



Government Polytechnic, Valsad

Civil Engineering Department



05 FEBRUARY, 2022

A pedagogy on games for skill building

An institute pedagogy session on 'Games for Skill Building' was organized by the Civil Engineering Department at Civil Seminar hall from 3:00 to 4:00 p.m. on 5th February 2022. The purpose of this pedagogy was to encourage the faculty members to incorporate skill based games in their teaching-learning process. Many attributes which are important for our students are achievable through educational games. Thus it is imperative for the teaching staff to be equipped with such non-conventional T-L methods.



A pedagogy on games for skill building (05/02/2022)