A proposed virtual environment for the development of the knowledge and skills of female students in drawing the Pattern Aldrich

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Abstract:
This age is characterized with the huge informative, technical and scientific progress whose effect reflects on education as a whole, as these technical contribute in creating capabilities and new teaching methods. The educational objective is not only to provide the learner with information and knowledge, but also to provide the learner with the skills, abilities and self-learning to be able to able to interact with age variables. The learning virtual environment is a comprehensive one that is based on techniques and concepts of the modern communications and the educational multimedia to change the method of learning from the "keeping by heart " method to the method of collecting and analysing information in addition to creation and invention. This can be achieved by setting up a comprehensive educational environment that will employ several technological techniques that will help in facilitating the education process to convey information and to be trained on different subjects applications. That was the reason that prompted the researcher to design a virtual environment to develop the girls' skills in drawing the Aldrish pattern of the six-year boy trousers. The problem of the research: 1- What are the actual necessities that are needed to form virtual learning environments? 2- How is it possible to design a virtual environment to develop girls' skills in drawing the Aldrish pattern of the six-year boy trousers? 3- In what way is this virtual environment effective in providing girls with special skills in drawing the Aldrish pattern of the six-year boy trousers? Aim of research: 1. Identify the basic requirements for building virtual learning environments. 2 - Planning a proposed virtual environment for the development of the skills of students in drawing Aldrich model for the six-year boys.. 3 - Determine the effectiveness of the proposed virtual environment to develop the skills of female students in drawing Aldrich model for the six-year boys. 4-Contributing in raising the level of the learner and answer the requirements of the working market. The method of the research: This research followed the experimental method due to its suitability in achieving the goals of the research and checking it's hypotheses. The research reached: 1- There are statistically significant differences between the average of the students' degrees in the virtual environment before and after the application in favour of the post application. 2 - There are statistically significant differences between the average grades of students in the knowledge gained before and after application for the benefit of the post-test. 2a. There are statistically significant differences between the average scores of students in the knowledge acquired before and after the application in favour of the post-test. 2B There are statistically significant differences between the average scores of students in the acquired background knowledge before and after the application for the post-test. 3 - There are statistically significant differences between the average grades of students in the skills acquired before and after application for the benefit of post-test, and fall under this hypothesis the following sub-assumptions: 3a. There are statistically significant differences between the average grades of students in the skills acquired before and after the application for the post-test. 3-B There are statistically significant differences between the average grades of students in the acquired skills of the background before and after the application in favour of the post-test.

Keywords:
Virtual Environment, Knowledge Development, Students Skills, Aldrich Pattern

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