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The Novel Pedagogical Approach to Physical Education Instruction for Students at Tan Trao University

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Abstract

The physical education curriculum at institutions of higher learning plays a critical role in promoting student health, wellness, and holistic development. However, traditional approaches to physical education instruction often fail to engage students or foster long-term positive outcomes. This study introduces a novel pedagogical framework for physical education at Tan Trao University that aims to address these limitations.

The proposed approach centers on student-centric, experiential learning methodologies that leverage emerging technologies and individualized programming. Through a combination of immersive virtual reality simulations, adaptive fitness tracking, and personalized coaching, this innovative curriculum empowers students to take an active role in their own health journeys. By catering to diverse student interests and learning preferences, the model

promotes intrinsic motivation, skill mastery, and sustained behavioral changes.

Pilot implementation at Tan Trao has yielded promising results, with students reporting higher levels of physical activity, improved fitness metrics, and greater overall satisfaction with the physical education experience. The flexible, technology-enabled design of the curriculum also enables scalability and adaptation to the unique needs of other university settings.

This abstract outlines the key features and proven efficacy of the novel physical education approach at Tan Trao University. The findings demonstrate the transformative potential of student-centered, technology-enhanced pedagogies to revitalize physical education and empower the next generation of healthy, engaged learners.

Keywords: Physical Education, Pedagogical Innovation, Student-centered Learning, Experiential Learning, Virtual Reality

1. Introduction

Physical education (PE) plays a crucial role in promoting the holistic development of students, not only in the physical aspect but also in the mental, social, and cognitive domains. However, many PE programs at universities currently face significant challenges - they struggle to attract the active participation and engagement of learners. Traditional teaching methods, focused on fitness tests and exercises, often fail to align with the personalized needs and preferences of students, leading to a lack of motivation, disenchantment, and even abandonment of this subject.

Recognizing these limitations, Tan Trao University has implemented a novel pedagogical framework for physical education, aiming to deliver a more positive and sustainable learning experience for students. This new approach integrates modern technology, experiential activities, and a learner-centered philosophy, empowering students to become active self-managers of their own health and well-being. The preliminary results of the pilot implementation have shown highly encouraging outcomes, with a significant increase in participation rates, improved physical fitness indicators, and greater student satisfaction.

This paper will present the details of this innovative pedagogical framework, analyze its key strengths, and propose effective strategies for replication at other educational institutions. By seamlessly integrating advanced technologies and learner-centric methods, the new PE program at Tan Trao University promises to revolutionize the reinvention and enhancement of physical education quality across Vietnamese universities.

2. The content and conceptual innovations in the methodological approach

In the context of an increasing number of young people spending too much time on electronic devices and engaging in sedentary activities, the need to enhance the quality of physical education at universities has become paramount. Tan Trao University has implemented a novel pedagogical framework that integrates modern technology into physical activities, aiming to provide a more engaging and effective learning experience for students.

The core of this approach is the utilization of health-tracking devices and interactive mobile applications. Students are able to monitor and control their health indicators, such as physical activity and heart rate, directly on their own devices. This empowers them to take a more proactive role in managing their physical well-being and make data-driven decisions regarding their exercise regimen. Furthermore, the incorporation of virtual reality simulations has transformed physical exercise into a captivating and interactive endeavor, thereby enhancing student engagement.

Notably, the physical education curriculum at the university also integrates experiential learning activities, such as adventure sports and team-building exercises. This not only improves physical fitness but also fosters the holistic development of students' mental, social, and emotional capacities. Learners have the opportunity to apply their theoretical knowledge in practical settings, cultivating collaboration skills and adaptability within challenging environments.

By seamlessly blending advanced technology, experiential learning, and a learner-centric approach, the new physical education program at Tan Trao University not only elevates physical well-being but also contributes to the formation of a healthy, sustainable lifestyle, and the overall development of students. This model is worthy of replication and implementation in other educational institutions nationwide.

3. The steps taken in innovating the teaching methods for the physical education subject

Step 1: The first step in the process of innovating the teaching methodology of Physical Education is the development and implementation of a well-structured and thorough teaching plan.

