

Research Article

3CP Digital Learning

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Abstract: In this era of rapid information technology growth, there is a need for a pedagogical or teaching approach that can attract our students' attention. Previous research has also shown that students nowadays are more inclined to the use of technology in their learning. Thus, there is a need to use a teaching approach that utilizes the digital tools apart from the usual daily teaching in class. This study investigates students' perceptions regarding the use of digital learning and 3CP Digital Learning Programme that consists of 4 stages: Curation, Critical Thinking, Collaboration and Portfolio. The subjects were a random sample of 50 students in Malaysia. Students' perceptions regarding digital learning and 3CP Digital Learning were gathered through observation, questionnaire (google form) and interviews. The findings of the study show that a majority of the respondents favoured digital learning and all of them like to use 3CP Digital learning Programme. Among the reasons they like to use 3CP Digital Learning are that it is an interesting programme, they can learn a lot from their friends, they also can get a lot of information and they feel a sense of accomplishment. To sum up, 3CP Digital Learning is indeed a wonderful digital programme that can be utilised in teaching for all kinds of subjects. This is because 3CP Digital Learning Programme is a student-centred method that stimulates students' thinking skills and promotes students' collaboration. Hopefully, 3CP Digital Learning Programme would be used widely throughout the country.

Keywords: Digital Learning; Collaboration; Thinking skills



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1. INTRODUCTION

In this era of rapid information technology growth, there is a need for a pedagogical or teaching approach that can appeal to our students. This is supported by Sezen Tosun (2013) and Atchley et. al. (2013) who argued that, students nowadays are more inclined to the use of technology in their learning. Abid Haleem et. al. (2022) further argued that digital learning is the most successful means to provide a rich educational environment since internet communication has the potential to connect people, over enormous distances to diverse information sources. In other words, digital learning should be practised apart from the daily teaching at school.

According to Asma et. al (2022), "E-learning or digital learning can best be defined as the science of learning without using paper printed instructional material." In other words, digital learning is the use of communication technology to deliver information for education and training. With the progress of information and communication technology development, digital learning is emerging as the paradigm of modern education.

According to Abid Haleem et. al. (2022), online teaching would replace traditional teaching due to the convenience and popularity of the Internet for applying digital teaching materials. Thus, there is a need to use a teaching approach that utilizes the digital tools apart from the usual daily teaching in class. According to Lai et al. (2012), “Practical teaching strategies should be developed by combining with current teaching trend and extracting the advantages of digital learning to achieve the teaching effectiveness”. In other words, teachers should develop or adapt the current digital tools to suit the learning environment and students’ needs.

Due to this, a digital educational programme, 3CP (Curation, Critical Thinking, Collaboration and Portfolio) was created to suit the students’ needs. It is a programme that includes 4 stages of learning: Curation, Critical Thinking, Collaboration and Portfolio. Students are expected to produce different Wakelet collections for every stage. 3CP Digital Learning programme is created as it is a student-centred programme that promotes students to learn on their own using online sources such as Youtube, Quizziz, Wakelet and websites. Apart from that, 3CP Digital Learning programme also stimulates thinking skills and promotes collaboration among students as they need to work with each other in order to produce the collections. Finally, this programme also enhances students’ sense of accomplishment as students have to display their certificates and their achievements or favourite photos at the last task.

The topic chosen for 3CP Digital Learning Programme was based on the theme ‘Family’ as it is one of the main themes for English primary and secondary syllabus. This research was guided by objectives such as below:

- i. To get the students’ perceptions about digital learning
- ii. To get the students’ perceptions about the use of 3CP Digital Learning.

2. METHOD & MATERIAL

The data for this study was collected through participant observation, questionnaire and semi-structured interview. At least 3 data collection methods were be used in order to triangulate the data for the finding.

2.1 Procedure

1st Task (Curation)

1. Students do a curation about themselves including information about their name, school, favourite food, drinks, hobbies, dream country, pets, songs and others.
2. Students share his or her collection with the educator and the peers once completed.

2nd Task (Critical thinking)

1. Students create a collection using Wakelet that shows 2 sides of an argument.
2. Sample of topic includes ‘The Advantages and Disadvantages of Keeping Pets’ and ‘Advantages and Disadvantage of Online Learning’.
3. Students share his or her collection with the educator and the peers once completed.

3rd Task (Collaboration)

1. Students create a shared collection with the title ‘My Favourite Songs’.
2. Students share their collection links with other students.
3. Students add in information to their friends’ shared collection about ‘My Favourite Songs’.

