# 'Activity Based Learning'

# **ABL1: Building Automation, Fire Safety and Electronic Security**

This is non-credit activity conducted in semester III for all the branches of engineering. It is compulsory for all the students to appear for this activity.

This is one day event involving following activities:

- 1. Invited Talks on the related topics
- 2. Poster Presentation
- 3. Fire/Safety Drills
- 4. Design competition in building automation, fire safety and security.

This event shall be conducted in association with Fire and Security Association of India (FSAI).

## ABL2:OCCUPATIONAL SAFETY & LEGAL STUDIES FOR ENGINEERS

Engineering is the branch of science and technology concerned with design, building and the use of engine, machines and structures. In this fast moving world scenario, it is seen that the field of Engineering has travelled a very long distance of time space. In the modern parlance, this field must be properly knitted with the other two important dimensions—SAFETY & LAW. An Engineer must have adequate knowledge of these vital subject if he ever wishes to establish himself in this Industrial world.

The following activities have been designed to meet up with the growing expectations with the concerned topic. Students are requested to actively participate in those activities based learning to catch up with the realities of the industrial world.

Hence, the activities are divided into 5 parts—MOOT COURT, DEBATE, ELOCUTION, PRESENTATION & ROLE PLAY

#### 1) MOOT COURT:

It is a process in which participants take part in simulated court proceedings, usually involving drafting memorials or memoranda and participating in oral argument. It is just a dummy presentation of the actual court proceedings. It will have a pair of counsel from the defendant as well as the prosecution side. The case write up will be given to both the sides

well in advance. They need to study the case along the lines of actual law pertaining to the case which will be more or less company law, intellectual property laws, banking laws, insurance laws or negotiable instrument laws. Both sides will have a researcher who will work along with his respective team to unearth any backdated supportive cases. The sides has to come in common consensus to work on issues which should not be more than five. Based on those issues both sides will present their case turn by turn with the permission of the judge. Judge can consist of persons ranging from 1 to 3. The issues should be dealt with in the book called memorial which should be prepared by both the sides. The prosecution will start the case followed by the defendants. Nobody can criss-cross each other's time of presentation. The judge/s have to control the whole proceedings properly. The judge has the power to give permission for rebuttal as per his own whims. In the end he will pass the judgment based on law.

### 2) DEBATE:

Debates will have topics based on safety and law based and the pair of participants need to stand for or against the motion.

#### 3) ELOCUTION:

Same will be the case with elocution but it will be extempore and the participants will have to present their insights on the topic given on the spot.

### 4) PRESENTATION:

A PPT presentation will have topics based on legal laws and students need to prepare the same.

The list of topics are:

Sale deed, WILL, Gift Deed, Agreement, Power of attorney, MOU(Memorandum of Understanding), Non-Disclosure agreements, Affidavit, Charter, Partnership deed, Copyrights Transfer Agreement, Franchise Termination, Lease purchase contract, Letters Patent, Legal Threat, Promissory Note, Share Certificate, Share transmission.

#### 5) ROLE PLAY:

This activity is a group activity whereby they have to work as a team and enact some situation pertaining to law or safety in the Industrial premises. It's a fun activity whereby they camouflage themselves stepping into the shoes of the role that they will be performing to create an awareness amongst the audience of what to do in case they find themselves in same situations in near future.