



Modern trends and styles in ways of building electronic curriculum to develop educational skills in the light of e-learning quality standards (actual, challenges and hoped)

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Abstract

Each age has its characteristics and features . Our age has uniqueness by being information age and called society live in it information society, where technology became used everywhere. Modern age Witness advancing and development in various sciences which keep pace with scientific developments and events fields for being the first building block for all the pillars of science from which all new and modern. The recent trends and styles have become in the ways of building the electronic curriculum for the development of educational skills in the light of the quality of E-Learning Standards which occupies foreground in its developing applications and patterns that clearly contribute to improving the quality of educational outcomes through positive interaction with techniques to overcome the educational problems. Current work paper dealt with the following represented key points: electronic curriculum definition , ways for building electronic curriculum, recent trends and styles in building electronic curriculum, role of electronic curriculum in developing educational skills, e-learning quality standards, application Obstacles, contemporary models, Imagine expectancy in electronic curriculum construction to developed educational skills.

Introduction

In spite of several developments witnessed by world, most of educational institutions rely on traditional methods that do not comply with modern life and thinking of both teacher and learner in an era of technological development. In addition to that traditional education at present time has no new confer on educational content for generations because it alone can not keep up contemporary thought, besides there is an urgent need to shift quantity and type of learners twenty-first century, which must apply educational support mechanisms to present electronic curriculums for its ability to improve , support and build a distinguished generation

Providing electronic curriculum idea is a fundamental solution for development educational level in Arab world and being at the highest levels to keep pace with great technological development and working to identify points related to next generation effectively in a successful society. In addition to increase community awareness through institutions and governments about importance of these curriculums as a contemporary technological challenge.

It is noticeable that the growth of electronic learning industry in general and electronic curriculum in particular have an exponential growth in recent years. This is clear

through prompting several technological companies by entering that sector after neglected years. In addition to that making other companies stand by force in the specified field with new ideas and competitive features unique, besides trying to overcome competition threats that are increasing day after day.

Electronic curriculum definition

Electronic curriculum concept is newly to some extent in education field. It appears with expansion of cultural industries employment patterns in learning and teaching process. It represents an educational concept which expresses production system , also it seeks the use and applying of technological requirements in logical operation at mental processes through teaching and learning methods by adapting equipment with superior ability to display , storage, analysis and call information for educational process through materials and programs with goals of previous selection, and use of sequential steps in learning process based on behavioral principles which enriche learning theory and impressionist procedural learning

Electronic curriculum may be technological content, or technological method and implementation, or both. It has referred to experiences which are programmed automatically using

information and communication technology. It may be referred to experiences associated with technology , its applications, advantages , disadvantages, needed skills to deal with it, and findings on individual and society. Electronic curriculum has been collecting all these aspects mentioned above.

There are many definitions of Electronic curriculum which present it as an educational content in form of pages through an interactive environment based on Web technologies and a range of multimedia. Including an electronic course which used in design activities and educational materials based on computer. There are several types of electronic courses as which replaces traditional classes and support them , and electronic courses on Internet. In addition, Electronic curriculum depends on e-learning management systems through open sources , so it can be uploaded to educational server and can be used for free, such as Moodle, Nicenet, Claroline, ClassWeb, Manhattan Virtual Classroom, OLAT, and other sites can be used for a fee, such as: WebCT, Blackboard, metacollege, eCollege, onlinelearning

In recent years, electronic curriculum concept has been expanded to be sheltered by contemporary educational umbrella concepts such as indicative individual learning, systems analysis, Contracting Performance, determine responsibility or

Accountability, education program, and finally e-learning in all its forms and patterns.

Electronic curriculum is represented through set of educational situations which have special design, implementation and evaluation of impact on learners and they are represented by computer , Internet, e-books and other-based learning types in order to achieve specific objectives which are clear and easily measurable.

Electronic curriculum is also an educational electronic document include text, sound, image , movement and experiences which are presented to learner by planning educationally and under supervision. It is a system which includes a set of interrelated and complementary expertise , functionally according to a specific plan based on electronic media .