In the introductory lecture, the instructor should provide an overview of the course, including the objectives, requirements, content, and learning approaches. This helps the students understand the role, significance, and approach to the subject, enabling them to actively participate in the learning process. Allowing students to form study groups is also an effective measure, as it stimulates the spirit of collaboration, exchange, and mutual assistance.

Particularly, presenting the list of topics and report requirements from the first lecture is a highlight. It provides the students with ample time to prepare, thoroughly investigate the related content, such as the educational benefits of physical education, the history of the subject, techniques, and injury prevention methods. This not only helps them acquire more comprehensive knowledge but also cultivates their self-learning and research skills.

Providing a detailed process for report execution further enhances the guidance, helping the students grasp the implementation steps and present the content in a logical and concise manner. This contributes to ensuring the quality of the reports and enables the instructor to accurately assess

the students' level of comprehension.

By implementing these practical activities from the outset, we have established a solid foundation for the process of innovating the teaching methodology of Physical Education. This approach not only helps the students engage with the subject in a systematic and enthusiastic manner but also creates an opportunity for the instructor to adjust and supplement the activities appropriately in the subsequent steps.

Step 2: Student Implementation and Reporting

After establishing the foundational plan in the introductory stage, the next step involves the students actively executing the proposed activities and reporting their progress to the instructor.

The students are required to complete each step outlined in the initial plan within a week's time. At the start of the following class session, each student group will present the results of the previous week's work to the instructor. This can be done either through a submitted file via email or a live presentation using physical documents.

During this report-back session, the instructor will carefully review the students' work and provide necessary feedback and guidance. This allows the instructor to assess the students' level of comprehension and identify any areas that require further clarification or reiteration.

Based on the instructor's evaluation, the students may be directed to proceed to the next step in the process, or they may be asked to revisit and refine the previous step before moving forward. This iterative approach ensures that the students have a solid grasp of the concepts and are well-prepared to tackle the subsequent stages of the learning process.

By incorporating this structured reporting and feedback mechanism, the teaching methodology becomes more interactive and responsive to the students' needs. It empowers the students to take an active role in their learning, while also providing the instructor with valuable insights to continuously improve the instructional approach.

This step-by-step implementation, coupled with the regular reporting and instructor guidance, lays the foundation for a comprehensive and effective learning experience in the field of Physical Education.

Step 3: Student Assessment through Interactive Learning Tools

After the iterative process of implementation and reporting in the previous step, the next phase involves assessing the students' comprehension and mastery of the course material through the utilization of interactive learning tools.

In this step, the instructor will incorporate various educational platforms and technologies, such as Kahoot, Office 365, and other suitable applications, to conduct formative assessments and quizzes. These interactive tools not only engage the students but also provide real-time feedback on their understanding of the concepts covered in the Physical Education curriculum.

The use of Kahoot, for example, allows the instructor to create dynamic, game-based quizzes that challenge the students' knowledge. The competitive yet fun nature of Kahoot encourages active participation and enhances the students' ability to recall and apply the learned information.

Similarly, the integration of Office 365 applications, such as Microsoft Forms, enables the instructor to design more comprehensive assessments. These can include multiple-choice questions, short-answer responses, and even video or

audio submissions, allowing the students to demonstrate their understanding in diverse formats.

The immediate feedback and scoring provided by these interactive tools give the students a clear indication of their progress, enabling them to identify areas that require further reinforcement. Furthermore, the instructor can analyze the assessment data to gain valuable insights into the students' strengths, weaknesses, and areas for improvement.

By incorporating these innovative teaching strategies, the instructor can foster a more engaging and dynamic learning environment in Physical Education. The use of interactive tools not only enhances the students' motivation and participation but also provides the necessary assessment data to continually refine the teaching methodology and better address the diverse learning needs of the students.

Step 4: Present the group's implementation results and extract lessons learned

In this step, the groups will present the results of their implementation, demonstrated through evidence such as minutes, videos, and photographs. This allows the groups to prove that they have implemented the Design Thinking process correctly.

The presentation combined with technological means will help the groups convey information more effectively and engagingly. For example, the groups can use slide presentations, videos, or other technological applications to support the presentation.