4. Students can add information in terms of pictures, Youtube videos or text to their friends' collection.
5. Students share his or her collection with the educator and the peers once completed.

4th Task (Portfolio)

1. Students do a portfolio about themselves including certificates and favourite photos from competitions into their portfolio.
2. Students share his or her collection with the educator and the peers once completed.

3. FINDINGS

The results for this study were collected through observation, a set of questionnaires in Google form and semi-structured interview.

3.1 Findings from Observation

It was observed that students were very interested in the activities conducted using 3CP Digital Learning Programme. The use of 3CP Digital Learning has enhanced students' understanding of the lesson as students' progress of their projects are discussed by teachers during in class lesson. Students who have problems in doing the project can also get clearer clarification from teachers during the lesson. The use of 3CP Digital Learning has made the lesson interesting and easier to understand as respondents can integrate almost all the other applications such as pictures, videos and lessons that have been prepared by other educators. Students also can seek help from each other through collaborating with each other. According to Abid Haleem et. al (2022), "digital technologies are a powerful instrument that can help improve education in various ways, such as making it easier for instructors to generate instructional materials and providing new methods for people to learn and collaborate".

3.2 Findings from Questionnaire

The sample of this study was a random sample of 50 students in Malaysia. The data from them was collected using Google form. A simple topic 'Family' was chosen as it is in primary school as well as in secondary school syllabus.

1st Part of Questionnaire (Perceptions about Digital Learning)

In the first part of the questionnaire, respondents were required to answer questions regarding their perceptions about digital learning. Respondents' answers were tabulated in percentage as in the table below.

Table 1. Perceptions about Digital Learning.

No.	Statement	Percentage
1.	Digital learning makes my lesson more interesting.	96%
2.	I can gain a lot of information from digital learning.	98%
3.	Online learning helps me to understand my studies better.	84%
4.	Face to face learning and online learning are related to each other.	74%

Table 1 shows that majority of the respondents prefer digital learning. 96% of the respondents agree that digital learning makes their lesson more interesting. This is probably due to the reason that the students have accessibility to internet facilities at home. Furthermore, 98% of the respondents agree that they can gain a lot of information from digital learning while 84% of the respondents agree that online learning helps them to understand their lesson better. This shows that digital learning is indeed a preferred learning platform for students as they can gain a variety of sources from online. The variety of sources such as Youtube, images, text or online articles also help them to understand their lesson better. Moreover, 74% of the respondents agree that face to face learning and online learning are related to each other. Apart from using digital platforms, teacher should also teach in class so that students have a better understanding of the lesson taught.

2nd Part of Questionnaire (Perceptions about 3CP Digital Learning)

Figure 1 shows the respondents' perceptions about 3CP Digital Learning programme. The respondents' responses were gathered through Google Form and presented in charts as in Figure 1. Based on Figure 1, the advantages of 3CP (Curation, Critical Thinking & Collaboration) Digital Learning include it is interesting (74%), they can explore many things (70%) and it is interactive (32%). This shows that majority of the respondents agree that 3CP Digital Learning is indeed a wonderful platform with many benefits to their learning.

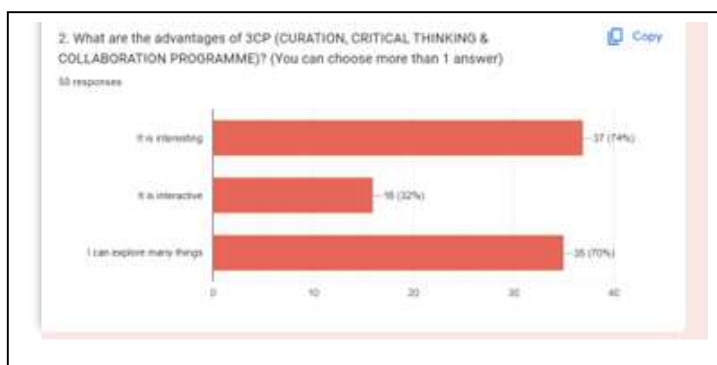


Figure 1. Advantages of 3CP Digital Learning

Figure 2 shows that half of the respondents (50%) agree that there is no disadvantage to the 3CP Digital Learning Programme. Other disadvantages of 3CP Digital Learning Programme include lack of facilities and cannot concentrate in the given task. In other words, teachers should implement suitable strategies such as providing enough laptops for the students and prevent them from surfing irrelevant websites while doing 3CP Digital Learning programme.

