PANIMALAR INSTITUTE OF TECHNOLOGY

Department of Computer Science and Engineering

Academic Year: 2019 - 2020 (Odd Semester)

Degree : **B.E CSE**

Semester : **VII Semester**

Subject Code: **CS6007**

Sub.Name : **Information Retreival**

Name of the Faculty member : Dr. S. Venkata Lakshmi

Innovative Practice: Flash Cards

Topic: Page Rank

Date: 28.08.2019

Use of Flash Cards:

- It helps students to identify the definition of one important concept.
- It motivates the students to identify the term associated with each definition and questions.
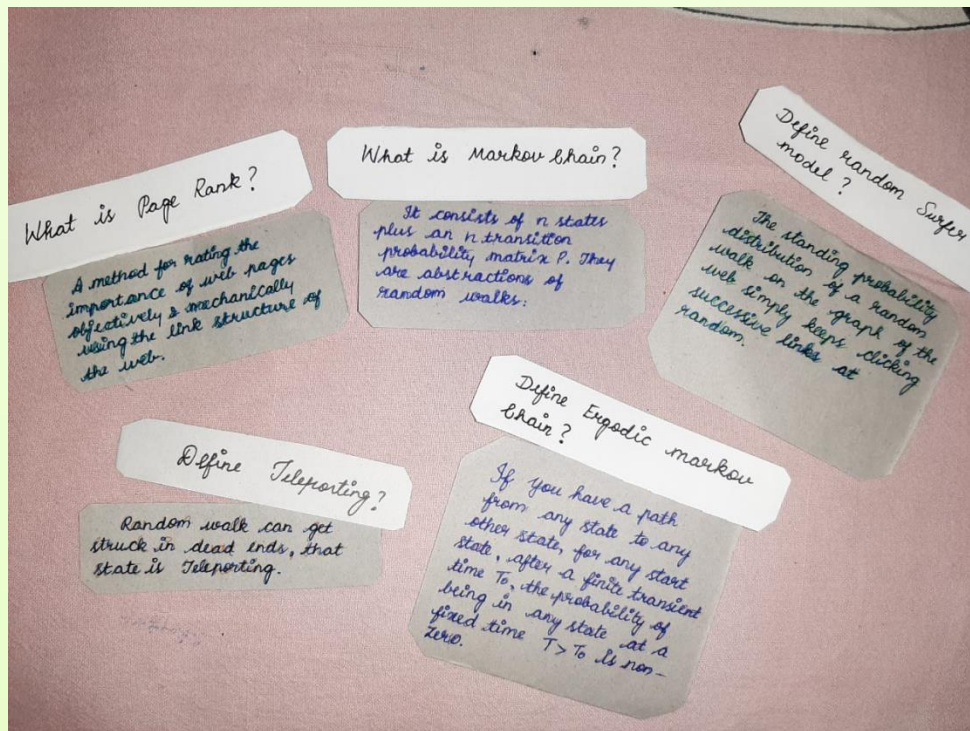
Procedure of this game:

- A flash card is a card with question on one card and corresponding answer on another card.
- Question and answer of the card is prepared based on topic taught by the staff in the class on particular day. The event is conducted at the end of the class hour on the day.
- Questions and answer cards will be distributed to students in the class.
- Once the question will be asked by one of the students in the class from the card, other students of the class will listen the questions and who is having the corresponding answer card, they should identify it correctly and explain the answer in front of the class.
- This will help the students to revise the particular topic on the day.

Activity:

- Questions and Answer cards are prepared in chart paper.
- The entire question card is given to one particular student of the class and answer card will be distributed to the group of the students in the class.
- Student who is having question card will ask the question one by one in class. For each questions, he will give one minute time to identify the answer card by the students group.

- Other students of the class will listen the question and find out the corresponding answer card which they are having based the topic discussed in class on the day.
- Any one of the group found the answer card with them, one of the student from the group will come in front of the class and he/she will explain the answer for the question.

Sample Flash card