Ways of electronic curriculum building

Electronic curriculum is built through five stages according to typical standard (ADDIE) model : That was represented in analysis phase its main aim is collecting information about educational material content (background - learning style) - educational environment possibilities as well as technological limitations - educational goals, followed by design phase which includes a collection of resources and to identify means of education - determine order and flow of content - to determine evaluation method,

then development phase which includes content authoring, as determined at design stage through collection and images production, video and interactive exercises and self-exercises and then repackaging content, followed by application phase where content is installation of learning management system LMS and teachers and learners training to use system, and finally evaluation phase which determine effectiveness and quality of Electronic curriculum and are done in two levels , formative assessment: Course Evaluation and collect notes beginning from early stages of production and build an electronic curriculum , Statistical Rating: conduct some tests on Electronic curriculum after application stage as well as make some questionnaires and take recipients notes

Recent trends and styles in building electronic curriculum

There are ranges of modern trends in electronic learning industry generally and electronic curriculum particularly, for example,: nonprofit education, school as a service, growth and credibility MOOC, Gamification, wearale learning and education Programming

In nonprofit education, training managers improve performance in global companies plan to pump profits for benefit of their businesses, by creating and marketing MOOCs courses. Training managers in medium and

large companies will begin to move from a cost center to a profit center, and this trend is main goal, which will focus upon their departments in 2015 and will play a large data technology a big role in this direction, apparently through the attention of companies to identify users' trends, analyze own learning and training. Companies also will have to keep track of electronic training revenue after it was only entered in the cost table.

According to school as a service or short-called b SaaS is a new trend in electronic learning technology and field of education, allows students to continue their education through programs and applications of cloud, allowing schools and universities not to install applications on their own servers enough in this programs online and pay the price, which will vary depending on actual usage, and students can use through their own devices, making transition from school to real interlaced just easy and accessible service body.

Growth and credibility MOOC, which is drive continues to platforms have been expanding to form one of the most important investment projects, which will focus on companies in the year 2015. But next bad news in this trend is that these platforms will remain open free as our time mostly, but will switch to prescription-profit, companies benefit from training of

its staff on one hand, and invest to sell decisions for organizations and individuals on other hand. But this is expected to change will not devoid of positives Perhaps the most important is that these decisions will be credible international academic and greater recognition in the business market.

Gamification presents games' elements in education contexts unrelated to playing as we know, purpose of which is to increase acceptance of learning and development of motivation toward it on basis of natural motivation for a person about to play. If more difficult and increased desire of player in challenge, dealing with subjects in same spirit of this challenge can only be done. But new approach to this system in education not only of being just a tool to enhance learning, but will become a new tool to solve many problems faced by teachers and students alike.

There are so-called minimum viable lessons and represents gradual development of product has become an essential criterion in technology industry to shorten needed time to launch product in market, of course, because basic core as orally product design is an important step to ensure feasibility of idea on ground. If this concept is conveyed to education and training sector, we will deal with the minimum viable MVC lessons, any set of training courses basic core

image that enable trainees to use product without waiting for completion of training full access to degree of professionalism of use.

As for diagnosis of Education Personalized-Learning, e-learning has become provides us with ability to build a special personal teach each learner in order to improve the level according to what we aspire to. Educational content and tests and nutrition all feedback centered on level of learner competencies and personal interests. New direction of electronic learning industry will take care of a lot of personal feedback, which will be managed mostly through artificial intelligence systems systems (AI).

Wearable-learning can be presented in watches, glasses and bracelets that now become computers can be worn, this is what leading companies in technology world, and relationship of this sector of education, urgent need to make changes to design of corresponding electronic learning to those worn computers with small screen . It is expected that this will be the challenge of new trends that might be interested in the electronic learning industry in 2015.

