

The Development of Interactive Learning Knowledge Course Technology First Media Tablet Learning Groups Career and Technology Grade 1

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Abstract

This study aims to improve the achievement of students. Mathayom 1 by developing interactive learning knowledge Course. Technology first media tablet. Group Learning and career and technology. Mathayom 1 to develop a model of learning. The efficiency of 80/80 and ducation. Satisfaction of students about learning by developing interactive learning building. Knowledge, information technology course one media tablet. The population were students at the Royal College Creek High School first semester one. 2558 Year 5 classroom number 173 is a randomized sample Simple (Simple. Random Sampling) by lot is at. Half of 39 study results are as follows.

1 . interactive learning knowledge. 1 Course Technology Media tablets on information technology. Found to be effective (E / 1E (2 is equal. 81.27 / 85.58, which is higher than a predetermined threshold is .80/80

2 . The average score for the class different from the average pre significance level..01

3 . The percentage of students passing the threshold is set at 93.34 percent, higher than a predetermined threshold is 80 percent of students scored 26.66 percent of the total score.

4 . The index of the effectiveness of interactive learning knowledge Course. Technology first media tablet is equal to 0.5513, which means that students have much more knowledge. 55.13 percent

5 . The mean and standard deviation. The coefficient of variation of the latter is equal to 28.62, 1.90 and 0.11, which meets the criteria set average 80 percent of the full standard deviation lower. And coefficient of variation of less than 10 points.

.6 learning with interactive learning knowledge. Course Technology 1 tablet of information through the media. The students understand the content easily. Learn Faster Study. Interactive learning knowledge. Course Technology first media tablet. In other matters And in some other subjects and interactive learning knowledge Course. Technology first media tablet. As a result, students have higher achievement.

Keywords: E-learning through the media tablet

1. Introduction

The teaching of modern computer technology to play a role and have developed rapidly. Has stepped in as key pieces that play a role in changing the system of teaching, learning through computer, electronic media tablet by definition is to learn through the medium of a portable computer and use the touch screen. This learning is more important in the order in developed countries. Computer technology used in the field of education that prepares students to be ready to leave. Live in today's society As well as the skills of the students can use the computers to learn for the future. The students have greater flexibility in the use of technology. The world has developed and progressed rapidly. Modern technology has improved so much and grown up in various forms. Thailand's learning development and building societies. Learning You need to apply technology to equality and improving the quality of teaching as well as a tool to spread knowledge to the students. Community and social Thailand to access knowledge easily. Easy and fast at a price not too expensive. Current content creation or knowledge in order to comply with country pine chemicals technology and modern communications to spread widely yet many do not. Due to budgetary constraints, Infrastructure, knowledge and understanding of teachers and related personnel. This situation is made even more necessary in the future to increasing educational opportunities for the people of Thailand to be increasing. In order to comply with the provisions of the Constitution of the Kingdom of Thailand. And the National Education Act Requiring individuals Have equal rights and opportunities to receive basic education, not less than twelve years, the state must provide a thorough and quality without charge of social development, advanced to the era when called. "Knowledge society" makes the mainstream of development, stepping into the information society more apparent the more important role of information and communications technology to spread information and knowledge about the broad general. Faster than ever before. But a focus on the use of media and information and communications technology for education, there is a worrisome situation and the quality of education is the achievement of a lower-level education. Not in satisfactory level. Whether in science, math, English and computers. Even in vocational education at the level of basic education and higher education were also found. Graduates of inferior quality and not good enough to work in the establishment. The standard of education of Thailand compared to other countries in Asia themselves. It also has a quality that is much lower. Partly as a result of the factors of production are impaired. The flaws include the assessment of non-standard. (Office of Basic Education: 2545).

The research team has developed interactive learning development knowledge Course. Technology first media tablet. Group Learning and career and technology. Mathayom 1, which is developing interactive learning knowledge Course. Technology first media tablet. Group Learning Career and Technology Grade 1 for a review of the media in the curriculum. Sophisticated content make them easier to learn. Encourage good atmosphere. Learning in the classroom and student achievement even higher.

