



DTE Code: EN4139

Samridhi Sarwajanik Charitable Trust's JHULELAL INSTITUTE OF TECHNOLOGY

An Autonomous Institute affiliated to RTM Nagpur University

Department of Mechanical Engineering

Off Koradi Road, Lonara, Nagpur - 441111.

E-Mail ID : admin@jitnagpur.edu.in Website : www.jitnagpur.edu.in

Vision: The Mechanical Engineering Department strives for making thorough professionals who are employable through quality education.



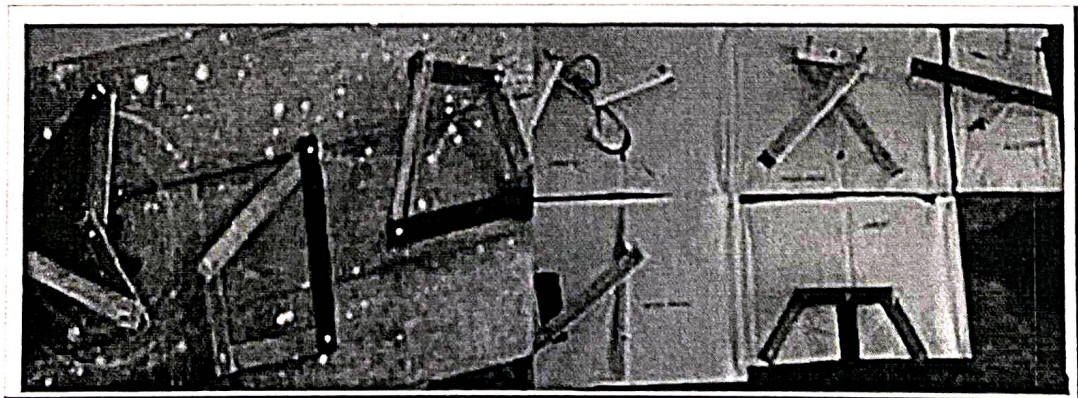
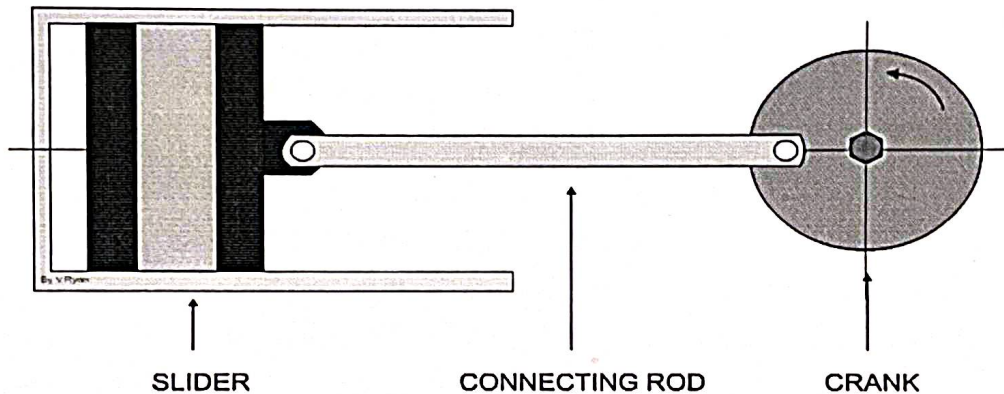
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Session: 2023-24

Simulations and Do It Yourself

Date and Time	28 JUL 2023, 01:00 am to 03:00 pm
Activity Name	Simulations and Do It Yourself
Subject	Kinematics of Machinery
Class	Second Year
Activity Type	Simulations and Do It Yourself (Working Model)
Objective	Mechanisms are explained through simulation and by helping students to make mechanisms through DIY
Description	The mechanisms are instructed to the Students. They has instructed to prepare the simulation and model of slider crank mechanisms.
Outcome	Active participation of students. Remembering the topic for a longer time.

