

COOPERATION IN DISTANCE LEARNING IN ELECTRONIC ENVIRONMENT IN THE HIGH SCHOOL STAGE

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ABSTRACT— In the 21st century, the most expensive product will be good education.

Cooperation is a guarantee for improving the quality, for providing access to education for all schoolchildren, for building a community of students working together in the name of the global goal and for the development of good pedagogical practices and innovations.

Education would have a key role in change only if we turn to a student and "ignite" in them the spiritual spark needed for every conscious life. And we make them think globally, think in detail, think critically.

The needs for the realization of a competitive knowledge-based economy presuppose the new educational priorities related to the integration of information and communication technologies (ICT).

The adaptation of education to the information age is not expressed in a simple action to modernize the learning space, but requires a complete change in the content, methods and goals of the educational system.

Only so tomorrow we will have a new world before us, the one we write and dream about so much today ...!

Keywords: *cooperation, education, global, electronic environment, new world, technology*

1. INTRODUCTUON

Using this starting point, in this article I would like to draw attention to the cooperation made in the distance learning in an electronic environment:

The cooperation, which is a guarantee for improving the quality, for providing access to education for all schoolchildren, for building a network of communities that work together on behalf of the student.

The main argument supporting the technology as an element of distance learning in an e-learning environment is that the present-day students should be able to apply technology to share resources in an e-learning environment.

The goals and means, the approaches and methods, the forms of education and upbringing deeply coincide in the cooperation.

Cooperation requires two important conditions: to stimulate and support each schoolchild in the development and realization of his unique abilities and to form in him social competencies, feelings of belonging to the community, the group, and the society.

Cooperation with students is achieved over the years and is born where the teacher for a long time becomes an assistant, counselor, moderator and friend of the schoolchild on the way to achieving the common goal (Aleksieva, 2019; Vasileva, 2004; Valchev, 2012).

2. MATERIALS AND METHODS

In order to "embed" cooperation in the educational process there are not special conditions required - with the current educational program, textbooks and teaching aids in school, every teacher can begin to transform their classroom and turn it into a virtual classroom.

What are the general consequences of all this on the organization of classroom work? Thus, there is a need to use a variety of learning techniques, as they enable all students to participate and learn.

All this correspondingly leads to a significant change in the role of the teacher. From a lecturer who conveys information, he becomes a moderator who models conditions that support the learning process (Aleksieva, 2019).

The content of the education reflects the level of economic, socio-political, cultural, and scientific-technical development of society.

For example, the following diagram has been made on the basis of a study of what mobile devices students have in the first year of professional high school. /number of participants: eighth grade-51 students, ninth grade-36 students and tenth grade-39 students- figure 1. /

Use of types of mobile devices in professional high school - first high school year.
study made during the educational period in electronic environment Wednesday 2019/20

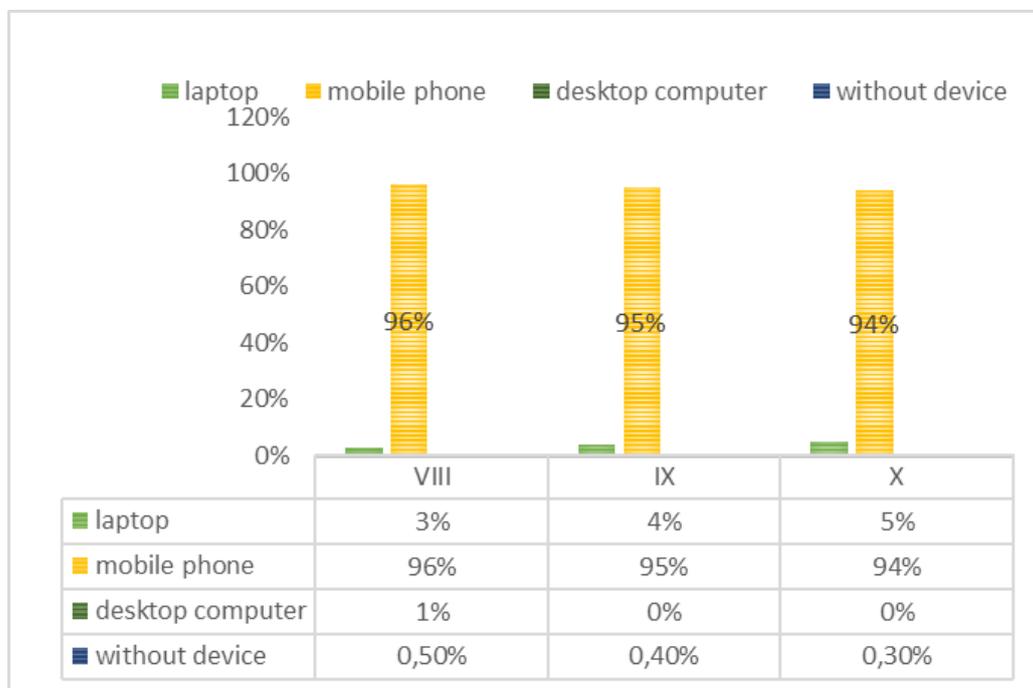


Figure 1

Students today know how to use laptops, mobile phones and tablets, they are already a second nature for them. Withholding the technology from the learning process would be estrangement. The competition between rival peers in the 21st century simply demands the need of technological skills.