Electronic curriculum role in developing e-learning skills

Electronic curriculum role is presented in multiple and diverse sources of information providing to allow comparison , discussion , analysis, evaluation and re-

engineering of educational process which determine learner's and teacher role in educational institution and opportunities. Electronic learning use in linking and interaction of educational system, which includes teacher, learner, educational institution, home, community, environment, standard of education and exchange of educational experiences through mass electronic learning and skills development through abilities of students and build their personalities to prepare a generation capable of communicating with modeling others and to interact with variables of age through modern technical means. As well as technical culture dissemination, including helping to create unable to keep up with current developments letter society. That could be be achieved through infrastructure configuration, of networking hardware and software to provide. Awareness of the educational system (teacher, learner, educational institution, home, community, and environment), and importance of how effectiveness of electronic curriculum, to create interaction between system. - Training (teacher, learner) what can facilitate use of this technique.

E-learning quality standards

Electronic learning quality standards represents basic controls for electronic curriculum Following a review of the most important of

which included: an integrated system, academic standards and quality standards in program stages design , approval and review. In addition to quality control standards in management of electronic learning programs, and development & support of learners, also evaluation of target group design

Design of an integrated system for general rules of practices of electronic learning where institution intends to provide programs of study through electronic learning development and management of these programs are generally accepted in education foundations.. Also taking into account specificities and requirements of this non-traditional style. The programs and degrees offered by electronic learning system, a strategic components to achieve educational goals of institution, should be designed for developing electronic learning systems to contribute the activation of this strategy. Institution Should provide learning programs before proceeding ,after that designing and testing teaching , manageing programs they intend to put forward and provide all requirements in order to maintain required quality and commitment level. Budget required should be presented from the institution of education programs after they intend to be submitted, and entire period that Systems will spend Students in study of these programs so as to maintain quality standards set by organization.

For academic standards and quality standards in program design stages , approval and review, expend educational institution to be academic standards of degrees granted to electronic learning programs equivalent to degrees awarded by institution and is committed to usual means controls and standards. The Foundation also keen to be characterized by learning programs after and components in accordance clearly between learning objectives on the one hand and teaching strategies from after content of scientific material, patterns and standards evaluation on other hand. Besides providing learning programs after students fair and reasonable opportunities to reach required levels to complete graduation requirements . Educational institution as evolution of procedures for learning programs after that strike a balance between academic rules for education and special requirements for pattern-based electronic learning. It also includes approval of learning programs of institution after evaluation mechanism or external verification procedures. Learning programs and after subject of approved and implemented in organization of inspections, review and re-accreditation periodically. In particular care must be taken that modern scientific materials and remain same and that is importance of improving scientific material and teaching strategies and evaluation based on the feedback.

With respect to quality control and standards in management of electronic learning programs, institution manages to provide electronic learning programs in a manner conducive academic standards of degree granted. Educational institution is also keen to be providing electronic learning programs that provide students with a fair and reasonable opportunities to reach required levels for completion of graduation requirements. The electronic learning activity practiced by all participants in system so that they use the products and review and feedback on an ongoing basis for developing all teaching and learning components besides the used techniques.

Learners development and support foundation gives a clear interest for self-learning development and support and enable learners to control educational development. Therefore, institution must establish realistic goals and practical ways to achieve it and means to verify attainment of goals. Foundation also provides a full and clear information from students in the following areas: learning program nature after its requirements, relationship between educational achievement and evaluation , academic progress and compilation of credit hours, characteristics of system after learning how to interact with it. It also must provide this information so that students

had to make decisions about their studies and evaluation of academic careers by clear standards of performance. The institution ensure effectiveness of provided information to learners, and adjusts whenever necessary. Foundation also determine appropriate means to continue educated and present their work with learners

Concerning target group evaluation, organization found evidence that final evaluation methods used for electronic learning programs appropriate to style of study, and circumstances of study in this style and evaluation nature required as institution to prove that evaluation and correction procedures and declaration grades performed reliably and orderly, and that these actions is committed to academic standards. Enterprise prove what shows that final evaluation of programs or components measuring properly educated to accomplish efficiencies set for program or component. In addition final evaluation and final results of learners under direct supervision of institution. Foundation uses formative evaluation of learning program design process and systematic safety evaluation procedures and practices, and adjusts whenever necessary based on feedback

Obstacles of Electronic curriculum application

Main obstacles concerning application of electronic curriculum

constraints related to teacher which are represented in lack of electronic learning mechanisms and large burden required of it and lack of incentives. There are obstacles specializes in curriculum related to courses density, curriculum and lack of compatibility with rapid development of software. There are technical obstacles are not in the IT infrastructure availability, and communication network speed dialing lack. There are administrative obstacles, including number of learners. There are regulatory constraints and financial constraints.

