









1.Hackathons 2.Workshops 3. Seminars 4. Virtual Lab 5.Simulation 6. Role play 7.Review web literature 8. Video 9. Demonstration 10. Activity-based learning 11. Jigsaw  
 12. Think-Pair-Share 13. Flipped Classroom 14.Plicker 15. Guest lecture 16. Professional practice school 17.GD/ debate 18. Peer learning groups 19.  
 20. Google Classroom 21. Project- based learning 22. Real-time case studies 23.Worksheets 24. PPT 25. Kahoot 26. Mind map 27. Journal Review 28.Pogil 29. Open book test  
 30. Proto-type model 31. Cross words 32.Research projects 33. Language games 34. Viva 35. Posterpresentation 36. Public Speaking  
 The methods with S.Nos 1,2,3,4,5,6,7,27 caters

Teaching Learning No.	Count
3	10
4	16
5	5
7	4
8	23
9	32
10	9
12	15
15	2
16	3
17	4
19	11
24	34
21	15
22	17
23	10
29	7
30	2
34	29

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The methods with S.Nos 1,2,3,4,5,6,7,27 caters to experiential

Teaching	Count
1	2
2	2
3	15
4	9
7	6
8	26
9	33
10	12
12	8
13	4
15	5
16	4
17	2
19	12
20	3
24	27
21	22
22	39
23	7
29	5
30	4
32	10
34	28

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