Practice and Reflection on Teaching Design Based on Learning Needs

——Take a Chinese wisdom class as an example

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Abstract: This paper mainly discusses the practice and reflection of teaching design based on learning needs in smart classrooms. Mainly for the internet-plus era, with the help of tablets and other equipment, how to better design the classroom based on student's learning needs, change the teaching process, always adhere to the fundamental premise of learning needs, and try and reflect on the practice of changing "what I teach" to "what students need to learn".

Keywords: The Need For Learning; Instructional Design; Practice And Reflection

1. Introduction

The classroom is not a static preset, but a dynamic generation. Under the background of smart internet plus, the smart classroom supported by big data has a profound impact on the changes in the form, content and teacher-student relationship of the classroom. Under the background of smart classrooms in the new era, the teaching design based on the needs of the learning situation is completely achievable soon. Given this, I take a Chinese intelligent classroom as an example to talk about my practice and reflection on teaching design based on students' learning needs under the guidance of an intelligent classroom.

2. Concept explanation

2.1 Smart classroom

Smart classroom refers to the use of computer technology, network technology, communication technology and scientific and standardized management on campus to integrate, integrate and fully digitize all information resources related to learning, teaching, scientific research, management, and life service in the classroom, to form unified user management, unified resource management and unified authority control. [1]Focus on students accessing the campus network and Internet through Wifi on the mobile device side to facilitate access to learning resources; Teachers use multimedia teaching equipment to connect with a wireless network to check students' learning, prepare lessons, and carry out scientific research anytime and anywhere. Its core is the classroom use of wireless networks to realize paperless teaching.

2.2 The Need for Learning

Learning needs are the diagnosis, evaluation, and analysis of factors affecting students' learning carried out by teachers for effective teaching, to provide accurate information and basis for teachers' effective teaching behavior. The need for learning situations is an important growing point of teaching research, and its connotation is mainly as follows: the purpose of learning situation needs is to "determine teaching by learning" and "guide teaching by learning" The theoretical basis of educational psychology for learning needs is Vygotsky's educational thought of "zone of proximal development". The deepening of the study of learning needs reflects that the concept of new curriculum reform has gradually penetrated teachers' educational and teaching behavior. The concept of teachers' learning analysis is trying to shift from subject-based and knowledge-based to paying attention to every student, and students' subjectivity has been paid more and more attention, which is no longer a materialized view of students.[2]

3. The practice and reflection of instructional design

Teaching design is an idea and plan to arrange the teaching elements in an orderly manner and determine the appropriate teaching

scheme according to the requirements of curriculum standards and the characteristics of teaching objects. Generally, it includes teaching objectives, teaching difficulties, teaching methods, teaching steps, and time allocation. Its purpose is to improve teaching efficiency and quality, so that students can learn more knowledge in unit time, greatly improve students' abilities in all aspects, and thus enable students to achieve good development.[3]

Teaching design in smart classrooms can greatly change teachers' teaching pursuit of maintaining syllabus and curriculum standards, and can design teaching from students' learning needs in a practical and better way.

3.1 The introduction of new courses is easier to stimulate interest

In the writing training class "Make the Story a Little Waves", I tried this kind of course design based on the needs of learning:

Teacher: The Journey to the West is a well-known classic, which has influenced hundreds of millions of Chinese children. It can be said that as long as we are from China, we are all more or less affected by The Journey to the West.

（1）. Discussion: What attracts us to such an attractive Journey to the West? (Students discuss and speak for 3 minutes)

（2）. What is the most impressive story in The Journey to the West in your memory? (2 minutes) [Need tablet and blackboard writing interaction] (academic investigation)

A, Monkey King Thrice Defeats the Skeleton Demon　　B, Lotus Cave

C, Three-tone Banana Fan　　　　　　　　　　　　D, others.

（3）. Group discussion:

These stories are deeply imprinted in our memory. Let's discuss them in your group. What are the common characteristics of the plots of these stories? (Students discuss for 4 minutes)

Alternative answer: The plot of a good story should have aspirations. The plot of a good story should have obstacles (setbacks). The plot of a good story needs to find ways to overcome these obstacles.