Evidences



Subject Teacher
Safal Shimbharkar (KOM)

Head of Department
Prof. Prakash V Dhopte



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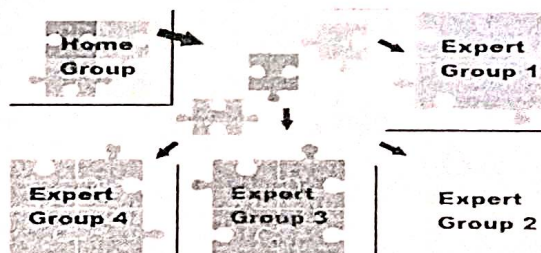
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Session: 2023-24

Jig Saw Method

Date and Time	22 JUL 2023. 01:00 am to 03:00 pm
Activity Name	Jig Saw Method
Subject	Fluid Mechanics
Class	Second Year
Activity Type	Jig Saw Method
Objective	To make the students conversant with new method (of their known ones) to be applied to real life and industrial applications.
Description	Game based learning is a teaching method that allows learner to explore different parts of games as a form of learning. It can be successfully used to improve both learning and teaching. Students won't be able to gain any information and skills out of dull learning process but they understand the application of skills and knowledge to solve real-life problems with help of effective learning process. Learning through games allows students to experiments in non-threatening scenarios and acquires knowledge through practice and social interaction both with the environment and their peers.
Method/ Procedure	Steps to follow 1. Divide students in a group of 4 to 6 2. Make one student from the group as team leader 3. Break the problem in small tasks- Block Diagram Reduction rules 4. Divide the tasks in small segments and ask individual student to prepare for the own task only. Each rule is given to one student to explain and collect information about 5. Give time to student to read the task completed. 6. Form temporary "expert groups" by having one student from each jigsaw group join other students assigned to the same segment. 7. Bring the students back into their jigsaw groups. 8. Ask each student to present her or his segment to the group. 9. Float from group to group, observing the process. 10. At the end of the session, give a quiz on the material
Outcome	The game based learning is more effective than traditional TL Method which have following results:- 1. Increase Engagement 2. Motivate with no risk 3. Improve performance and knowledge 4. Improve interaction with the students

Evidences



Subject Teacher
Amar Kawale (FM)

Head of Department
Prof. Prakash V Dhopte



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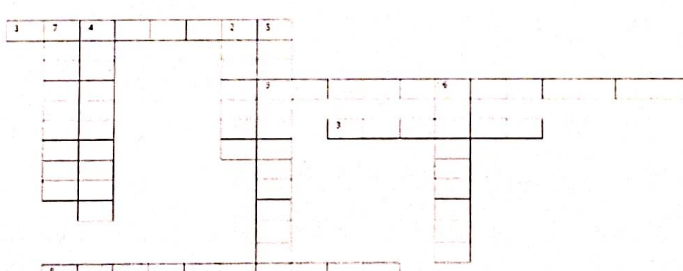
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Session: 2023-24

Crossword

Date and Time	18 Mar 2024, 11:45 am to 12:45 pm
Activity Name	Crossword
Subject	Design of Machine Elements
Class	Second Year
Objective	This activity orients such that the students are assisted to remember and recall the complex terminologies in the course during their examinations. Also inculcate the interest and involvement of students completely during the lecture sessions.
Description	The courses like Design of Machine Elements includes more design concepts, hence a method is required to remember the key words related to those concepts, thus activity includes a set of questions related to the key words in each chapter. The questions can be the meaning, definition of that word etc. with the help of those clues students are suppose to fill the blank squares provided in a particular pattern. This activity is conducted before their internal or soon after completion of that particular module so as to ensure the important words or phrases are clearly understood by the students. A feedback form is provided to them for the purpose of evaluating the same.
Outcomes	The key words can be remembered and recapitulated whenever required. It also makes the session interesting, brings in fun during learning, which enhances the understanding capability. It helps to involve themselves actively during the sessions.
Evidences	CROSSWORD PUZZLE  - All Engines can be called _____ - Not all Machines can be called _____ - A device used to change the direction of a force or lift heavy loads in machines is _____ - A key element needed in the design process, involving innovation and new ideas, termed as _____ - What graph shows the relationship between force applied and deformation in materials? _____ - What terms describes the allowed variation in a part's dimension? _____ - What is the difference between the sizes of two mating parts called? _____ - Which system of FITS is used when the hole size remains constant? _____ - What is the term for the distance between the central mass and the line of action of force? _____

