

A Novel Brain-Function Based Design of Curriculum and Pedagogy (Brainaculum) - A New Educational Approach of 21st Century

Engineering Design

Group-A2

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Introduction

Brainaculum: A Brain-function based design of curriculum and pedagogy that uses the knowledge of Neuroscience and Psychology

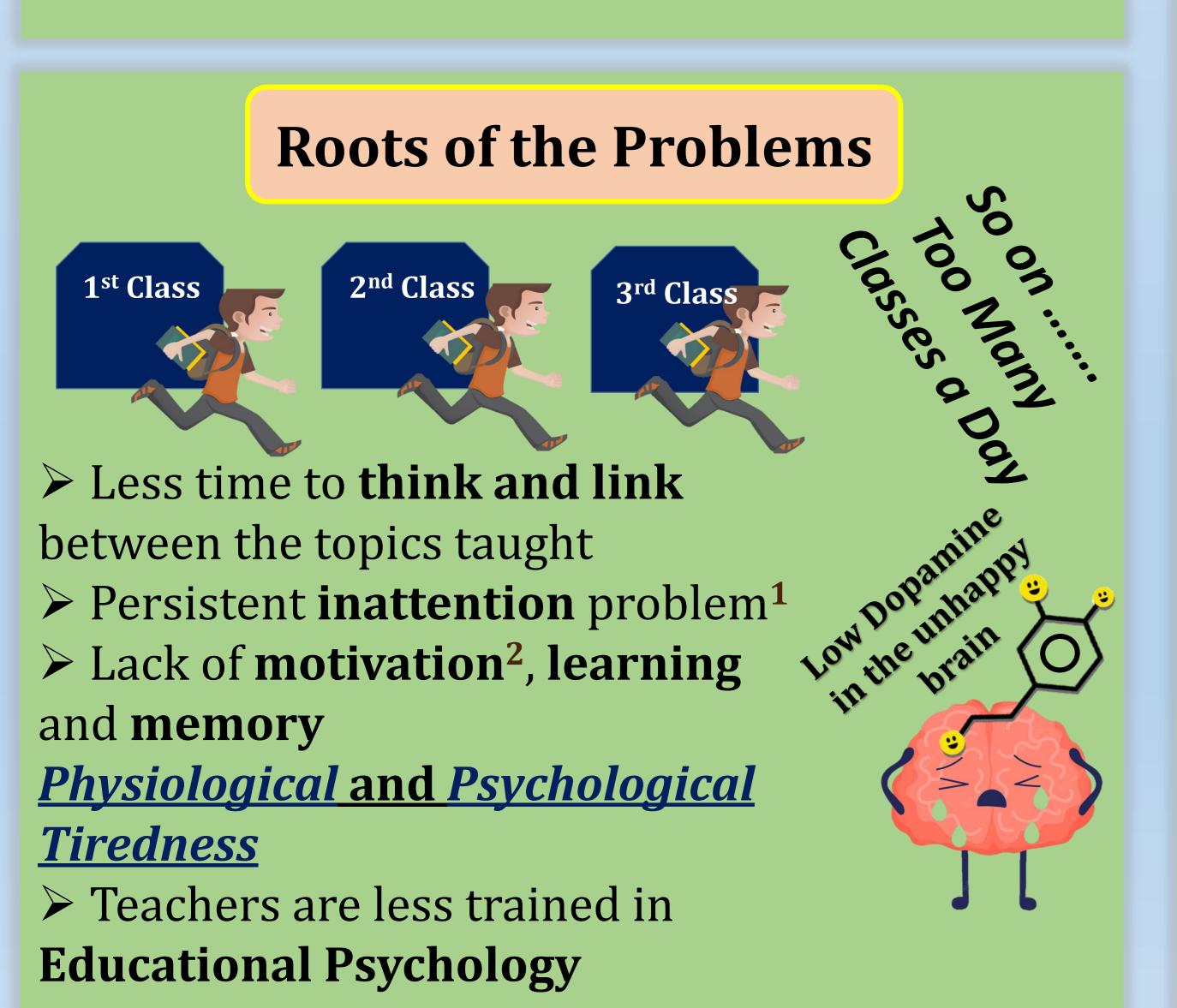
Students (UG and PG) and **Teachers of TIET**

