USE PROGRAM COVER TECHNOLOGY FOR DEVELOPMENT OF EDUCATIONAL AND METHODICAL RESOURCES

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Abstract. This article is about the approaches to the development of a modern model of education in the school. We have developed a universal program cover. In this article the approaches to development of the content of modern education on the example of development of new means of educational appointment by means of the proposed program (a program cover) the creations by teachers of author's multimedia resources without possession are stated by skills of programming. Use of multimedia resources in educational process develops cogitative activity of school pupils, allows making process of training more available and interesting for the pupils. Materials of the article are applied value and can be used by scientists and teachers for author's development for the system of education at all its steps.

Keywords: base of electronic educational and methodical resources, interactive interaction, development of multimedia lessons, the development of technology, universal program cover.

Introduction

Strengthening of material and technical base and equipment of schools with modern teaching equipment require new approaches to the development of the educational process. (2008-2015)

Three levels of use of computers in a school can be identified:
1) at the level of school – this is the computerization of the directions of use (the main directions of computer use in school has a training, management, methodical work of teachers, class work, public work);
2) at the level of discipline – it is the continuity of learning technologies at all times of the discipline (the continuity of learning technologies in schools requires an interactive program-methodical complex for all years of study a certain discipline, and the teacher requires the ability to work with it);
3) at the level of one year of training specific discipline – this is the fullness and diversity of the interactive program-methodical complex (part of the interactive program-methodical complex on discipline should be sufficient in scope and diverse in didactic purpose, to provide a regular computerized lessons).

Method

Program description
The present program consists of two parts:
1. Function of the teacher: Creation of electronic interactive training resources on various subjects and test tasks on these subjects with the possibility of an assessment of knowledge of pupils;
2. Function of the learner: training and self-education on the lessons created by teachers and testing.

Program start
To change the language of the program in the menu "Language" choose the necessary.
Local mode
After the first start of the program it is necessary to wait a few seconds until the virtual server starts. At restart the program will be run without expectation.
There is a possibility that on your computer any program blocks the ports used by the present software. In this case execute the following actions:
After opening the main window of the program in the main menu select item "Server management" and execute the command "Change the port". In the opened window enter number of new port (any number which is differing from written there) and press OK. After the message on
successful replacement of port execute the command “Server management” -> “Stopping the server”, then “Server management” -- “Server start”.
After short expectation the program will be started.

Network mode
After opening the main window of the program in the main menu select item «Server management» and execute the command «Change of the server». In the opened window enter the address or a name of the server on which the main program is installed and press «OK». If necessary, change the port number (for this in the main menu, select «Server management» and «Change of the server». After a message about the successful replacement of the server, execute the command «Main» -- «In the beginning».
The beginning of the work with program.
After starting the program will ask you to define your status: "Teacher" or "Pupil". You can do this by clicking on the corresponding icon.

Choice of the status of the user

Functions of the teacher:
After selecting the icon «Teacher» will open the following window in which you need to enter the access password.
Enter the password and press the button «Enter».
Stage I
After entering of the correct password the window opens.
Here you can choose one, from already available subjects, clicking pressed on the corresponding button, or add a new item, entering its name in the field on the right and clicking on the button «+».
Also in this window you can select the color of the design presentation by clicking on it in the list of color palette. If you added a new subject, it will appear in the list of subjects at the left.
Stage II

List of Lessons of the Current Subject:
- return to the list of subjects;
- create a new lesson;
- see the list of lessons;
- delete the subject chosen earlier;
- move quickly to another subject;
- choose a lesson, from already available, for its editing.
Stage III
When you press the «New lesson» opens window, in which:
– it is necessary to enter the subject name;
– if the lesson is in the nature of knowledge test, as there is a possibility to enter the time of duration of this lesson (if the field to leave empty, time will be unlimited);
– after entering of necessary data press the button “Add a Lesson”.

Stage IV

In the following window possibility to edit available sections is provided, by clicking on the corresponding button, delete unnecessary sections, clicking on the “x” and if they are not present or it is necessary to increase their number – add the new.

Stage V
After clicking the button «Add a new section» opens window, in which it is necessary to enter the name of the section and to click the button «Add». If the created section contains the video record, after entering of the name of the section it is necessary to establish “tick” on the corresponding point and pressing the button «Review» to choose the video file.