Subject Teacher
Bhushan Deshmukh (FM)

Head of Department
Prof. Prakash V Dhopte



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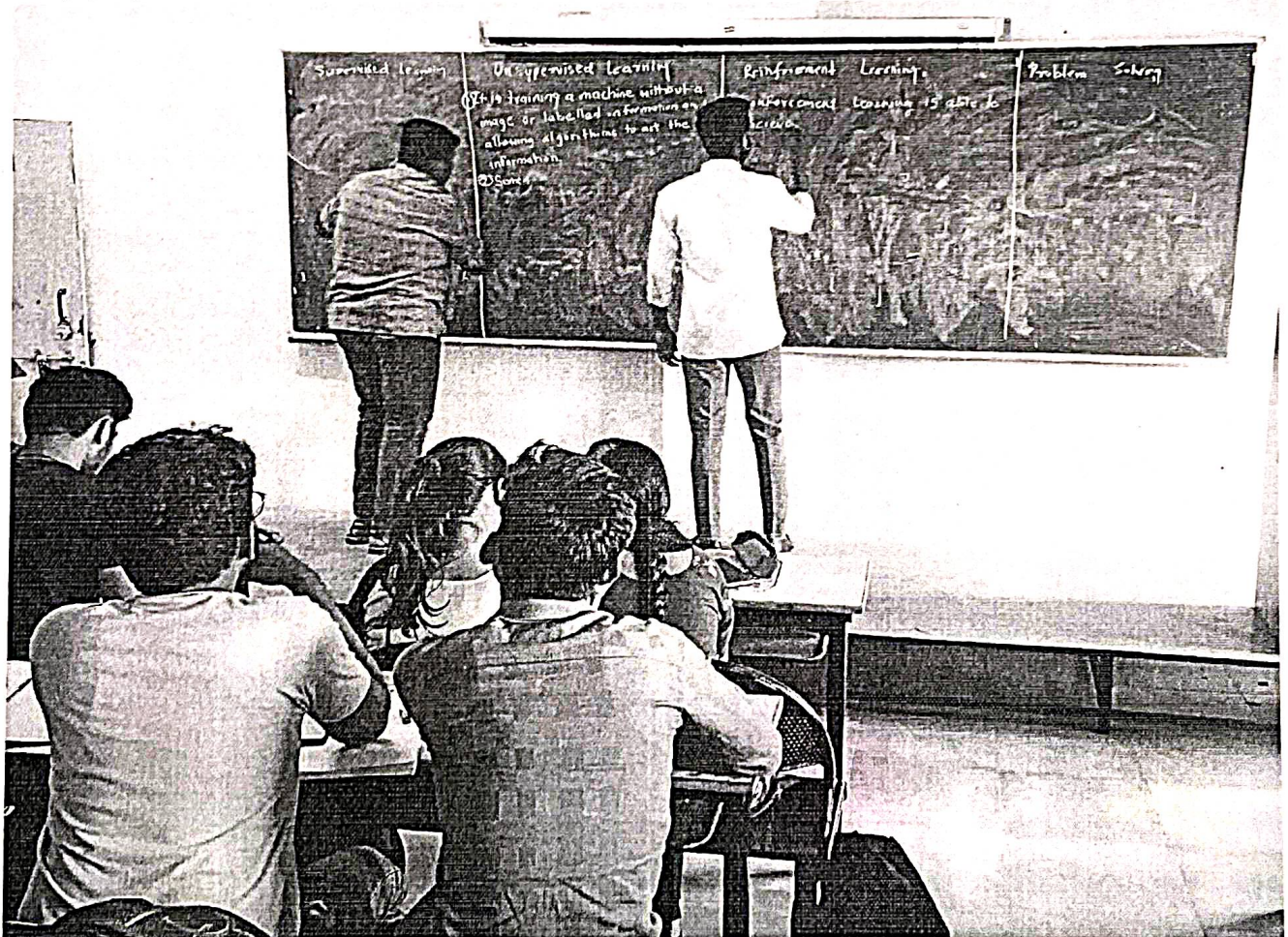
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Session: 2023-24

