

R – Relatedness; A – Autonomy; M – Mastery; P – Purpose

Strategies – RAMP MODEL	RAMP Dimension
Collaborative Learning: Design courses that include group projects, discussions, and peer learning activities. Encourage learners to work together on assignments to build relationships and a supportive community.	Relatedness
Choice in Assignments: Offer students options in how they approach an assignment (e.g., writing an essay, creating a video, or giving a presentation). This gives them control over how they express their learning.	Autonomy
Encourage Reflection: Have students reflect on their learning progress, identifying areas where they have improved and set goals for further development.	Mastery
Flexible Learning Paths: Use differentiated instruction, where students can learn at their own pace and choose the difficulty level that matches their abilities.	Autonomy
Inclusive Environment: Create a classroom culture that values diversity and inclusivity. Encourage open communication and respect for differing perspectives to make all students feel valued.	Purpose
Link Learning to Personal Goals: Help students set personal and academic goals that are meaningful to them. Show them how their education can help them achieve their aspirations.	Purpose
Mentorship Programs: Pair students with mentors (faculty, alumni, or upperclassmen) to provide guidance, support, and networking opportunities.	Relatedness
Opportunities for Practice: Give students multiple opportunities to practice new skills, with progressively challenging tasks that help them build competence over time.	Mastery
Personalised Learning: Allow students to set their own learning goals and explore topics that interest them. This can be facilitated through project-based learning or independent study.	Autonomy
Project-Based Learning: Involve students in meaningful, long-term projects that address real-world problems or community issues. This gives them a sense of purpose and makes learning feel relevant.	Purpose
Real-World Applications: Show how what students are learning can be applied in real-world scenarios. This might involve connecting lessons to current events, career paths, or societal challenges.	Purpose
Regular Feedback: Provide constructive, timely feedback that helps students understand what they're doing well and where they need to improve. Encourage a growth mindset by praising effort and persistence rather than just outcomes.	Mastery
Scaffolded Learning: Break down complex tasks into smaller steps, guiding students through each stage until they achieve mastery. This prevents frustration and encourages continual progress.	Mastery
Self-Directed Learning: Provide opportunities for students to choose what they want to explore within a given framework (e.g., during research projects or inquiry-based learning activities).	Autonomy
Service Learning: Incorporate community service projects where students can apply their skills and knowledge to benefit others, helping them see the broader impact of their work.	Purpose
Social Events: Organize events that promote social interaction, such as workshops, networking events, or extracurricular activities, to help students build connections outside of the classroom.	Relatedness