Contemporary models, hoped expectancy in Electronic curriculum construction for developing of learning skills

The following is a review of some contemporary models in building Electronic curriculum , which are offered under name of a broader and more general including virtual classrooms, educational seminars, self-education, educational sites on Internet and Intranet. , learners Self-assessment, administration and follow-up and preparation of results

Related to hoped to expectancy in Electronic curriculum construction for developing of learning skills .it required elements are mentioned in the following:

1. Preparation Prime Page -like casing to be desired study, which is the starting point to the rest of the curriculum parts, and a group of

- buttons that indicate the contents of the curriculum and tools (such as a list of the contents of the book), and can click on them to browse the curriculum or parts of it.
2. Paying attention to curriculum selection and tools that are used for communication between the teacher and the learners as individuals and as a group or learners with each other.
 3. Determine the academic evaluation, which is a monthly in form of boxes shows the month, day, date, and it shows today's date a certain color, and can be used to determine the test dates and registration, meetings and dates of delivery and other duties.
 4. put information about teachers who provide Electronic curriculum : where teacher puts available time where interaction with students simultaneously and e-mail and a brief on each teacher
 5. Billboard where teacher puts panel written for students related to th curriculum, where students tell the dates of meeting of interaction and educational tests.
 6. Discussion Panel : through teacher or the learners have the head of subject and put a paragraph as an example, is exchange of debate.
 7. chat room: through it can learners enrolled in curriculum communicate with each other at a specific time.
 8. special Electronic curriculum information : teacher determines topics that will be examined by educated, previous requirements, and method to be followed in educational materials and Electronic curriculum.
 9. course content (private documents to the decision): teacher puts scientific article that make up electronic curriculum content, and determines the sequence of topics that will be examined by learners of written scientific material accompanying progress using multimedia, and can be scientific material in form of private instructions readings
 - 10 . electronic refernces related to electronic curriculum

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الملخص باللغة العربية :

الاتجاهات والاساليب الحديثة في طرق بناء المنهج الإلكتروني لتنمية المهارات التعليمية في ضوء معايير جودة التعليم الإلكتروني (الواقع والتحديات والمأمول)

لكل عصر سماته وخصائصه، ويتميز عصرنا بكونه عصر المعلومات ويطلق على المجتمع الذي نعيش فيه مجتمع المعلومات، حيث أصبح استخدام التقنيات في كل مكان، ويشهد العصر الحديث تقدماً وتطوراً في شتى العلوم وتواكب هذه التطورات والأحداث المجالات العلمية لكونها اللبنة الأولى لكل دعائم العلم التي ينطلق منها كل جديد وحديث. ولقد أصبحت الاتجاهات والاساليب الحديثة في طرق بناء المناهج الإلكترونية لتنمية المهارات التعليمية في ضوء معايير جودة التعليم الإلكتروني تحتل الصدارة بتطبيقاتها وأنماطها المتطورة التي تسهم بشكل واضح في تحسين نوعية المخرجات التعليمية وذلك من خلال التفاعل الإيجابي مع التقنيات للتغلب على المشكلات التربوية. وتناولت ورقة العمل الحالية مجموعة من النقاط الرئيسية تمثلت في ماهية المنهج الإلكتروني، طرق بناء المنهج الإلكتروني، الاتجاهات والاساليب الحديثة في بناء المنهج الإلكتروني، دور المنهج الإلكتروني لتنمية المهارات التعليمية، معايير جودة التعلم الإلكتروني، معوقات التطبيق، نماذج معاصرة، تصور مأمول في بناء المنهج الإلكتروني لتنمية المهارات التعليمية