



**Developing Entrepreneurship Teaching Approach
Using “Picture” Games for Educational Psychology in B.Ed Classroom**

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Abstract:

Can we use entrepreneurship teaching approach for B.Ed. classroom? If so, should we use for educational Psychology? We have this curiosity in mind so we can develop entrepreneurship teaching approach using “Picture” games for Educational Psychology in B.Ed classroom. Entrepreneurship education is simply a functional education and LEARNING BY DOING. In Entrepreneurship education for Educational Psychology it is hands-on activities which involve active participation of the learners in the learning process. In this paper attempt would be made to describe how picture game, as resource in Educational Psychology can be used in teaching.

Key Words: Entrepreneurship, Teaching Approach, Educational Psychology

INTRODUCTION:

Can we use entrepreneurship teaching approach for B.Ed. classroom? If so, should we use for educational Psychology? We have this curiosity in mind so we can develop

entrepreneurship teaching approach using “Picture” games for Educational Psychology in B.Ed classroom.

Entrepreneurship education is “learning directed towards developing in students, those skills, competencies, understanding and attributes which equip them to be innovative and to identify, create, initiate and work opportunities including working for themselves”

Entrepreneurship education is simply a functional education and LEARNING BY DOING. In Entrepreneurship education for Educational Psychology it is hands-on activities which involve active participation of the learners in the learning process. In this approach responsibility for learning shifts from the teacher to the learner and learner involved throughout the learning process. In this paper attempt would be made to describe how picture game, as resource in Educational Psychology can be used in teaching.

- **OPERATIONAL DEFINITION:**

1] ENTREPRENEURSHIP TEACHING APPROACH:

In Entrepreneurship teaching approach, the learners are to do the following,

- 1] Be actively involved in the learning process.
- 2] Be in control of their own learning.
- 3] Listen well and ask meaning full questions. AND

In Entrepreneurship teaching approach, the Teacher is to do the following,

- 1] To use various activities like “picture game activity” that will encourage learners’ active participation

2] PICTURE GAME ACTIVITY:

Picture game is an activity that can be used in teaching new information to learners. It involves learners drawing a picture of a learning theories experiment eg. Thorndike’s

experiment, Skinner's experiment, Pavlov's experiment based on VERBAL DESCRIPTION of that experiment by the teacher.

- **METHODOLOGY:**

1] RESEARCH METHODS:

The present research was aimed to Develop Entrepreneurship Teaching Approach Using "Picture" Games for Educational Psychology in B.Ed Classroom So Experimental method was used.

2] OBJECTIVES OF THE STUDY:

- 1] To examine whether B.Ed students be actively involved in the learning process
- 2] To develop entrepreneurship teaching approach using "picture" games for Educational Psychology in B.Ed classroom

3] RESEARCH DESIGN:

One group post test design.

4] SAMPLE:

30 B.Ed students

- **ADMINISTRATIONS:**

The Picture activity administrated under normal classroom conditions in small group i.e. 30 B.Ed students.

- **TEACHER ACTIVITY:**

- 1] Each student should have a paper and pencil
- 2] Teacher to ask student to sketch the picture of an experiment based on the description which the teacher will read twice within ten minutes.
- 3] Teacher to motivate student that it does not matter how they draw but that they should just draw whatever kind of picture the description suggest them.

- **STUDENTS ACTIVITIES:**

1] Students are drawing the picture of whatever kind of experiment the description suggests.

- **TEACHERS ACTIVITY:**

1] After 10 minutes, teacher to ask every student to stop drawing.

2] Teacher asks some student to show picture and then he showed the students the

Actual picture of an experiment.

3] Teacher asks students to exchange their papers with their neighbour for grading.

- **EVALUATION:**

1] Describe briefly the experiment.

2] Express your feelings about the “picture game” activity you have carried out in this chapter i.e. whether it is interesting, fun or bore?

- **DATA COLLECTION TOOL:**

Evaluation by asking Oral questions.

- **CONCLUSION:**

1] B.Ed students actively involved in the learning process

2] To using “picture” game for Educational Psychology in B.Ed classroom, Entrepreneurship teaching approach would successfully developed.

Because of conclusions and our experience we can say that we can use entrepreneurship teaching approach for B.Ed. classroom. Also we can use it for educational Psychology. Present study was a small experiment to develop entrepreneurship teaching approach using “Picture” games for educational Psychology in B.Ed classroom.

The conclusions were significant but sample size was small only 30 so conclusions should be accepted at experimental level.

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