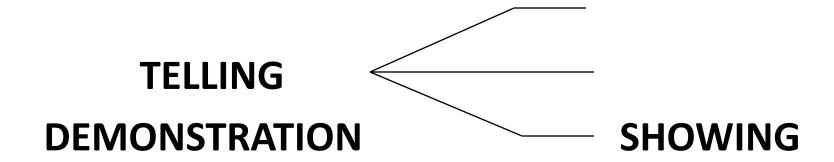
DEMONSTRATION METHOD

Teaching & Learning Commons

Presentation

What is it?

- VERBAL EXPLANATION + LIVE DISPLAY USING APPARATUS/MODELS
 - = DEMONSTRATION.



DOING

PURPOSE OF DEMONSTRATION

- Teaching a <u>skill</u>, <u>concept or principle</u>.
- <u>Delicate</u> and dangerous <u>experiments</u> involving careful manipulation.
- Experiments involving difficult and <u>complex</u> operations.
- Use of costly apparatus.

- Several experiments are to be performed in one period to establish connections between them to derive conclusions.
- Number of operations in an experiment are too many.

ADVANTAGES

- <u>Concrete things</u> are shown. So students <u>don't</u> enter into <u>false imagination</u> as it happens in a lecture.
- Students get confidence in the <u>application</u> of <u>scientific</u> <u>principles</u> as they observe them working and not simply hear about them.

- Motivates the students for further learning.
- Number of <u>equipment</u> <u>is less</u> and students are more, this is an ideal method.
- Method is aligned to the principle, 'Learning is more in seeing than in hearing; <u>Learning</u> is <u>more</u> in <u>doing than in seeing</u> and <u>hearing</u>;

(Dramatization in the important steps and procedures)

GUIDELINES FOR EFFECTIVE DEMONSTRATION

- Specify the <u>objective</u> of the demonstration.
- Prepare a <u>plan</u> for your demo listing the various steps in the proper sequence.

- Decide what information should be presented to the students **BEFORE**, **DURING** and **AFTER** THE Demonstration.
- Choose <u>appropriate</u> <u>equipment</u>, tools and other accessories.
- Practice or rehearse the presentation.

- Arrange the <u>physical setting</u> so that each student will be able to see clearly.
- Arrange the <u>equipment</u> to be demonstrated <u>in</u> order. It is convenient to keep the equipment to be used on the left hand side and the used ones on the right hand side.

- Demonstrate <u>step by step</u>. match explanation with manipulation. Avoid lengthy explanations.
- Use a <u>pointer</u> to <u>highlight</u> the details/specific features.
- Do not show how Not to do a particular thing.
- Provide <u>opportunities</u> for <u>students'</u> participation in the demonstration.

Thank you

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