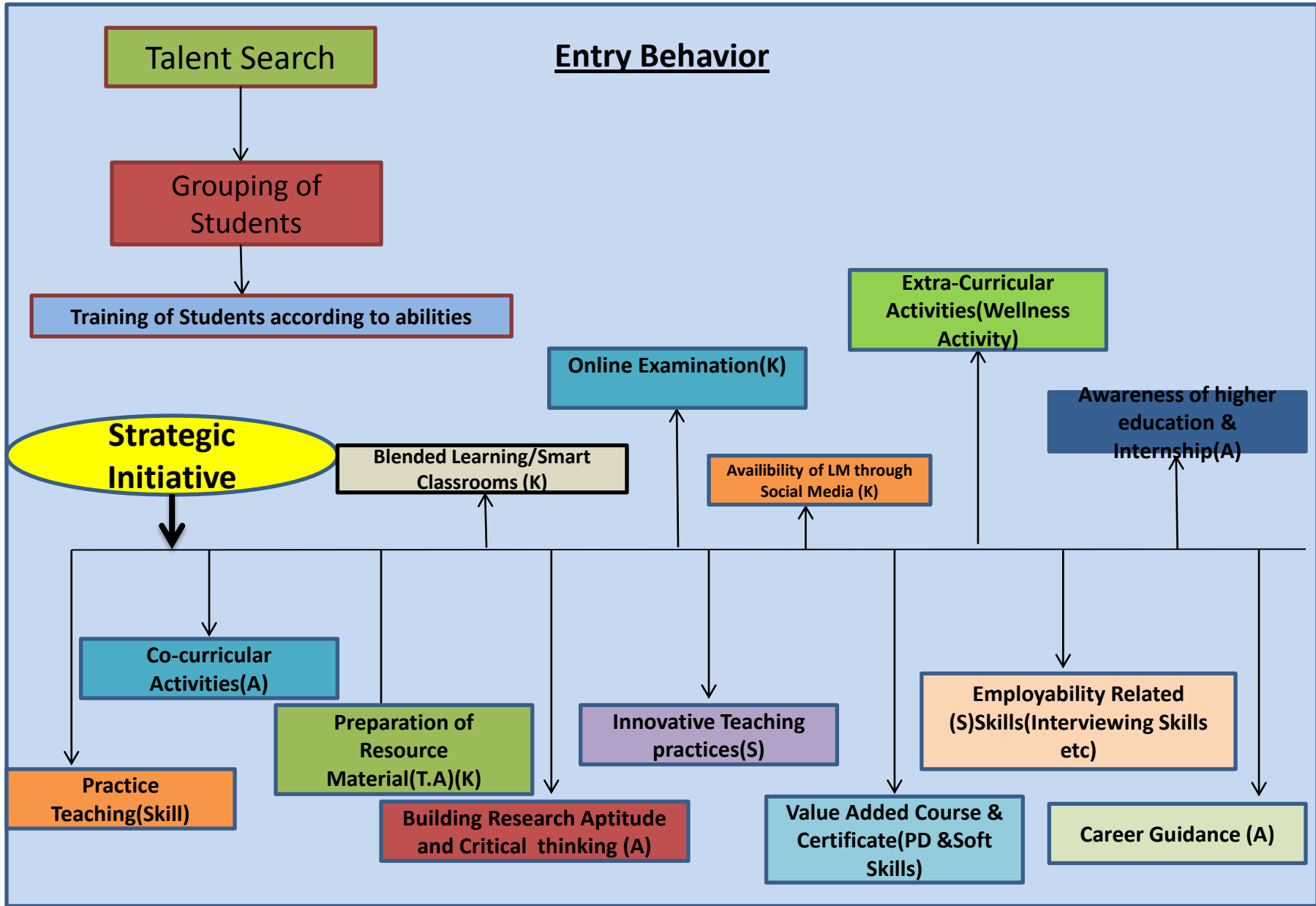


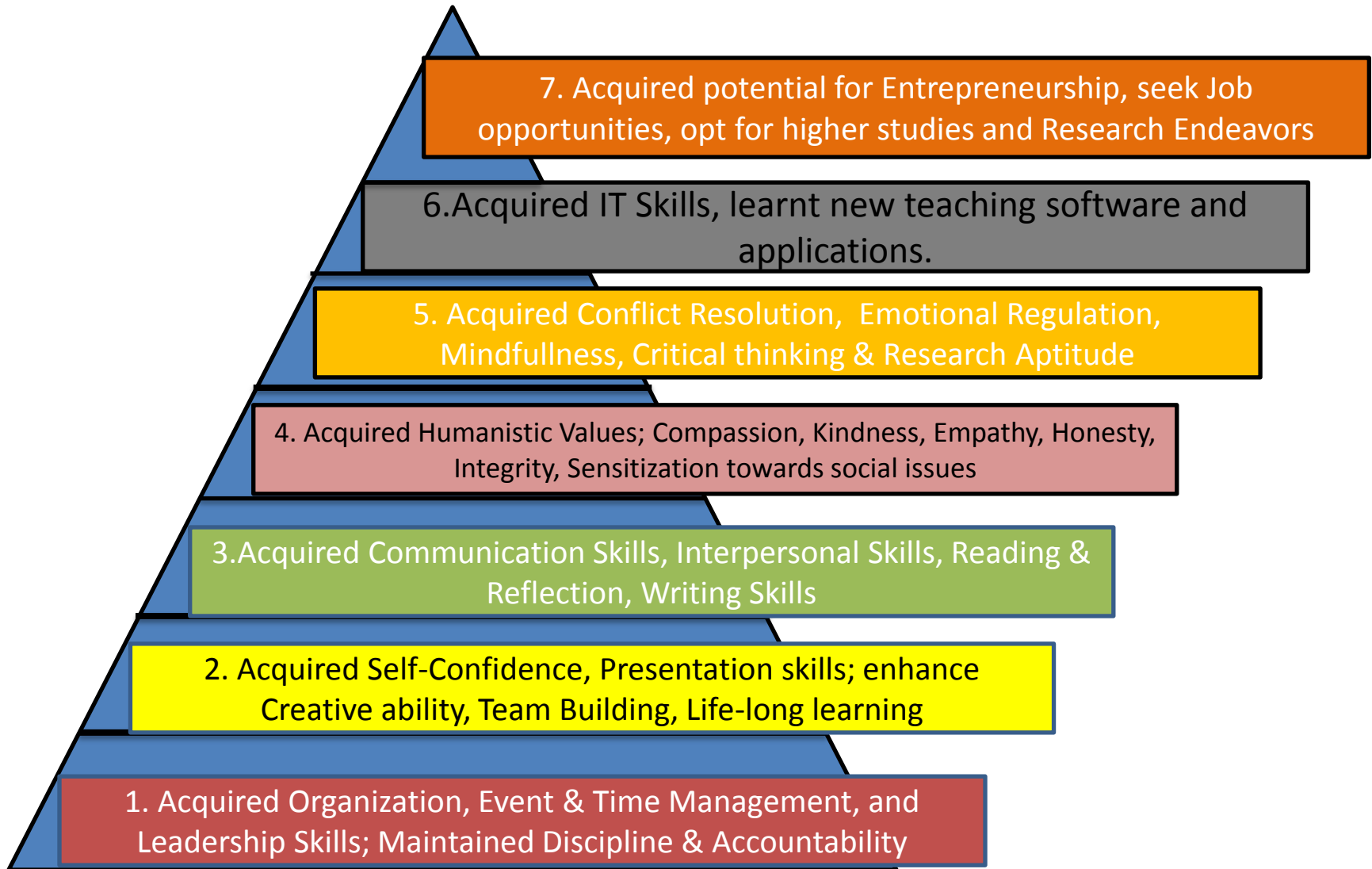
Curriculum Model of AIAPCE

1.3.1 Curriculum of the Institutions provides opportunities for the students to acquire and demonstrate knowledge, skills, values and attitudes related to various learning areas.

Entry Behavior



- Learning Outcomes



Curriculum Transaction (Knowledge, Attitude, Skills and Values)

Knowledge

- Seminar and Presentation
 - Project
- Film and Book Review
- Visits to Science Centers, IPS, Planetarium
 - Field Trips
- Preparation of Reports
 - Practice Teaching
 - Extempore
 - Tutorials
- Supervised Study
 - Question Bank
 - Brainstorming
- Co-operative Learning
 - Quiz
 - Task
 - Assignments
- Action Research & Survey

Attitude

- Role Play
- Career talks and guidance
- Organization of Career Fair
 - Debates
 - Handicrafts
- Best out of waste
- Poster Making
- Interactive Series
 - Street Plays
 - Rally
- Sports Activity
- Indoors game competition

Skills

- New Techniques of Teaching
- Organization of Cultural Events
- Preparation of charts and Models
 - Micro-teaching workshop
- Lesson Plan workshop
 - Workshop on Personality Development & Professional Skills
 - Workshop on Interviewing Skills, Decision Making, Stress Management & Time Management
 - Teaching Aid Preparation

Values

- Spread a Smile
- Celebration of National Days
- Visit to Old Age Home
- Celebration of Anjuman I Islam's Day
- Generation of Funds for donations
- Financial Assistance to peers for a trip or visit
- Tree Plantation
- Theme Teaching
- E Waste Management
- We Reduce, Reuse, Recycle
- Eco friendly campus
- Sustainable Use of Resources
- Skit on social issue like gender equity, child labour, domestic violence