Four Board Method

Date and Time	25 Jan 2024, 02:00 pm to 04:00 pm
Activity Name	Four Board Method
Subject	MP
Class	Second Year
Activity Type	Four Board For Permanent Mould Casting, Investment Casting, Centrifugal Casting, Continuous Casting
Objective	To make the students work in team, enhancing their skills and knowledge
Outcome	Students ability to work in Team, Leadership Skill, Knowledge improved

Evidences



Subject Teacher
Sanjay Sajjanwar (MP)

Head of Department
Prof. Prakash V Dhopte



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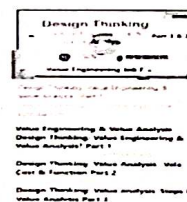
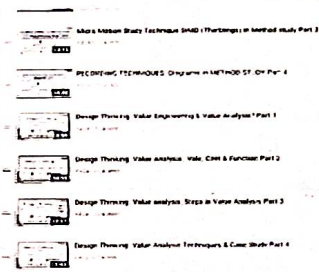
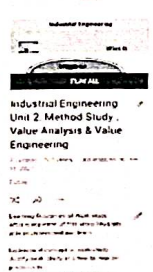
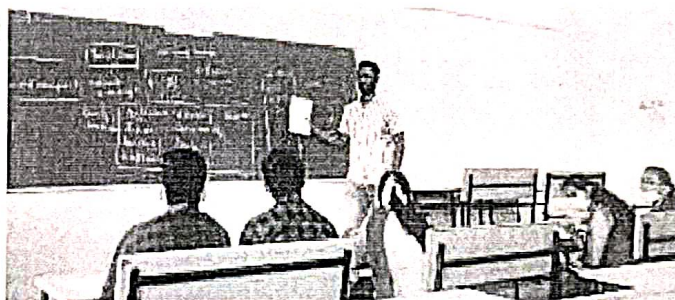
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Flip Classroom

Date and Time	21 Mar 2024, 02:00 pm to 04:00 pm
Activity Name	Flip Classroom
Subject	IE
Class	Fourth Year
Description	• Flip class room activity: in this activity YouTube video link of my channel shared to students through IE course WhatsApp group. • Instruction given to them to watch, write notes. • Instructions given to present / explain what you learned from video with your thought process in the classroom. <i>Value Engineering & Value Analysis</i> • Design Thinking: Value Engineering & Value Analysis? Part 1 https://youtu.be/my86PQ00QVo • Design Thinking: Value Analysis_ Vale, Cost & Function Part 2 https://youtu.be/TgLgyjPa-v8 • Design Thinking: Value analysis Steps in Value Analysis Part 3 https://youtu.be/JC48oFFEOQI
Objective	To make the students about teaching methodology and challenges in TL
Outcome	Students ability to analyze learning material, write on paper & Presentation & communication skill, Leadership Skill, Knowledge improved.