2. Research Objectives

To create a model of learning, interactive learning knowledge through the media tablet. 80/80 efficiency criteria to evaluate before and after learning of the students learning, interactive learning knowledge through the media tablet. To find the index of the effectiveness of learning, interactive learning knowledge through media tablet developed.

In order to assess the satisfaction and student satisfaction with the management model of learning, interactive learning knowledge through media tablet developed.



Figure. Lessons learned through electronic media, almost chocolate.

3. Research Methodology

The instruments used in the study

1. The form of learning, interaction, learning knowledge.
2. E-learning through the media tablet. Group Learning Career and Technology Information Technology. Grade 1 is the number five.
3. Plan of Learning Career and Technology's Information Technology Grade 5 at one of the plans.
4. Test achievement.
5. Satisfaction of the students who learned by electronic media tablet.
6. Satisfaction of the students in learning, interactive learning knowledge.

Data collection

Trial preparation such as site preparation. Preparation Tools and Equipment Prepare learning materials Achievement test And satisfaction with the learning interactive learning knowledge through media tablet created. And the test is ready to use.

The trial operation is 1) pretest (Pre - Test) using the test. Achievement information technology 2) educational, interactive learning building. Knowledge, information technology course one media tablet. Group learning and career. Technology, Grade 1, as planned, 3) at the end of the trial as scheduled. Direct students to posttest (Post - Test) on the last day of the trial by the test. The same with the pretest 4) For the satisfaction of the students on the form. Interactive learning knowledge. Course Technology first media tablet.

Group Learning and career and technology. Grade 1 using a questionnaire. Researchers created Collection Query Check the integrity of all questionnaires were completed. Complete all 39 sets 100 5 percent) brought satisfaction for the ratings. Query 6) brings a satisfaction rating of learners in the learning interactive learning. Creating knowledge And to find out the score of the measures.

4. Research results

The efficiency of interactive learning knowledge Course. Technology first media tablet. Group Learning Career and Technology Grade 1.

Table 1
Performance of the E-learning through the media tablet

N	Process				product				E ₁ / E ₂
	Full score	\bar{X}	S.D.	E ₁	Full score	\bar{X}	S.D.	E ₂	
39	30	27.33	1.90	85.58	30	28.62	1.90	81.27	85.58/81.27

The effectiveness of interactive learning knowledge. Course technology 1 tablet of information through the media. Group Learning and career and technology. The Grade 1 (E₁ / E₂) is equal to 85.58 / 81.27, more than a predetermined threshold is 80/80 show that quality.

The pretest and posttest

Table 2
Average Points of Attention And the lessons learned by the electronic media tablet

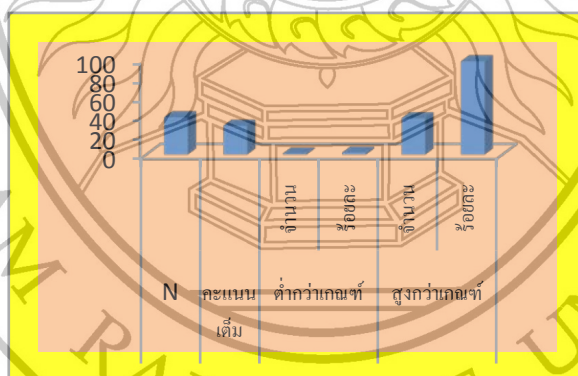
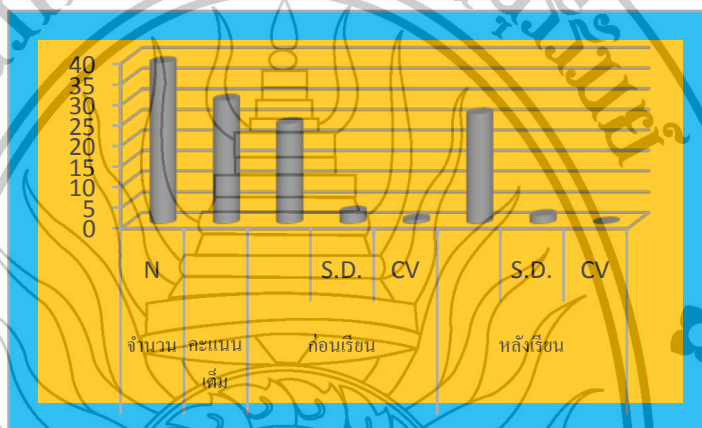


