



**IMPORTANT ASPECTS OF THE ELECTRONIC BOOK FOR PRIMARY SCHOOLS**

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**Annotation**

This article explores the role and importance of e-textbooks in improving the quality of education in elementary school. It also recommended the shortcomings and problems that we currently facing and necessary actions to be taken.

**Keywords and expressions:** e-textbooks, components, tendency, textbook, interactivity, didactic study, primary school, lesson process, animation

**BOSHLANG'ICH MAKTABLAR UCHUN ELEKTRON KITOBNING MUHIM JIHATLARI**

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**Annotatsiya:**

Maqola Ingliz tili darslari samaradorligini oshirishda multimediyali elektron darsliklardan foydalanish tizimini rivojlantirishga bag'ishlanadi. Shuningdek elektron darslik tuzulishi ,ulardan samarali foydalanish usullariga alohida to'xtalib o'tiladi.

**Kalit so'zlar:** electron darslik, boshlang'ich sinflar, didaktik ta'lim animatsiyalar, interfaol, component, raqamli, samara, dars jarayoni.

**ВАЖНЫЕ АСПЕКТЫ ЭЛЕКТРОННОЙ КНИГИ ДЛЯ НАЧАЛЬНЫХ ШКОЛ**

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**Аннотация:**

Статья посвящена разработке системы использования электронных учебников с мультимедиа для повышения эффективности уроков Английского языка. И также главное внимания предназначены разработке электронных учебников и способам их эффективного использования.



**Ключевые слова:** мультимедиа, электронных учебников, эффективность, дидактика, интерактивный.

## **Introduction:**

In the past few years, technology has really been pushed into educational classroom settings. Teachers are now able to use SmartBoards to do interactive read alouds with the class. Students are able to complete math and reading assessments through multiple effective computer programs, etc. Students also may have iPads, tablets, or computers at home that they are constantly drawn to for entertainment purposes.

These technological tools are leading to gaining student interest. However, even though students are drawn to using a tablet for gaming purposes, using eBooks on tablets can be effective for literacy development. Using eBooks for student development in literacy is an important topic to research. An eBook can be an effective tool that can gain student interest and motivate them to complete the task at hand. According to Brown (2016), literacy involves understanding all forms of meaning that are represented within a set of social practices embedded in culture. In order to incorporate literacy into classrooms, teachers must come up with using different literacy practices within the classroom. A child should be able to “actively read, interpret, talk back to texts, as well as identify the many visible and invisible messages that comprise these texts” (Harste, 2010, p, 32). In the 21st century, a child must be able to use both a print and technology based text that connects in and out of school events.

Books are considered the most important tool used to transfer knowledge and assess information and academic educational program since the invention of the printing machine. With the development of the means of electronic publishing, globalized information, and easy access via internet, e-book became the more advanced tool used to transfer knowledge (Chen, 2002). Several studies results which used empirical designs to examine the effect of use e-books addressing the effectiveness of using e-books in teaching and in acquisition skills and increase achievement (Slavin, 2008, p. 13).

## **Methods:**

eBooks are not just plain reading materials, they have all the right tools to help students make notes and highlight content. eBook reading devices have a lot of interactive features, like annotations, pen tools, page zoom, search option, read aloud etc. The search tool is the most favored tool because of its ability to find words and topics in an instant.

The search tool avoids the time-consuming process of turning pages after pages to find a particular topic or phrase. They can bookmark pages and chapters. The online dictionary helps them to quickly find meanings of words. Besides, the user can also change the font size and style and adjust the brightness of the device as per what suits their eyes. An eBook is an all-in-one device which provides a wholesome learning experience to students.

eBooks include self-assessments for students to test their knowledge. It does away with the traditional style of giving a quiz at the end of the chapter. eBooks are embedded with quizzes and exercises



throughout the chapter and also after the chapter ends, to ensure that students retain the information that they are reading.

It helps measure whether the student has understood the concepts properly. eBook assessments can provide instant results, so students can immediately view the test results. Not just students, the teacher can also view test results and provide immediate feedback.

The introduction of eBooks in education has optimized the learning experience. It has turned learning into a fun and engaging event. Students no longer dread having to carry a load of books and sit through hours of lectures paying only half attention to what is being taught.

## **Results:**

A textbook is an important element in learning. The government has provided textbooks as a form of curriculum management to support the effectiveness and efficiency of learning. Even though the teacher and students get convenience with the textbook, it does not mean the textbook does not have weaknesses. The proposed e-book is proofed can enhance the students learning outcomes in form of knowledge.

Interactive e-books can be an alternative solution to the limitations of the textbook (printed). This is evidenced in the group using the interactive e-book which had better learning outcomes compared to that using the printed textbook. Although the development of this interactive e-book has a positive impact, it should be remembered that to develop interactive teaching materials must be based on the student learning needs. This needs to be done so that the students can massively benefit from the use of the e-book.

## **Discussion**

Multimedia is very helpful and fruitful in education due to its characteristics of interactivity, flexibility, and the integration of different media that can support learning, take into account individual differences among learners and increase their motivation. The provision of interaction is the biggest advantage of the digital media in comparison with other media. It refers to the process of providing information and response. Interactivity allows control over the presented content to a certain extent: learners can change parameters, observe their results or respond to choice options. They can also control the speed of applications and the amount of repetition to meet their individual needs.

Furthermore, the ability to provide feedback tailored to the needs of students distinguishes the interactive multimedia from any other media without a human presence. However, many aspects need to be taken into account when using multimedia in education. Even though multimedia is offered worldwide, access to learning materials and computing equipment differs from country to country. The use of multimedia by students needs to be supported by very skilled teachers. They must guide students through the learning process and provide them with appropriate and effective learning strategies. Like the use of textbooks, the use of educational multimedia fosters teaching strategies, where the teacher's role is not just that of information provider but the one of guide, supporter and facilitator.



Pupils with high self-efficacy believe that they are able to reach a desired goal or attain a certain level of performance. Self-efficacy is domain-specific and very stable over the years (Bandura, 1977). High self-efficacy is influenced by former success in the domain, social models, opinions of others and feedback. Self-efficacy also depends on the individual's level of demand on his or her own performance.

## Conclusions:

Teachers can support pupils in this situation by counseling on the use of adequate strategies, and by showing them the possibility of more than one perspective, etc. Challenging but not too difficult tasks support self-efficacy. Many multimedia applications offer continuous help, selective feedback, and different levels of task difficulty or different levels of navigation. The classroom situation, in which educational multimedia applications are used, provides opportunities for self regulation and autonomous activities, for high learner control with the programs and others, and multi-perspective presentations of content corresponding to the programs.

The use of educational multimedia applications that provide characters with which pupils can identify themselves – of the same sex, age, race and religion – can be supportive. The content should be based on life themes, which are important to learners and depict intense action and feeling (Anderson, Shirey, Wilson and Fielding, 1987). The design should be user-friendly, well-structured and appropriate to the target group.

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