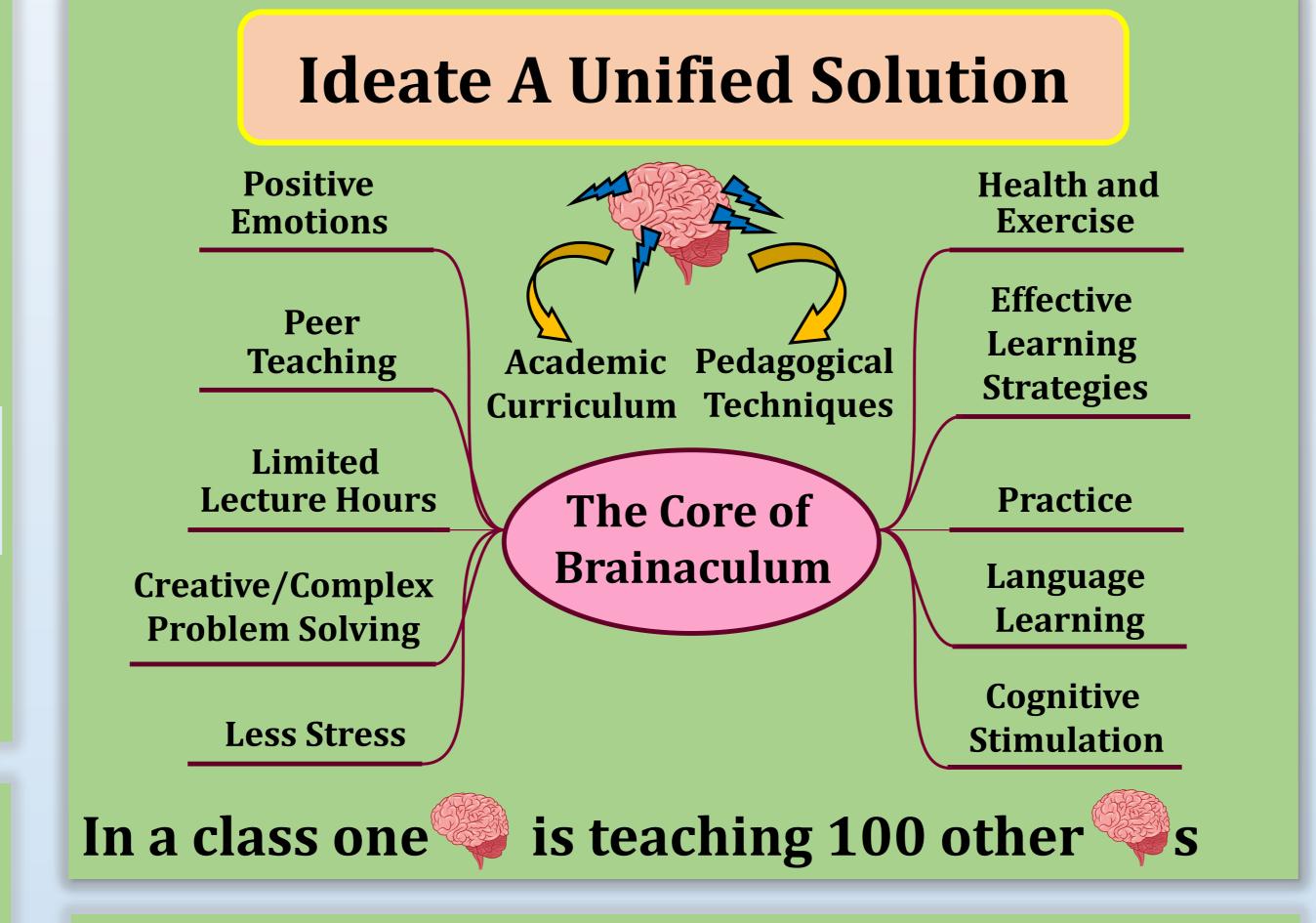
Long-lasting and **Holistic Learning**

Target Group

Problems in Hand

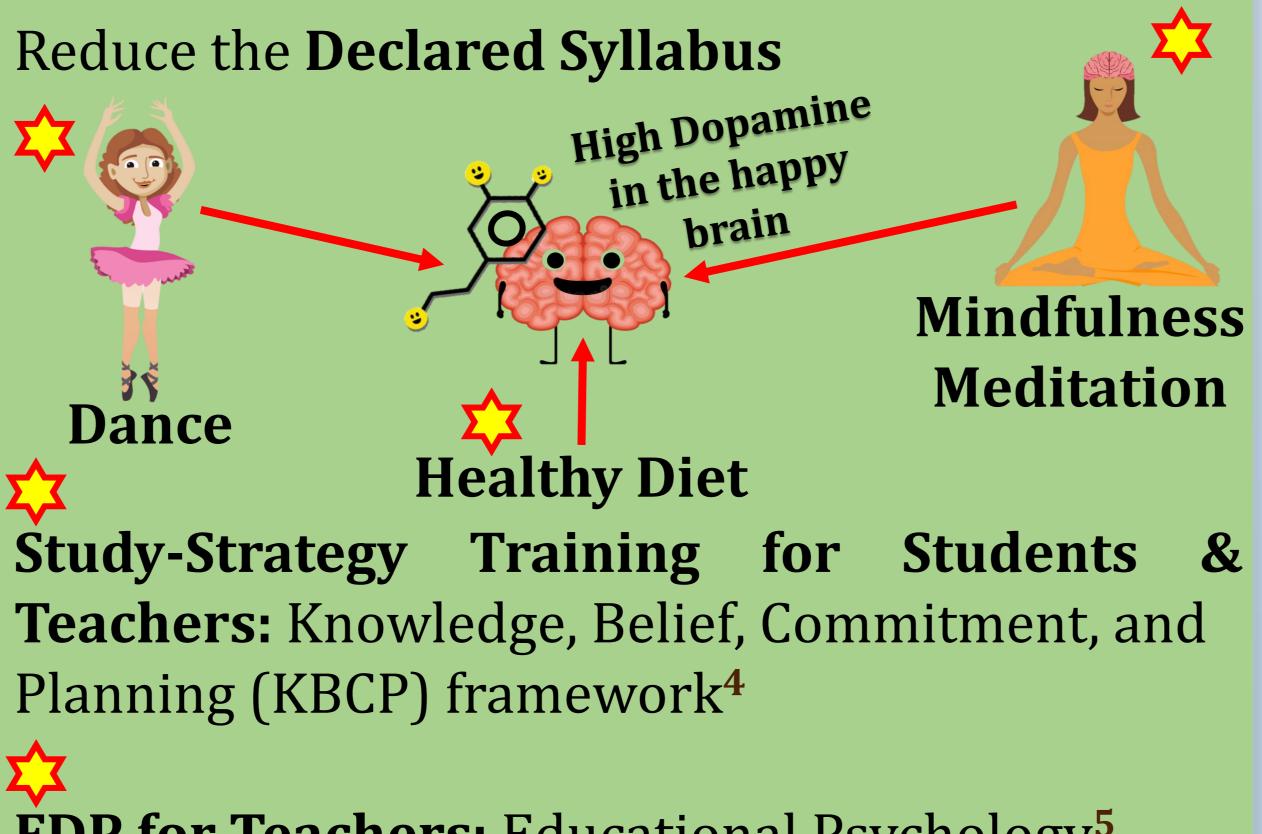
- less motivated to classes, gathering knowledge and thinking
- > Gaps exist between preferred learning styles of students and preferred teaching styles of teachers





Prototype of the Solution

Reduce number of classes (Increased Spacing between Classes)³



FDP for Teachers: Educational Psychology⁵

Application of 'Learning Inventory' by the Teachers (The Index of Learning Style):

Matching the teaching and learning styles⁶

Train Your Brain Tools: Improve Attention, Memory, Rule (Abstract) Learning⁷

Applying the Solution on the Target Groups

Brain Games/

Applicable for Both Engineering Institutes and Universities

Average Course Credit: **04**

Total Class Hour for a 4-Credit Course: 60 (UGC Guidelines)