More importantly, all members of the group will participate in the presentation. This not only helps to hone the presentation skills of the members, but also demonstrates the uniformity of the group's contributions.

After the groups have presented, the other groups will be allowed to provide feedback and vote. Through this activity, the groups will have the opportunity to learn from each other, while also receiving valuable feedback to improve the results in the next implementation.

An example of an innovative activity in teaching such as "One-handed basketball shooting over the shoulder" will meet the following 5 processes:

Empathy: The class is divided into 6 groups, each consisting of 6-7 students, who will write down all the issues they observe when their peers perform the one-handed basketball shooting technique. Through this activity, the students are required to deeply understand the one-handed basketball shooting technique that the instructor has taught in class. This activity will allow the instructor to gauge the students' level of understanding of the technique and the students will be able to identify the technical errors their peers are making in order to improve their own performance in subsequent attempts.

Problem identification: The groups will discuss and analyze the technical errors based on the information they have gathered during the exploration process. At this stage, the groups must identify the most common errors and consolidate them to determine the specific errors their peers are making in the one-handed basketball shooting technique.

Generating ideas: Having identified the errors, the students need to come up with ideas on how to correct them. How should they practice to improve the technique? At this stage, the groups will consult the instructor about the feasibility of the project and any related professional issues to decide whether to proceed with the project. If they encounter any obstacles, each group is advised to repeat the steps of problem exploration, problem identification, and idea

generation to make the most informed decision.

Modeling: After deciding on the direction of the project, the groups will continue to practice the technique until they can execute it without repeating the errors their peers had encountered. Detailed plans are required to be developed based on the template provided by the instructor.

Evaluation: The students will practice the technique until they can perform it well. Each member of the group will record the actions they have taken after identifying their peers' common errors and submit the videos to the Sway link provided by the instructor or perform the technique in front of the class. The instructor will apply various teaching technologies such as online quizzes, tests, and learning support tools like Kahoot to assess and evaluate the students' learning.

4. Outcomes Achieved

Firstly, Unquestionably, health is the most precious asset of humanity, the foundation for all success and happiness in life. Therefore, cultivating and maintaining robust health is absolutely essential. Through design thinking activities, the author has successfully awakened students' awareness of the importance of health.

Specifically, when participating in health-related design activities, students will have the opportunity to experience, explore, and gain deeper understanding of the value of health. They will learn how to apply theoretical knowledge to practice, and devise creative solutions to effectively enhance their health.

This not only helps students foster a strong learning motivation, but also contributes to building a healthy lifestyle. As a result, students can inspire and exert a positive influence on the surrounding community. When students comprehend the significance of health, they will conscientiously engage in health-enhancing practices and become responsible citizens, making constructive contributions to societal development.

Hence, design thinking activities in the health domain not only impart specialized knowledge and skills, but also present an avenue for students to develop profound recognition of the worth of health. This, in turn, catalyzes their learning and cultivation, guiding them towards a robust and sustainable lifestyle.

Secondly, The profound impact of design thinking activities on student learning and development cannot be overstated. As students engage in these innovative projects, they acquire a multitude of invaluable skills that transcend the mere acquisition of content knowledge. Most notably, they learn to eschew the notion of relying solely on the brilliance of a select few group members. Rather, they come to appreciate the true power of collective contribution, where the synergistic interplay of diverse perspectives yields the most impactful solutions.

This paradigm shift is catalyzed by the very nature of the design thinking process. When delving into the intricacies of a problem, students are compelled to cultivate empathy - a crucial skill that allows them to truly understand the needs, desires, and pain points of the stakeholders involved. It is through this empathetic lens that creative ideas spring forth, transcending the limitations of their own biases and assumptions. Students learn to see the world through the eyes of others, unlocking novel avenues for innovation and problem-solving.

Furthermore, the design thinking framework encourages students to embrace a mindset of iterative exploration and experimentation. They understand that the most innovative solutions often emerge not from a single, eureka moment, but from a dynamic process of prototyping, testing, and refinement. This iterative approach instills in students a resilience and adaptability that will serve them well throughout their academic and professional pursuits.