Stage VI
In the opened window there are following possibilities:
1. In the field of 1 there is a graphic file which you inserted for this section;
2. In the field of 2 you can see and edit the title of the section;
3. In the field of 3 you can write a task for testing or the description of a subject of this section;
4. In the field of the 4th prompt appears after clicking by a mouse being trained in not set place;
5. In the list of 5 it is possible to choose whether this section is intermediate or final
6. In the field of 6 there is a button indicator, allowing to include a mode of verification of the text which the pupil will have to enter, whether and showing this mode (for the task of area of verification of the text it is necessary to click with mouse in the field (6), and then draw a rectangle in area (1) in the right place) is included;
7. The field 7 is used to input the text to which it is necessary to compare the text entered by the learner;
8. In the field of 8 the text which will be displayed in the text field before input of the new text is set;
9. In the field of 9 the way to the image is inserted into area (1) (by clicking on the «Review» button. You can choose the picture necessary to you. To appear it in the area (1) it is necessary to click the button «Add»);
10. The element 10 shows number of the created section;
11. By clicking on the button 11, you can change the inserted image;

12. Section 12 is used to specify the areas of activity:
   a. Area coordinates;
   b. The choice, which buttons of a mouse it is necessary to execute click in this area;
   c. Which button should be done this click;
   d. Action at the correct click (transfer to another section or playing a sound file);
   e. If in the list of action the file «sound» is chosen, having clicked the sound button it is possible to add the file of sound prepared in advance.
13. By clicking the button “Save” it is possible to save changes after entering of all necessary data.

When creation of the current section is complete, it is possible to pass to following creation, having clicked the button «Add new section», or to see all sections created in this lesson, using the button sections.

Viewing the results of the learners, trained or testing
Clicking in the main window of the program the link "page of the results", You will see the window with the list of classes, which have trained/testing. Having chosen necessary group, it is possible to study the list of learners of this group. After clicking on the button with the name of the pupil opens the table with the results.
Function of the learner

**Stage I**

After a choice in the main window of the program of an icon "Pupil" there will be a window into which the pupil must enter the data: Surname and Name, choose group of the list and click the button «choose and start» or if the necessary group is not present, enter it in the corresponding field and click the button «start».

**Stage II**

In the following window the pupil is offered to choose a subject necessary for it from available and to change background color of the design presentation from the list. Also at desire it is possible to leave training, having clicked the corresponding button.

**Stage III**

After a choice the window with available lessons of the chosen subject where the pupil can choose necessary to it lessons of the list opens. At any moment of training the pupil can return to the list of subjects or lessons or to leave training having clicked the corresponding button.
IV этап

After choosing the window with the first section of this lesson opens. At the left there is a working area (1) in which the pupil will see the prepared material and, if necessary, can click with a mouse certain areas. In the field of on the right (2) it is possible to see a text training material or the list of tasks of this section. Under it there is an area of the help (3) – in it at the wrong click of the mouse the help will be displayed.

In the drop-down list (4) you can choose the necessary section of this lesson. Under the help there is an area with results of the lesson (5) (number of correct and incorrect mouse clicks in the workspace). Button «Start over» is used to reset the results and return to the first section of the lesson. The button «Finish» saves the results of the lesson and returns the learner to the main window.

Using programs on other computers

Transfer of data

If necessary to transfer data to another computer, it is necessary to install on it the program by file setup.exe. Then copy the folders "htdocs" and "mysql" from your computer which are on a disk D in the «xampplite» folder, in the corresponding folder on the new computer. At emergence of request for replacement of files agree! After the done procedure all lessons will be available and on other computer.

In the information society changes in teacher activities occur:

– Complexity of work on the development of educational resources;
– The need for special skills and methods of resource development training;
– Strengthening of the requirements for the quality of teaching materials;
– The growing role of the teacher in the process of self-education;
– Strengthening the students support functions, the possibility of feedback teachers with students.

Conclusion

Program cover is designed for performance monitoring of automation on a subject matter, a documentary account of the quality of students' mastery of knowledge, statistical analysis and reporting on the results of the development of educational material in educational institutions on the basis of the local network. The program is provided with a user friendly interface. Full information on the individual student and the entire group of users is stored in a separate unit and is available in view of the access category. It is possible to add courses, editing the list of users, self-study. Applications are given for information retrieval, monitoring the activity of using the system and feedback to the teacher. (M. N. Tsoy, R. Kh. Djuraev, S. H. Dottoev and S. A. Vybornov, 2013)

Thus, we come to the solution of problems:

1) the widespread use of IT in the educational process,
2) ensuring a high quality of education through the optimal combination of traditional and information technology training,
3) with the creation of the information-educational environment on the basis of school.
This program cover can be used by scientists and teachers for creating/authoring multimedia course on all stages of lifelong education system.

References