Not all 4 but only 2-courses (Related and/or Knowledge transfer is Possible) will run for 2-weeks consecutively

2-other courses then will follow the same path

Evaluation Process must Recognizes **Creative Outcomes**

8 - 9 am **Teaching: First** Course 4 – 5 pm 9 - 10 am

Painting/ Gardening/ **Teaching Strategy** Cooking (for even semester) For odd semester, we

2 – 3 pm **Peer Learning: Problem** Solving

(Course-2)

more lab session **10 - 11 am Teaching:** second related course

Dance/

Walking/

Swimming/

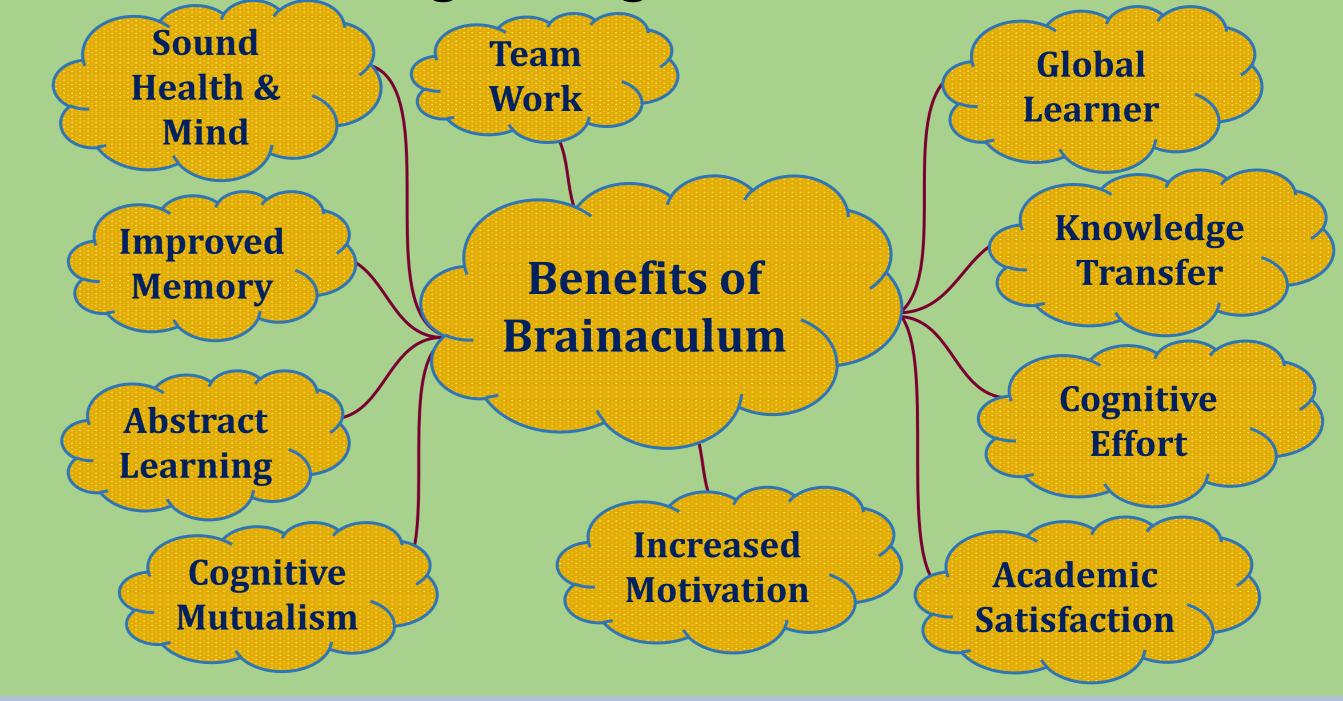
Meditation

11 - 1 pm Lab session: **First Course** (Next day, the Other Course)

can add one

Outcome: Boosting Human Learning

> Strengthen building 'Mental Schema' (a cognitive construct that organizes and interprets new knowledge, and guides our behavior via memory)8



References

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