



ST FRANCIS DE SALES COLLEGE

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A FRANSALIAN INSTITUTE OF HIGHER LEARNING

Report on Class activity- "Experiential Learning-Role Play"

Title	"Activity based learning -Role play of Rotate Instructions"
Date of Event(s) & Time	30/11/2021
Department / Association /Cell / Committee	Computer Applications
Venue (Mention the platform if it is Online)	Room No: 303
Number of Participants	54
Target Audience	BCA
Class Activity	Prof. Lakshmi CB
Resource Person	NA

A class activity was conducted by Prof. Lakshmi for the Vth semester students to make them understand the concepts of microprocessor assembly language rotate instructions through role play.

Experiential Learning is the process of learning by doing. By engaging students in hands-on experiences and reflection, they are better able to connect theories and knowledge learned in the classroom to real-world situations.

Role-playing means pretending to be something, and this is why it is also known as pretend-play. It is effective as well as a flexible tool that helps to make sense of theory through practical experience.

Objective of Activity:

- To help Students to boost imagination and creativity, to develop cognitive skills and abilities to express themselves freely
- To develop language and communication skills.

These fun activities help to develop learning, thinking, understanding, decision-making, and problem-solving skills in them from an early age. It allows them to make sense of how to correlate to the real time examples.

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The students were chosen randomly where every student will represent a binary digit either 0 / 1. Every student will carry a card either with 0 or 1.

Students will arrange themselves accordingly with 8 bit number to form a decimal number so students stood in a box holding the bits 0 / 1.

0011 1110

Accordingly the rotate instructions of microprocessor were applied and students will be moved towards left side or right side according to given instructions.

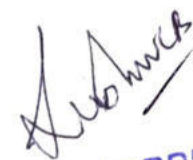
Students had fun through the activities and understood the concepts well this in turn promotes the thinking skills.

Students followed the instructions given by the professor also recommended to have many more the activity based learning.

Outcomes:

When students participate in experiential education opportunities, they gain:

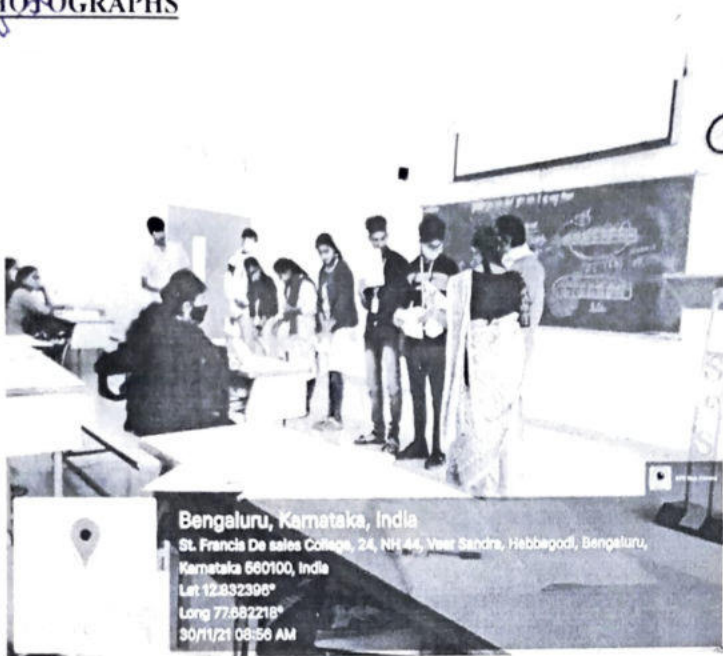
- A better understanding of course material
- A broader view of the world and an appreciation of community
- Insight into their own skills, interests, passions, and values
- Opportunities to collaborate with diverse organizations and people
- Positive professional practices and skill sets
- The gratification of assisting in meeting community needs
- Self-confidence and leadership skills



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Students Representing bits 0's & 1's