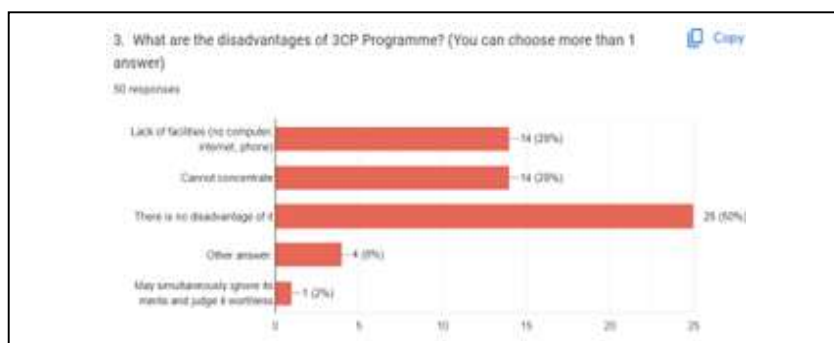


Figure 2. Disadvantages of 3CP Digital Learning

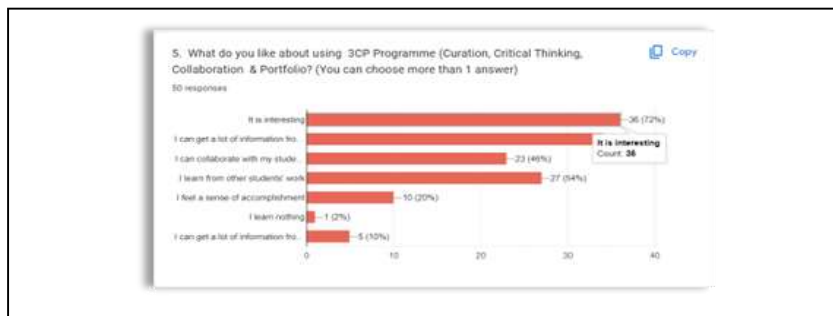


Figure 3. The Reasons Students Like Using 3CP Digital Learning Programme

Figure 3 shows that majority of the respondents (72%) like to use 3CP Digital Learning Programme mainly because it is interesting, they can learn from other students' work (54%) and they can work collaboratively with their friends (46%).

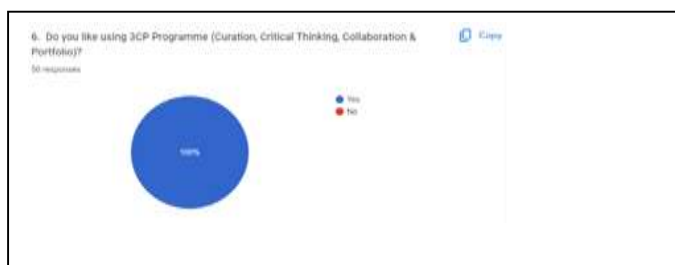


Figure 4. Students Like or Dislike Using 3CP Digital Learning Programme

Finally, Figure 4 shows that all of the respondents (100%) agree that they like to use 3CP Digital Learning Programme. This shows that 3CP Digital Learning programme is indeed a well-liked program by students because it has many benefits such as it is interesting, promotes collaboration and stimulates students' thinking skills.

Findings from Semi-Structured Interview

The interview questions used were adapted from the research done by Sezen Tosun (2015).

1. What is your general opinion about traditional, face to face learning? Why?
2. What do you like about online learning?
3. What do you like about using 3CP Digital Learning?
4. What have you improved while using 3CP Digital Learning?

Findings from Interview

The interview conducted shows that students like digital learning. Among the benefits of digital learning include it can help to overcome social anxiety, it is easily accessible and it is interesting. Students also can learn from worldwide instructors. Moreover, the use of 3CP Digital Learning can benefit learning as students can learn new words and improve their vocabulary.

4. DISCUSSION

The results from observation, questionnaires and interviews show that majority of the respondents preferred digital learning. Only a few have wifi problems at home. On top of that, majority of the respondents agreed that 3CP Digital Learning is indeed a useful platform for learning. Apart from the fact that it is an interesting platform, 3CP Digital Learning also encourages collaboration and stimulates critical thinking among students. These findings were supported by Jabbar Al Muzzamil Fareen (2022) who argued that digital learning should not only help students to gain knowledge but also engage in developing their higher order thinking skills and to indulge in both creative and critical learning skills. All these are crucial factors in students' learning.