With the changes in the educational system in our country the main goals of the elementary education are set, which are regulated by an approved legislative framework for the degrees and types of education, which later became the Law on Preschool and School Education, General Education Minimum and Study plan. The learning content is determined by the goals and objectives of education and training. The subject is the main cultural unit of the educational process. Each subject is a pedagogically based system of scientific knowledge, practical skills, and habits. School subjects represent the foundations of science. The study plan should achieve the development of knowledge and skills of students formed in other subjects so far, and at the same time provide conditions for summarizing the notions of the relationship between scientific discoveries - automation - technology - economics - social reality - household culture. Thus, from 2021, the full cycle for providing general education training for students from I to XII grade will be closed.

Digital cooperation is embedded in the study plan of the first high school stage of professional high schools through general education. The information technology study plan is aimed at mastering the knowledge, skills and attitudes related to building digital literacy of students. The emphasis in the education in X grade is the expansion and upgrading of the acquired digital competencies so that upon completion of the mandatory training in information technology the students are prepared for further successful implementation.).

The area of communication and collaboration in the DigComp model includes interaction, sharing, civic activism, collaboration, and netiquette in the digital environment, and managing the digital identity that people create through their online activity. With the increased use of online search engines, social networks and Internet platforms for trade, learning, social and political discourse, these competencies are becoming increasingly important for the citizens of the 21st century.

It is now difficult to distinguish between video calling applications such as Skype, social networks such as Facebook, video sharing sites such as YouTube and mobile applications such as Viber, as they all offer text, voice and video interaction services, while requiring minimal competence for sharing texts, images and videos so that communication through them is effective. Therefore, combining the analysis of the competency's "interaction" and "sharing", this section will try to bring out the following for Bulgarian children:

1) Their ability to interact and share with each other through a variety of digital technologies (based on the time they use social activity online and based on the variety of ways they do it).

2) Their ability to use appropriate technologies for digital interaction media and for sharing data, information, and digital content.

The high school stage of the gymnasium is the easiest period to implement distance learning models in an electronic environment. Students handle different types of electronic devices calmly and almost professionally, are almost constantly in a virtual environment and almost every student has a personal electronic device - at least a mobile phone or smartphone.

High school students do not need explanations about the interface of the educational systems / to receive a login and password, how to create a personal profile, how to communicate with teachers and classmates through the system, etc./. Students are in their preferred electronic environment, but the lack of direct social contacts in distance learning in an electronic environment is demonstrated in most of them. This lack is also evident from the fact that even students who do not like school start to say that they want to go to school now because they are "bored" and "have nothing to do".

The last quote reflects the importance of social contacts at school. Many students have fun while learning, many students neglect the learning. Nonetheless, learning cannot be constantly neglected, because new information is learned every day, every hour. On the other hand, learning cannot be constant entertainment, even in a preferred environment, and this is also a factor that students notice and begin to lack the spatial-physical communications and entertainment in a real environment.

Students very quickly discover the fun options on certain platforms such as using scribbles, emoticons, hidden animations, photos, video chats, changing the background, racing images, birthday greetings, etc., but teachers and parents do not lag behind in learning all the features of electronic systems, even of fun functionalities.

An important factor for this age group is the restriction of choices or the inability to make the right choices in an electronic environment for communication, friendship, and love. In the gymnasium, a significant part of the students has realized that virtual communication, virtual friendships, virtual love are not as valuable and significant as the real ones. And those students who have not had this understanding need psychological counseling and psychological support to avoid violence and bullying.

Different platforms provide accessibility in the virtual network, convenient and intuitive interface, visualization of students' grades, not submitted independent work, problems, and events. Electronic platforms provide opportunities for virtual classrooms, or an online-based environment for education / teaching and learning /, and both teachers and students can talk and discuss with each other, watch presentations and videos, etc.

The possible educational technologies from a distance in an electronic environment are: video connection / video lessons, video conferences, webinars /, mobile, correspondent and online environment, television environment, etc. High school students are mainly oriented towards the use of mobile devices and mobile internet. In fact, technology is not only a tool for conducting the education, but it should be considered the possibility of conducting mobile learning. Working with the family community of high school students is rather informative for parents about the participation and school achievements of their children in distance learning in an electronic environment.

Updating the educational program to include elements of the digital media knowledge in all subjects will increase the frequency of these learning activities and improve students' ability to critically evaluate information and communicate and work in a team effectively. (National Representative Survey "Children of Bulgaria Online", 2016)

3. RESULTS AND DISCUSSION

As a result of the dynamics in the development of modern science, two important trends regarding the special didactic value are manifested:

- the accelerated increase of the volume of knowledge and its fast aging.
- high speed of communication and exchange of values and increase of the importance and relative share of audiovisual forms and means of communication in public education and culture.
- The lessons are oriented towards a more practical application of the learning content. Joint development of projects via the Internet / including mobile / connection on specific educational content.

3. CONCLUSION

In the age of robotics, it is very important not only to develop capabilities that cannot be replaced by technology, but also to understand the technologies around us. Having great writing skills in Microsoft Office are no longer enough. There are various specific technological tools and digital knowledge that the student will more frequently need to learn and use. Both the new technologies and the rapidly changing world are developing and changing the job market.

We should keep in mind that the acquirement of digital skills for working in an interactive environment improves the efficiency of educational activities related to analyzing and combining information from the Internet, discussing various ideas that can be found on the web.

As always, those who can quickly and effectively adapt to the changing reality will benefit. The easiest way to do this is by learning new skills that still cannot be robotized. It will be equally necessary for both teachers and students to take a keen interest and to follow the technological revolution that is unfolding in front of our eyes.

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