## Play Way to

## Enhance

## Learning

Ability
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Background:
Working in the field of
Educational counselling and
Child Development for Iast
15 years. Experimenting
with different teaching
methods for various age
groups.

Key words: Logical, Critical
Creative Thinking, Memory
and Language Development
Introduction:
Focus: Opportunity to
maximise the application of intellectual abilities so as
to have better ability at all stages of learning: Taking the input, understanding , storing and recalling.

Games and activities are developed considering Logical, Critical, Creative

Thinking, Memory and Language as base of learning.

We work on developing

- Observation, Listening :

Picture discription, Read
the emotion, Find the new
or wrong word, repeatition

- Thinking skills: Creating
stories, Questioning game,
'What will happen' game,
'Find the mistake/ absurd'
- Language : Antakshari of
words, Nouns, Adjectives,
Verbs, Translation game,
Word boxes, 'Describe and
find' game.
Memory: '1 minute’ game,
what you wore,'last week’


## Features:

- Systematic Approach
- Age appropriate
activities.
-Fun and Learn method.
- Increasing complexity
for adequate stimulus to
brainpower
- Useful for mainstream as
well as students with
learning difficulties.
- Simple tools and aids.

Easily available materials

- Use adaptation of
internationally
recommended learning
systems
- Individualistic learning.
- Easy to evaluate the effect.
- Helpful directions and Facilitation available.


## Results :

Improvement in efficiency
of learning, academic
performance, ' Happiness'
Conclusion: Students can
learn better, more
efficiently if they enjoy
learning.
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