5. CONCLUSION

Digital learning such as 3CP Digital Learning is an innovation in education that can be practiced in teaching of any subjects as it consists of crucial stages for learning such as critical thinking, collaboration and portfolio. Apart from improving students' thinking skills, 3CP Digital Learning also encourages collaboration and promote a sense of achievement among students as they need to display their contributions and certificate of achievements in the portfolio section. Hopefully, 3CP Digital Learning can be widely practiced in our country.

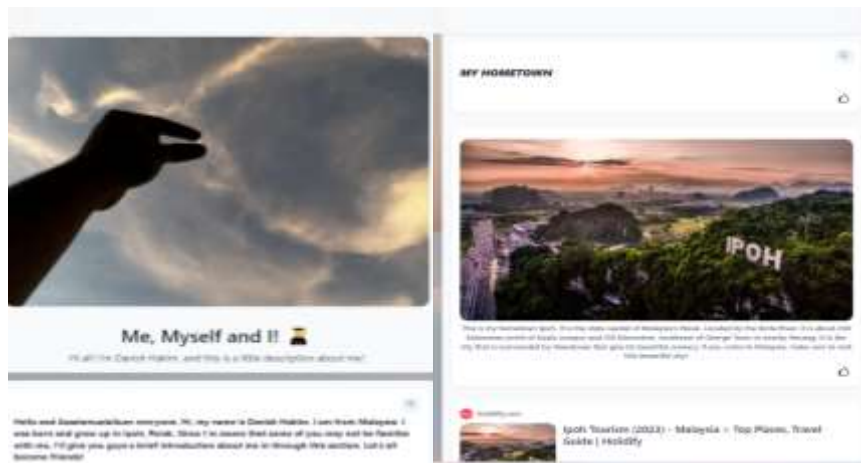
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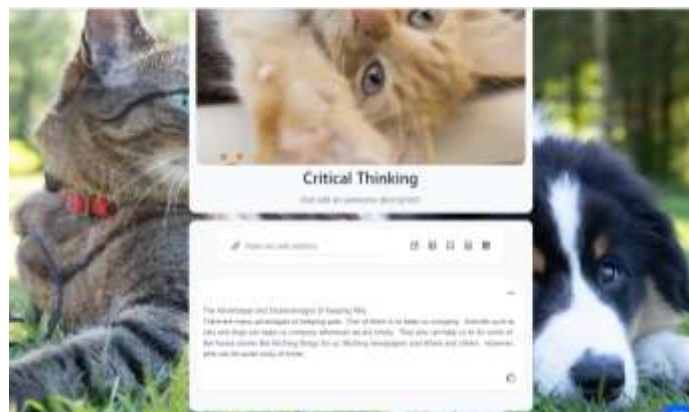
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APPENDIX

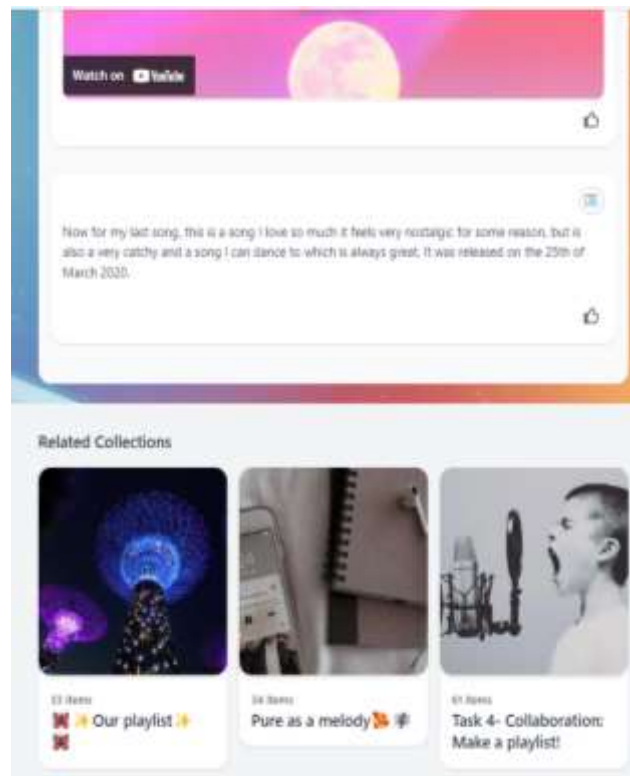
1st Stage: Sample of 'Curation' collection produced by students.



2nd Stage: Sample of 'Critical Thinking' collection produced by students.



3rd Stage: Sample of 'Collaboration' collection produced by students.



4th Stage: Sample of 'Portfolio' collection produced by students.