Summary: The key to writing a good story is to let the protagonist try to overcome an obstacle under the control of desire and action. Can be refined into: (3 minutes)

In the second session, with the help of the tablet computer in their hands, students choose the options set by the teacher in time, and the big data in the background immediately generates statistical tables or tree diagrams. When the teacher chooses to roll up, the results selected by the whole class are immediately displayed (the result of choosing A is the most). The next part of this lesson is based on the Monkey King Thrice Defeats the Skeleton Demon selected by the students.
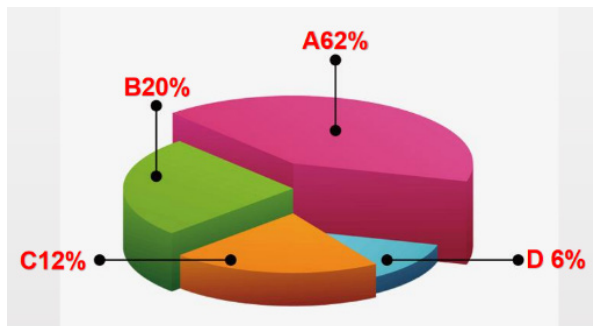

Figure 1:Statistics

From here, what we can see is that in the process of investigation of learning situations, the original classroom is more about raising hands and making statistics on the spot. When we use the tablet computer, we can get the results intuitively and vividly in time, show the students' choices, and promote the possible process of classroom selection in time.

This kind of teaching design and classroom process is based on the needs of the learning situation, teachers and students have higher enthusiasm for participation and more focused energy, and the final effect is naturally the best.

3.2 The new curriculum process teaching-easier to generate in time

In the process of smart classroom teaching, with the support of the internet plus big data, every link of teaching can be adjusted as quickly as possible in the process, that is, according to the needs of students, the teaching design can be revised promptly in a real sense to meet the needs of students to the greatest extent. Therefore, in the context of Internet Plus, the smart classroom supported by big data can prompt teachers to reflect on themselves in time and grow faster.

In the teaching of "Let the Story Plot Be a Little Waves", when we discuss the conclusion that a good story needs to be driven by a desire to break through multiple obstacles, student S said this:

"Teacher, in the story of" Monkey King Thrice Defeats the Skeleton Demon ", I also saw the versatility of wishes, obstacles, and actions. You see, it's a wish for the Tang Priest and his disciples to learn from the scriptures. It's an obstacle to meeting Bai Gujing, and it's a concrete action for Sun Walker to identify Bai Gujing and kill him. However, as far as Bai Gujing is concerned, there is also a desire to eat Tang Yan's meat. It is an obstacle to encounter the Monkey King and become a different human form three times. "

Student's conclusion is drawn from the discussion and analysis of the whole class, combined with the triangle icon relationship generated in time, and summarized in his dialectical thinking.

Teachers guide "right" in time. S students' discovery is unique and brings us new thinking. Let us see the contradictory sides in the story, consider the multi-faceted nature of things from both sides and provide a better way and method for thinking. "

3.3 New curriculum process resources-easier to timely summary

In traditional teaching, the teaching process is linear and the interaction of resources is unidirectional (often teacher → student, student → teacher, student → student)[4]. The biggest deficiency of this kind of classroom is that it is difficult to generate and share resources in time. In the smart classroom, with the help of the Internet and tablet computers, the traditional single linear process can move towards interactive multi-dimensional digital and storage classrooms. Teachers and students can not only see the learning process of themselves and others in a fixed classroom, but also watch the growth process of each class at any time where there is internet, and can also dispatch classroom resources generated by other students in time for themselves to study, polish and think again.

The last link in the teaching of "Make the Story a Little Wave" is also to show the short essays created by students in class on time. We take the steps of uploading photos backstage for preservation-timely display so that every student can see his achievements and learn from others' strengths.

From here, we can be delighted to see that the traditional students who are too shy to show off have to participate in the show today (either in class or after class). When the whole class uploads successfully, the computer background automatically summarizes and stores it in a folder, so that teachers and students can read and learn about other people's achievements at any time and any place with the help of the Internet.

4. Conclusion

In the future learning under the guidance of smart classrooms, teachers have changed from being the chief inequality to being the companion of students' growth and the participant in knowledge acquisition. In a more equal and respectful environment, in the process of improving knowledge and skills, they can realize the symbiosis of each other's quality of life and win-win value pursuit.

References

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