



# A Conceptual study on Blended Learning in Teaching Pedagogy and its impact on Students in Education Environment

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## Abstract

Blended learning, a emerged pedagogical approach in the 21<sup>st</sup> century skills that integrates traditional face-to-face instruction with online learning activities, peer learning, activities and also adopting with the LMS Learning Management System and which is self centric approach that which depends upon the individuals so, the learners can learn on their own pace. This blended learning has proven to be the most effective learning system.

**Keywords:** Blended learning, Traditional Classroom, E –learning.

## Introduction

The traditional classroom approach is being method followed from many decades even then it also has its own limitation the students might hesitate to ask the queries and which is teachers centric and more one way communication happens with teachers in order to overcome this issues blended learning approach has proven the best and effective method of obtaining the learning outcomes because peer learning, activities, E –learning and combination of all this leads and enables them to become self learners for the lifetime

## Review of Literature

- According to Won Kim in his paper have suggested that Blended learning is learning outside the traditional classroom using information technology for the delivery of the learning materials.
- Kudrick, Lahn and Morch, 2009 in his paper have recommended that Combination of two kind of learning environment, physical classroom learning and online learning to enhance the learning outcomes.
- According to Kim he have stated that “The mixing of traditional face to face approach with online approach
- According to singh have stated that in his paper “Combination of multiple delivery media designed to complement each other and promote learning and application learned behavior)

## **Scope of the study**

This study is confined to Teaching and learning environment

## **Limitation of the study**

1. This is based on conceptual study
2. The study faced with time constraints

## **Objectives of the Study**

1. To know the different methods in blended learning
2. To know the effectiveness of blended learning approach
3. To know the impact of blended learning on students

## **Analysis and Interpretation**

### **Objective 1- To know the different methods in blended learning**

There are many different ways we can engage the learners such as in traditional classroom , Online classroom ( Zoom) , Activity based learning , Peer learning , Reflecting them on the worksheet, Role play and and leveraging the technology in learning and assessing themselves in Learning Management System( LMS ) in learning apps.

### **Objective 2- To know the effectiveness of blended learning approach**

The effectiveness of blended learning is more effective then the traditional classroom because the traditional classroom are almost teacher centric where the teachers play the entire role where as in the blended learning it involves the students into the participation and also enabling them to collaborate with others and enable to learn on their own in their own pace.

### **Objective 3- To know the impact of blended learning on students**

The traditional classroom has the learning constraints where as the E learning does not have any time constraints and the students can learn of their own pace in their flexible time and it is students' centric approach and enabling them to become independent learners and the self assessment evaluation also helps them to know where they are in the terms of achieving the academic progress.

## **Conclusion**

Teaching and learning is an evolutionary process, it never ends. It has evolved from a total Teacher/classroom dependent stage to an online environment. The emerging of computer and Other technologies had made teaching and learning activity a very dynamic process. This Study is conducted to examine the implementation of mix mode approach, All models are not Argued as equally good. Some models are better than others and it is almost impossible in Contrary, to design a perfect model