

Innovative teaching and learning methods in Romanian language and literature classes at the gymnasium

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Abstract. Teaching Romanian language and literature in middle school requires an adaptation to the demands of the digital generation, going beyond traditional methods. Today's students are oriented towards technology, critical thinking and interactivity. Teachers resort to innovative methods to make the lesson more relevant and engaging. Among the most effective are: Project-based learning: This stimulates creativity and teamwork. Students can create posters, brochures or digital presentations about authors or literary texts, developing skills in analysis, synthesis and expression. Digital technology: The role of technology is crucial. Educational applications, interactive quizzes, online learning platforms (such as Digitaliada) and the creation of films or podcasts on literary themes offer a modern approach, adapted to the way students think. The Digitaliada platform is an essential tool in the digitalization of education in Romania. It offers modern and accessible educational resources, with a formative, innovative and integrative role. It contributes to increasing the quality of education through interactive digital methods, offering free lessons and materials, adapted to the national curriculum, stimulating student interest and improving school results through attractive approaches.

Keywords: Digital presentations; Romanian language and literature; Digitaliada platform; Digital methods.

1. Introduction

The main significance is that the objectives will aim to align the teaching process with the realities of today's students. They are digital natives, accustomed to technology and interactivity, and traditional methods are no longer enough to capture their attention and maintain their motivation.

The research aims to identify ways in which the Romanian language and literature become relevant and attractive for them. Many students perceive the study of Romanian language and literature as arid or too theoretical. The research objectives will focus on finding practical solutions that will transform this perception, making the subject more accessible and enjoyable, and thus contributing to reducing the rate of absenteeism and school dropout caused by lack of interest.

A key objective will be to assess how innovative methods can lead to better understanding and assimilation of knowledge, and thus to higher academic outcomes. This includes not only better grades, but also a deeper understanding of literary texts and a better mastery of linguistic norms. For example, using manga as a creative tool has been shown to improve both student performance and creativity in literary comprehension (Veeramuthu & Ganapathy, 2022).

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The objectives will focus on how new methods contribute to the development of critical thinking, creativity, communication and collaboration skills – essential skills in a constantly changing society. Innovative teaching fosters the 4Cs and helps students navigate complex learning environments (Mwamakula, 2024). Various methods like problem-based learning using poetry, songs, and role-plays increase motivation, empathy, and critical thinking. For example, through interactive projects or the use of digital platforms, students learn to work in teams and express their ideas in a structured way.

The research objectives will highlight the need for continuous training and professional development of teachers. The identification and validation of innovative methods provides them with concrete tools and support to diversify their teaching strategies.

2. Educational methods for digital generation

In an educational context in constant transformation, teaching Romanian language and literature in middle school can no longer remain anchored only in traditional methods. Today's students are the digital generation, familiar with technology, critical thinking and the need for interactivity. To meet these needs, Romanian teachers increasingly resort to innovative teaching methods, which transform the lesson into a relevant and captivating experience. Among the most effective methods are: learning through projects, which stimulate creativity and teamwork. For example, students can create posters, brochures or digital presentations about a studied author or about a literary text, thus developing skills in analysis, synthesis and coherent expression.

Digital technology also plays an important role. Educational applications, interactive quizzes, online learning platforms (Figure 1), making short films or podcasts on literary themes offer a different approach, closer to the way students think and work.

#	Materie	Nume test	Utilizat/copiat	Clasa	Timp	Numar întrebări
1	Limba Română	Posibilități combinatorii ale adverbului (VII)	20	Clasa VII	30 minutes	10
2	Limba Română	Posibilități combinatorii ale numeralului (VII)	7	Clasa VII	30 minutes	10

Figure 1. Digitaliada online learning platform, Source: <https://www.platformadigitaliada.ro>

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The Digitaliada platform represents an important pillar in the process of digitizing education in Romania, offering modern and accessible educational resources to both teachers and students. It has a formative, innovative and integrative role, contributing to increasing the quality of the educational act through interactive digital methods. It also offers free, easy-to-use digital lessons and materials, adapted to the national curriculum, stimulates students' interest by using technology in the learning process, improves school results, through modern and attractive methods. By integrating technology into the learning process (e.g. educational applications, interactive quizzes, making films or podcasts), the platform makes the classroom more captivating and relevant for students.

Game-based learning (gamification) is another effective method: through playful scenarios, competitions or literary escape rooms, students are challenged to discover and understand texts, while developing intrinsic motivation. Another important element is creative writing, which offers students the opportunity to express themselves freely, to rewrite texts from different perspectives, to compose replicas or continuations of well-known works. Through game elements, students become more interested and involved in learning activities. The desire to earn points, advance to a higher level or obtain rewards stimulates them to actively participate and make an effort. Gamification contributes to the development of critical thinking, problem solving and creativity. For example, in role-playing games or group projects, students are put in situations that require them to analyse texts, formulate arguments or create original content. Unlike traditional tests, game-based activities can be perceived as less stressful, creating a more relaxed and enjoyable learning environment. Mistakes become learning opportunities, not failures.

3. Characteristics of dynamic learning environment

The main goal of gamification is to transform learning Romanian language and literature from an activity sometimes perceived as rigid or difficult, into an experience:

- 1) Captivating and motivating: To stimulate students' intrinsic desire to learn, making the subject more attractive.
- 2) Interactive and participatory: To encourage the active involvement of all students, including the most timid, in a safe and non-judgmental environment.
- 3) Relevant and applicable: To demonstrate the relevance of language and literature concepts in various contexts, connecting them to students' experiences.
- 4) Efficient in the acquisition of skills: To facilitate the acquisition and consolidation of knowledge and skills (e.g. vocabulary, grammar, oral and written expression, literary analysis) in a natural and sustainable way.
- 5) Developing the pleasure of reading and writing: To cultivate a positive attitude towards reading and writing, transforming these activities into sources of pleasure and exploration.

By integrating playful elements, Romanian language teachers can create a dynamic learning environment that not only transmits knowledge, but also develops essential skills for the 21st century and, most importantly, instils in children a love for the Romanian language and literature.

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An increasingly frequently used platform in the teaching process is Canva, an intuitive graphic design tool that offers attractive visual resources, easy to use by both teachers and students. In Romanian language and literature classes, Canva brings added dynamism, creativity and interactivity, transforming learning into a modern and efficient approach. Through Canva, teachers can create posters with essential information about authors, literary movements or grammatical notions, visual schemes, educational comics or interactive presentations. Students can more easily and logically understand the structure of a text, the elements of composition or the artistic message. Using Canva contributes to the formation of transversal skills: critical thinking, visual literacy, collaborative spirit (through team projects), as well as responsibility in writing a coherent and aesthetic visual product. In the context of modern education, Canva is a reliable ally in transforming Romanian language lessons into memorable visual experiences. Students not only learn, but also create, and this gives them confidence and motivation.

Thus, the Romanian language and literature becomes not just an object of study, but an opportunity to discover oneself, the world, and the beauty of the word, and students learn with joy, because they feel involved and valued.

4. Conclusions

In conclusion, the digitalization of education, excellently exemplified by the resources offered by the Digitaliada Platform, along with the integration of modern methods such as gamification and the use of intuitive visual tools such as Canva, fundamentally transforms the teaching and learning of the Romanian language and literature. These innovative approaches create a captivating and relevant teaching environment, stimulate students' intrinsic interest, develop their critical thinking, creativity and collaboration skills. By combining technology with student-centred pedagogical strategies, the educational process becomes not only more efficient in achieving academic objectives, but also an enjoyable learning experience, which prepares students for the challenges of a constantly changing world.

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