJECTIVE OF PRACTICE---**This method of learning is a process in which the students can actively participate during the lecture inside class instead of passive listener.

**3.THE CONTEXT----** The teachers deliver lecturer inside the class as per the syllabus prescribed by University. The students are sometime bored during long lecture given by teachers. So in order make the students active participant inside class the discussions of questions and problem solving methods to be adapted. The classes can be made more attractive if some facts may be explained by telling stories and activities like games. The total class time to be divided in teaching and asking questions to the students by which students can easily understand topic.

**4.PRACTICE—**In the beginning of the session academic council meeting with all HOD's and teachers are made with Principal. There is the change in question pattern as prescribed by University. The question consisted of very short type, short type and descriptive type questions. As a matter of practice all teachers are advised to follow the interactive method of teaching by students can easily grasp topic and do well in the examinations. The class tests are to be conducted and the answer sheets to be shown to students. The correction and suggestions are given to students on that questions.

**5. EVIDENCE OF SUCCESS—**The interactive method of teaching become a great success in the university examinations. The students come out with a brilliant result and performance track of a department is increased abruptly.

**6.PROBLEMS ENCOUNTERED---** The difficulties faced by the teachers inside the class due to presence of slow learners. Some students give their answer to a particular question easily whereas the weak students are not able to answer.

**7.RESOURCE REQUIRED---** There is no smart class rooms in the college. The smart class rooms are to be made to make interactive method of teaching more attractive. The soft wares to be developed which contains text, images, audio –video, animations and self-test questions.

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