Table 3
Average standard deviation And the coefficient of variation of the first class. And the lessons learned by the electronic media tablet



The average score before and after classes higher than the prescribed standards.(80 per cent of the full rate, which is 26.66 points) and coefficient of variation. After studying under Before and the standard was very satisfactory. (10 percent) indicate that learners are using. Interactive learning knowledge. Course Technology first media tablet. Group Learning and career and technology. Grade 1 is the development of skills. Learning good

5. Discussions

1. interactive learning knowledge. 1 Course Technology Media tablets Group Learning and career and technology. Grade 1 The build-up can lead students to higher achievement. It was found that students from Taught through interactive learning knowledge. 1 Course Technology Media tablets Group Learning and career and technology. Grade 1 There is keen interest and attention on learning. Since the creation of interactive learning. Traditional knowledge Course Technology first media tablet. Group learning the job. Career and Technology Grade 1 is complete in itself. Media and Events In a detailed and well-conducted systematic.

2. By comparison, the average pretest and posttest found. The average score was higher than the previous classes. And far above the standards set. Considering the standard deviation is less than the previous classes. And the coefficient of variation of less than pretest and posttest scores in the standard was very satisfactory. When comparing the differences of scores before and after learning. The study found that student achievement is higher than the previous level of statistical significance. 01

6. Conclusion

In this study, the researchers created interactive learning knowledge. Course Technology first media tablet. Group Learning and career and technology. Grade the first to use it with ease. You can run it from the tablet. Students can learn and determine their own activities. Students from easy to hard. To the difference between Guests can also stay informed immediately return consistent with theories of learning Skinner. (Skinner) and Python's Dyke (Thorndike) believe that learning from the student's own. The human learning occurs by creating a link between stimuli to the appropriate response. This means reinforcement for the students to express themselves in behavior. To cause learning.

7. Recommendations

Suggestions for developing interactive learning knowledge Course. Technology first media tablet. Group Learning and career and technology. Mathayom (1 :1 collaboration between teachers. Computer scientists, psychologists, designers And to measure and evaluate E-learning has created and developed. Maximum (2Determination of creating interactive learning knowledge. Media tablets It should be a topic or issue is the problem of learning (3an operator. Developing interactive learning knowledge. Media tablets Analysis Course Learning The expected learning outcomes. Measurement and Evaluation To meet the learning outcomes. Expected, which will affect the students to learn more effectively (4 interaction model. Learning to build knowledge through media tablet developed. The development will be designed. The format of lesson There are instructions lesson Technical font Font size and color Available in both still and moving images Clarity of narration and background music. Must have 'attention. To attract the attention of learners (5to select the program that creates and. Developing interactive learning knowledge through the media tablet. Consider using the Computer Air Tablet Handset type smart phone. And to develop to improve links with other programs (6before the creation of interactive learning. Knowledge through media tablet to go through the audition process and several bug fixes. Of lessons

Any suggestions on bringing research results to the introduction of interactive learning to build knowledge through media tablets to teachers must refer to the manual, interactive learning creates knowledge. Knowledge of media tablets to take and implement learning activities, as noted, to achieve understanding and confidence in teaching. Which makes teaching each objective.



Figure 2. Learning E-learning through the media tablet

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