

PANIMALAR INSTITUTE OF TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Academic Year: 2019 - 2020 (Odd Semester)

INNOVATIVE PRACTICES

Degree, Semester & Branch : III Semester B.E. CSE

Course Code & Title : CS8392 Object Oriented Programming

Faculty Incharge : Ms.S.Panimalar, Ms.R.Christina Rini & Mrs.S.M.Poonkuzhali

Active Learning Strategy : Random Name Picker

Topic: Strings

Date: 19.08.2019

Random Name Picker

Random Name Picker is an activity from classTools.net for interactive classroom sessions. This makes the class interactive and can be used to revise the topics.

Objectives:

Students should be able to demonstrate conceptual understanding.

URL: https://www.classtools.net/random-name-picker/2_icbRe8

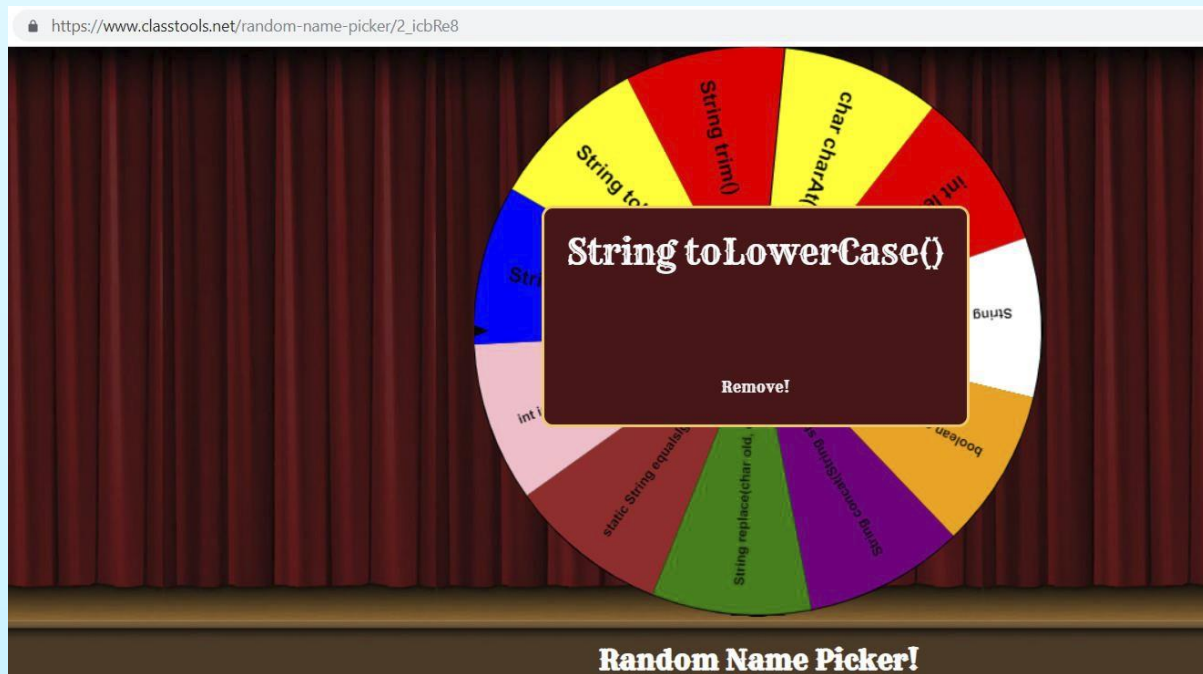
How we implemented Random Name Picker

Random Name Picker looks like a spinning wheel. The course instructor has used the random name picker to hold the various String methods in Java as shown below.



Screenshot of the random “method” name picker

The course instructor asks a student to come forward and click to spin the wheel. On spinning the wheel and a random method will be displayed.



The student then explains the functionality of the method displayed with an example code to all the other students. Once the student explains the functionality, the method is removed from the spin wheel to avoid repetition. This helps in interactive revision on the topic.



Outcomes:

Apart from engaging student actively in learning, this activity helps retaining or remembering the methods for a long time.

CO3: The students will be able to develop Java programs with the concepts inheritance and interfaces.