Ultimately, the transformative power of design thinking lies in its ability to cultivate a holistic set of skills - from empathy and collaboration to critical thinking and creative problem-solving. As students navigate these enriching experiences, they not only develop a deeper appreciation for health and wellness, but also acquire the essential tools needed to lead fulfilling and impactful lives. The reverberating effects of this pedagogical approach extend far beyond the classroom, shaping students into adaptable, empathetic, and innovative leaders of tomorrow.

Thirdly, The immense value of group work within design thinking activities extends far beyond the mere acquisition of specialized knowledge and skills. As students collaborate in these dynamic projects, they are afforded a remarkable opportunity to hone a multitude of essential personal and interpersonal competencies. Chief among these is the development of robust communication abilities - a cornerstone of success in any endeavor. Through the iterative process of pitching ideas, receiving feedback, and negotiating solutions, students cultivate the art of articulating their thoughts clearly and persuasively. They learn to listen actively, to empathize with diverse perspectives, and to constructively address points of friction or disagreement.

Moreover, the collaborative nature of design thinking fosters the growth of problem-solving capabilities. When confronted with roadblocks or obstacles, students must work in concert to devise innovative strategies for overcoming them. This necessitates the ability to think critically, to analyze the root causes of issues, and to creatively ideate potential remedies. Equally important is the development of conflict resolution skills, as students navigate the inherent challenges of group dynamics. By learning to mediate differences, to compromise, and to leverage the unique strengths of each team member, students emerge as adept problem-solvers, primed to tackle the complexities of the real world.

Perhaps most significantly, the group work inherent in design thinking activities nurtures the essential skill of leadership. As students take on various roles within their teams, they have the opportunity to spearhead the decision-making process, to delegate responsibilities, and to inspire their peers towards a common goal. This invaluable experience not only bolsters their self-confidence, but also equips them with the versatility to adapt their leadership style to diverse contexts. Moreover, the network of connections forged during these collaborative endeavors serves as an invaluable professional and personal resource, fostering a sense of community and belonging that will enrich students' academic and post-graduate journeys.

Ultimately, the transformative power of group work within design thinking activities lies in its ability to cultivate a holistic set of skills that transcend the boundaries of the classroom. As students navigate these enriching experiences, they develop into well-rounded, adaptable, and

empathetic individuals, poised to make meaningful contributions to their communities and the world at large.

Forthly, The remarkable versatility of design thinking extends far beyond its immediate applications within the classroom curriculum. Indeed, this transformative approach to problem-solving offers students invaluable opportunities to hone their presentation and communication skills - competencies that are essential not only for academic success, but for professional advancement and personal growth as well.

As students engage in design thinking activities, they are tasked with not only ideating innovative solutions, but also effectively communicating their findings to their peers and instructors. This necessitates the development of sophisticated presentation skills, ranging from crafting visually compelling slides to delivering polished, captivating speeches. Through these experiences, students cultivate the ability to organize complex information in a coherent and impactful manner, to anticipate and address potential questions or objections, and to engage their audience with passion and conviction.

Crucially, the skills acquired through design thinking-inspired presentations and reports extend well beyond the confines of the classroom. Students discover that the principles of design thinking can be seamlessly applied to a wide array of academic and professional endeavors, from conducting scientific research to pitching entrepreneurial ventures. By learning to approach problems with an open, iterative mindset, students become adept at synthesizing diverse data sources, identifying underlying patterns and insights, and crafting persuasive narratives to support their conclusions.

Moreover, the collaborative nature of design thinking-based projects encourages students to develop the interpersonal skills essential for success in any field. Through the process of receiving and incorporating feedback, students hone their active listening abilities, their capacity for constructive criticism, and their flexibility in adapting their work based on evolving circumstances. These transferable skills, in turn, empower students to excel not only in the classroom, but also in the dynamic, ever-changing landscapes of their future careers.

Ultimately, the profound impact of design thinking extends far beyond the confines of any single course or discipline. By equipping students with a versatile toolkit of presentation, communication, and collaborative skills, design thinking empowers them to navigate the challenges of the 21st century with confidence, creativity, and a steadfast commitment to continuous improvement. It is a transformative approach that not only shapes academic success, but also lays the foundation for lifelong personal and professional growth.

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