

Exploration of Guiding Strategies and Practical Approaches for Collective Lesson Preparation

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Abstract: *The informatization construction of college English Flipped classroom, as a means of teaching, especially an effective application of language teaching, is worth our repeated use. After the exam oriented English learning in the early and high school stages, the majority of students passively accept English learning and lack initiative. After entering the university, their requirements for English learning will also be improved accordingly, hoping that learning is a relaxed and pleasant form, and Flipped classroom teaching plays such a role in this process. According to the author's visit to some college students, Flipped classroom is a popular teaching mode in college English teaching, and students are more willing to carry out autonomous learning and improve learning efficiency through this flipped mode. Through this article, we know the importance and practicality of the informatization construction of Flipped classroom in college English teaching, which helps us to find the best way to improve and ultimately achieve better teaching goals.*

Keywords: Virtual Reality (VR); Teaching mode; immersive.

1. INTRODUCTION

In today's society, the old teaching model is being phased out, and the era of "reading dead books, reading dead books" has passed. The new teaching model that has been replaced is the integration of teaching and practice, and it is also the change from "cramming teaching" to "immersive teaching" in our country. Simulation technology has always been an important direction of human research. Virtual reality technology (VR) is an important direction in simulation technology and an emerging industry in the past decade. Its emergence not only changed the diversity of entertainment modes, but also made significant progress in China's education industry. Ten years ago, education in China was always referred to as "cramming education", and thus China The reform of education is also beginning, with multimedia classrooms set up in each school to enrich the classroom. In 2019, China's 5G technology leads the world, and the combination of 5G and VR will have a strong impact on China's old education model, which will change the world.

2. PURPOSE AND SIGNIFICANCE OF THE STUDY

Virtual reality technology simply means that users can deeply feel the new environment they want to create. Enable users to operate and perceive in the created new environment. All users can participate in time and be present based on their own reactions. This is also known as Immersive. Most Chinese teachers still teach according to textbooks, resulting in a single mode of thinking when taught by the same teacher, and cannot draw inferences about problems. Such a classroom will cause teachers and classmates to lose enthusiasm for the classroom. If VR technology is applied to university classrooms, it can attract students' attention and enhance their thinking ability towards different problems; It can also significantly reduce the generation of danger; Finally, allowing both teachers and classmates to participate highly in the classroom, greatly improving the efficiency of the classroom. This is the "filling and pressing".

3. APPLICATION IN UNIVERSITY TEACHING

In the teaching of Flipped classroom, compared with the traditional passive way of receiving information in the classroom, students have completed each chapter of knowledge before class, and effectively decomposed and melted it. If students have questions, they will consult teachers online or offline, and teachers will help students solve their doubts and difficulties, and guide students to communicate with each other, so as to stimulate students' interest in learning, Explore their ability to learn independently and improve the quality and efficiency of English learning. The rapid development of informatization has provided feasibility for the implementation of Flipped classroom in college English teaching, which is embodied in the following aspects. Through information-based teaching, the best resources in the Flipped classroom teaching model of college English teaching can be shared online, an information exchange platform can be built, and communication between students and teachers can be promoted, so as to optimize the allocation of resources, Enable students to develop learning plans based on their own learning situation, thereby improving learning efficiency.

In the construction of Flipped classroom in college English teaching, teachers, as an indispensable factor, need to match their information application ability, so as to ensure that the quality of teaching can be improved according to the needs of information construction in the teaching process, and meet the needs of Flipped classroom construction in college English teaching. And the construction of this information technology can enable teachers to become familiar with teaching modes during the teaching process, bring information application to actual classrooms, and form good teacher-student interaction.

3.1 College Foreign Language Classroom

(1) Basic Theoretical Knowledge Learning and Teacher Teaching

After learning the basic theoretical knowledge, VR teaching can change the teaching mode that is mainly based on teacher explanations and supplemented by student listening, changing the current "cramming" teaching method. VR devices can provide interactive teaching for students, allowing them to interact more accurately with teachers. After the VR interactive classroom, teachers can teach according to the different needs of different students. Summarize the class situation. Secondly, teachers can teach students according to their aptitude based on their different mastery situations.

(2) Enrich the cultural atmosphere of foreign languages

Teachers can use VR technology to simulate different language environments into devices, allowing students to experience the local cultural atmosphere and customs firsthand. Transform the stiff text in the textbook into a vivid environment, allowing students to immerse themselves in learning. Teachers can also provide students with different ways of communication and behavioral actions from foreign audiences, which can avoid the problem of language learners being afraid to speak up. This can transform the rigid classroom into a "foreign" experience, making the classroom atmosphere lively.

