

# **NEW EDUCATION POLICY 2020**

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**MINISTRY OF EDUCATION  
GOVERNMENT OF INDIA**

# National Education Policy 2020



# INTRODUCTION

- **National Educational Policy (NEP):** Union cabinet paved the way for transformative reform in school and higher education system by launching the New National Education Policy (NEP) on 29<sup>th</sup> July 2020. They also renamed MHRD as Ministry of Education. After the old national education policy which was launched way back in 1986, this is the first education policy of 21<sup>st</sup> century that has replaced 34 years old education policy. The new NEP is based on four pillars which are Access, Equity, Quality, and Accountability. In this new policy, there will be a 5+3+3+4 structure which comprises 12 years of school and 3 years of Anganwadi/ pre-school replacing old 10+2 structure.
- Through this new education scheme, they are trying to bring more than 2 crore students into the mainstream and with the help of this, they aim to achieve 100% GER (Gross enrollment ratio) from pre-school to secondary by the end of 2030. Through this NEP 2020 government is looking forward to making India a “global knowledge superpower” and it will be only done by making education system for schools and colleges more flexible, holistic, and multi-disciplinary which will bring out their unique capabilities.

# Major Reform in National Education Policy

- Students now take a school examination which was conducted by the appropriate authority in grades 3, 5, and 8.
- Board examination for 10<sup>th</sup> and 12 will be continued but will be redesigned with the aim of holistic development.
- **PARAKH (Performance assessment, review, and analysis of knowledge for holistic development)** a new national assessment platform will be set up.
- Mathematical thinking and scientific temper coding will start from class 6
- Vocational education will start in school from 6<sup>th</sup> grade which also includes internships.
- The 10+2 structure will be replaced by 5+3+3+4...

## **What is the vision of New National Education Policy?**

**“The NEP 2020 envisions an India Centred education system that directly contributes to the evolution of our nation enduring into an equitable and vibrant knowledge society by giving them a top-class quality of education.”**



Department of School Education & Literacy  
**Ministry of Education**  
Government of India



**#NIPUNBHARAT**



निपुण भारत का सपना  
सब बच्चे समझें भाषा और गणना

# NIPUN BHARAT MISSION

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graph TD; A[NIPUN BHARAT MISSION] --- B[VIDHYA PRAVESH]; A --- C[FLN]; A --- D[TOY BASED PEDAGOGY]
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VIDHYA  
PRAVESH

FLN

TOY BASED  
PEDAGOGY



Ministry of Education  
Government of India



✓ **#NIPUNBHARAT**

These 3 development goals will help children achieve their full potential in foundational grades:

## 3 Developmental Goals for Integrated and Holistic Development

<b>Goal 1:</b> Children maintain good health and wellbeing	<b>Goal 2:</b> Children become effective communicators	<b>Goal 3:</b> Children become involved learners and connect with their immediate environment
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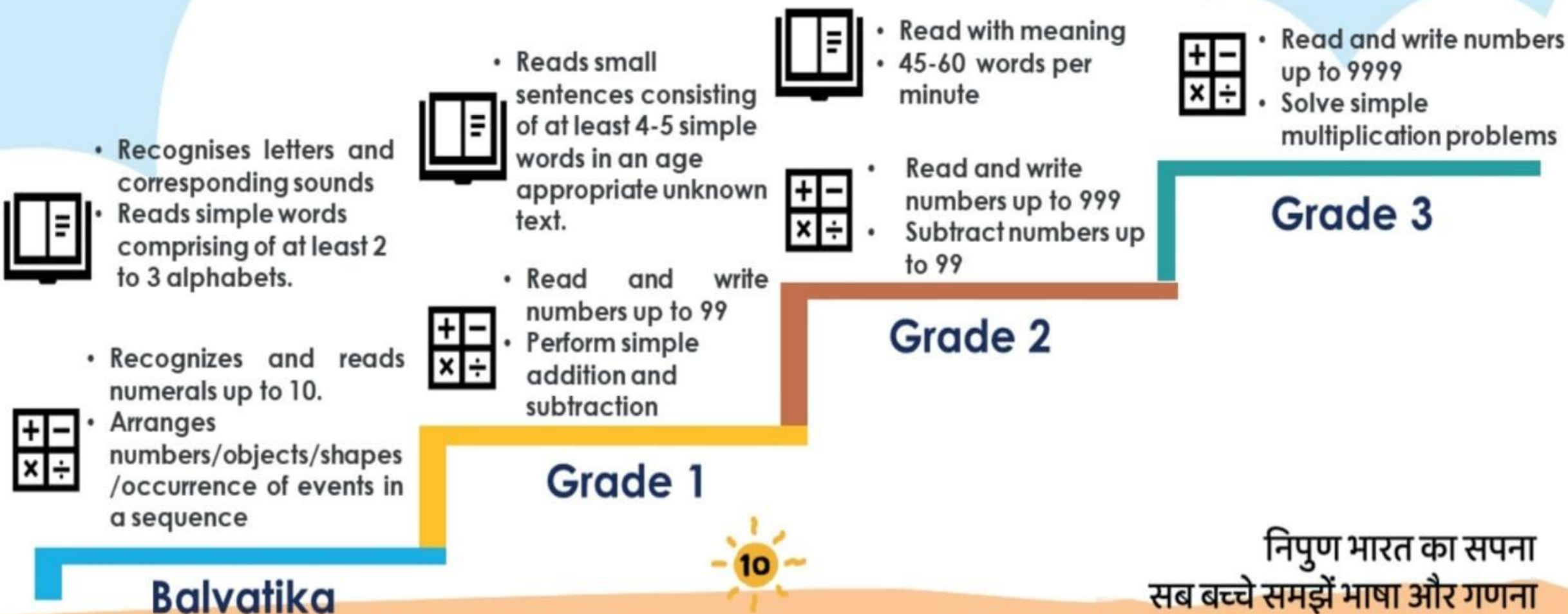
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# Lakshyas: Learning Goals of the Mission

The National Mission will declare the overall national targets in achieving learning outcomes, including year wise outcomes to be achieved by the year 2026-27 by each State/UT.