Evidences



Subject Teacher
Amar Kawale (IE)

Head of Department
Prof. Prakash V Dhopte



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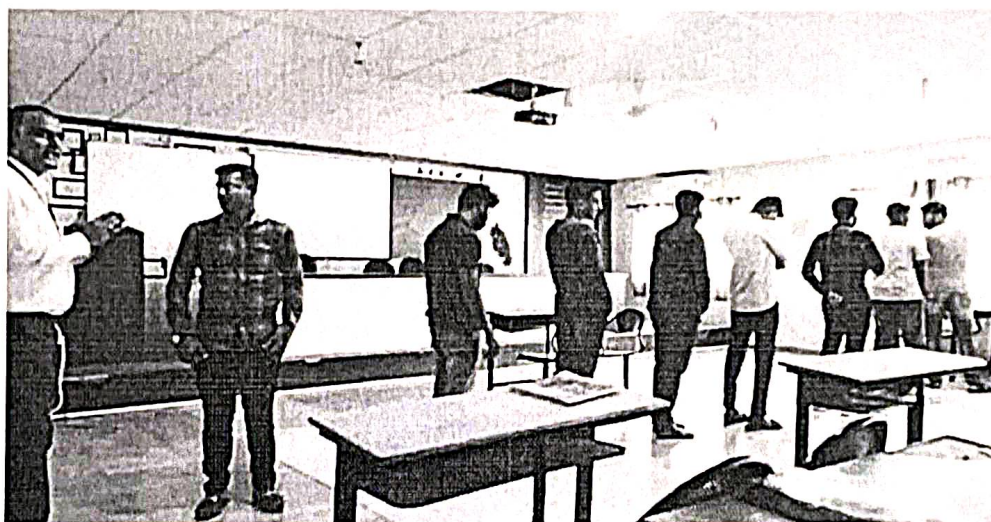
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Session: 2023-24

Role play or Game play activity

Date and Time	18 Feb 2024, 02:00 pm to 04:00 pm
Activity Name	Role play or Game play activity
Subject	Industrial Economics & Entrepreneurship Development
Class	Third Year
Description	Role play or Game play activity useful to learn Management function Communication
Outcome	Create interest with learning in theory concept understand easily

Evidences



Subject Teacher
Prakash Dhopte (IEED)

Head of Department
Prof. Prakash V Dhopte



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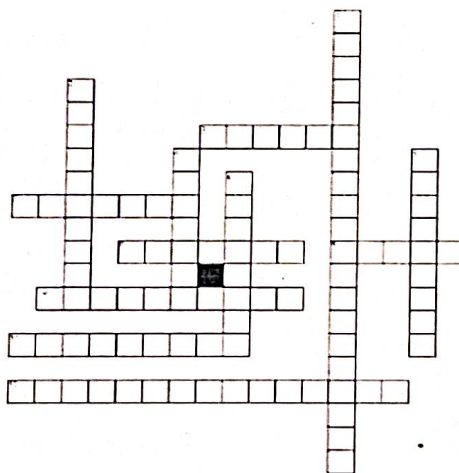
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Session: 2023-24

Game Pedagogy

Date and Time	10 Sept 2023, 02:00 pm to 04:00 pm
Activity Name	Game Pedagogy
Subject	Energy Conversion I
Class	Third Year
Description	Pedagogy is a term that refers to both the art and the science behind how educators teach. In the context of game-based learning, pedagogy involves integrating the principles of effective teaching and learning with the unique features of games, such as interactive storytelling, problem-solving challenges, and immersive environments, to create engaging and compelling learning experiences.
Outcome	The game based learning is more effective than traditional TL Method which have following results:- 1. Increase Engagement 2. Motivate with no risk 3. Improve performance and knowledge 4. Improve interaction with the students

Evidences



Across

3. the strength and vitality required for sustained physical or mental activity.
7. energy of motion
8. keep hot or cold in a object
9. energy in a vibrating matter

Word Bank

potential
nuclear
chemical
energy

10. energy in moving electrons

11. energy of a position
12. form of energy transmitted through electrical waves

Down

1. process of changing transformation energy from one form to another

sound
potential
mechanical
kinetic

2. the sum of potential energy and kinetic energy

4. energy that comes from changes in the nucleus of a atom
5. do not use their energy until they move
6. energy stored in bonds

thermal
electromagnetic
electrical
energy transformation

Subject Teacher
Rahul Waghmare (EC-I)

Head of Department
Prof. Prakash V Dhopte