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# **TOY BASED PEDAGOGY**

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**RELEVANCE IN THE LIGHT OF 21<sup>st</sup> CENTURY SKILLS**

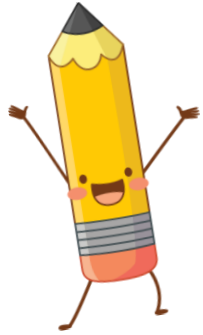
# TOY BASED LEARNING



MASKEEN Wooden Alphabet Puzzle Toy for Preschool Learning Educational Toys Building Blocks

**Toy Based Pedagogy (TBP) is in alignment with the NEP 2020 and Prime Minister's vision of "Vocal For Local".**

**- Dr. Rajkumar Ranjan Singh  
(Minister of State for Education, GoI)**

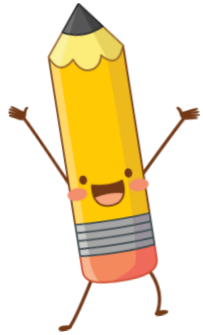


# What is a toy?

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The Oxford dictionary defines toy as:

“An object for a child to play with ”

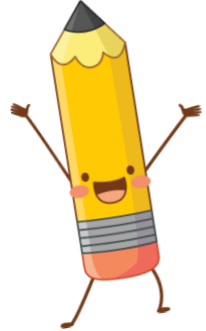


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- It is a physical item used in play by children.
  - Playing with toys can be an enjoyable means of training young children for life experiences.
  - Toys provide entertainment while fulfilling an educational goal.
  - Toys enhance cognitive behaviour and stimulate creativity.
  - They aid in development of physical and mental skills which are necessary in later life.

# TOYS

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- With toys , the player is completely free in the way it handles them. There are no hard rules that tell the player what to do or how to do it. The player creates his or her own experience.



# PUZZLES

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- With puzzles, there is usually only one answer, one solution. The player's role is confined to finding the answer to the puzzle. Like a riddle, the puzzle challenges the player to find the answer. The player is limited. Examples, jigsaw, sudoku, Rubik's cube etc.

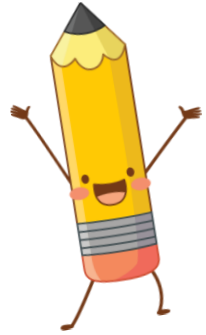




# GAMES

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- Games fit snugly in the middle , between toys and puzzles. They allow for more freedom than puzzles but are more restricted than toys.

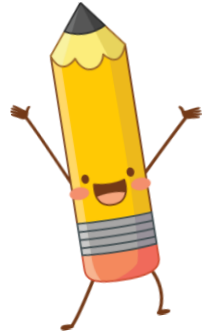


Game — winning

Puzzle — goal

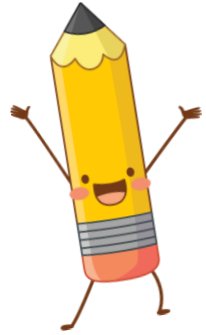
Toy — no goal

Story — no interaction / interaction



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# INDIGENOUS TOYS



- Bhatukali are miniature versions of kitchen sets (Maharashtra)

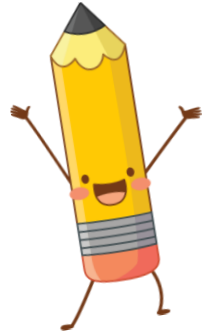


Traditional Kutchi embroidery handmade doll. These **Dhinglas** and **Dhinglis (dolls)** are often made from small pieces of waste fabrics called thigdas.



**Kondapalli Toys** : are the toys made of wood in Kondapalli of Krishna district, a village nearby Vijayawada in the Indian state of Andhra Pradesh.





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# INDIGENOUS GAMES

# KABADDI





KHO KHO



KANCHE / MARBLES



CHAUPAR



PALLANKULLI (TAMIL NADU)



GUTTE/GITTE /LAGORI (Karnataka)/ LINGOJ (Telangana)



# EXPERIENTIAL LEARNING

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LEARNING BY DOING

**Action  
words by  
action  
dance.  
They  
learn  
action  
words by  
singing  
and  
dancing.**



Enjoying  
hand  
printing  
with  
colours  
to  
corelate  
with  
functions  
of hand.





**Hand craft  
of giraffe in  
class to  
correlate  
with  
Lesson  
“Haldi  
Adventure.”**



# Spelling game of difficult words.



# Spelling game



**THANK YOU**

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**Vikram Singh**  
**PRT**  
**KV Khetri Nagar**