3.2 College Second Classroom

(1) Simulated practical activities

The practical activities in the second classroom of universities are very important for college students, but some students may be shy and dare not engage in practical activities. VR teaching can provide practical activities for students, imitating the employment and work environment. Enable students to gain practical experience without leaving their homes, laying the foundation for future employment.

(2) Imitate the application and interview environment

For college students, first time job applications or interviews are unfamiliar. How should students communicate with interviewers or HR? Different transportation channels may result in different results, and VR devices can provide such an environment for students. VR devices can simulate the interviewer's behavior based on students' different reactions. Ask questions, and students can use VR devices for different oral exercises, facial expression management during interviews, and behavioral action management.

4. PROBLEMS AND PROPOSED SOLUTIONS

As one of the globally recognized languages, English has become a part of our learning and daily life. In college English teaching, China has begun to innovate and quote English teaching methods, and Flipped classroom has been quoted into the actual teaching classroom. The innovation of Flipped classroom has changed the traditional teaching model of teachers and students, reversed the identity of teachers and students, and left more learning rights to students, who can make their own choices. It has become an innovative representative of the current education model. Especially in the contemporary era of rapid development of information technology, Flipped classroom has driven the further advancement of curriculum reform in college English teaching. The combination of the two has provided an environment for students' personalized development, which not only attracts the eyes of many college students, but also enables them to broaden their horizons and increase their knowledge, thus helping students enhance their English language sense, create a rich language environment, and improve their interest in English learning. From the perspective of informatization construction of Flipped classroom in college English teaching, this paper analyzes the effective combination of Flipped classroom and informatization in English teaching, so as to maximize the application of Flipped classroom in college English teaching, thus comprehensively improving students' interest in learning English.

4.1 Problems in practical application

With the continuous controversy surrounding VR (Virtual Reality Technology), more and more people are paying attention to this field. According to our effective survey, 31.6% of people understand 54.4% of people have some knowledge of VR virtual reality technology, and even 14% are unaware of the promising emerging technology industry of VR in the future. The emergence of new things is bound to grow through criticism and improvement. Currently, most VR virtual reality technologies are related to the fields of film, television, gaming, and entertainment. According to effective surveys, up to 50.9% of people have learned VR technology from the gaming industry, while only 13.2% have learned VR virtual reality technology from the education sector Art.

(1) Narrow application scope

At present, VR technology is only in its infancy. The product has defects in many places, among which the connection line is the most affecting factor for teaching. It is easy to have many safety hazards due to the problem of multiple connecting wires. Moreover, the power supply of multiple devices has brought huge challenges to the school. Similarly, the venue is also an issue. To use VR for teaching without restraint, it is necessary to have a very large venue and space. Considering that many schools are small classrooms, and the largest classrooms are only terraced classrooms that can only accommodate around 200 people, which cannot provide enough space. The VR experience requires extremely high storage space, which is completely occupied. It shows an exponential growth, and requires very high hardware requirements for displays, processors, and other necessary components. If this problem is not solved, the application in teaching can only be fragmented.

(2) Post operation and maintenance

Usually, the upgrading of this new high-tech technology is very fast. However, almost all are considering the cost, and the product updates and upgrades are not timely, which leads to the current VR experience is not up to date, resulting in many incompatibilities. This has brought many obstacles to school teaching. Many people experience dizziness when experiencing VR virtual reality technology. Humans may experience a sensation of forward and backward misalignment due to inconsistent visual and motor cues in VR, leading to dizziness. In VR technology, there is still a problem of delay. Although this delay is minimal, it can still cause our brain to make incorrect judgments, leading to a series of physical discomfort.

4.2 Problem to be solved

In college English teaching, it is necessary to build a teaching information sharing platform according to the needs of teaching work, ensuring that in the construction of an information based teaching sharing platform, it can be done according to the information requirements in the teaching classroom, thereby optimizing teaching design and ultimately optimizing teaching work. The informatization construction of Flipped classroom in college English teaching has great enlightenment on the current college English teaching model in China, and also lays a foundation for the construction of informatization classroom model.

(1) Improve equipment defects

Due to the current lack of simplification in VR devices. It may cause many safety hazards, so it requires the efforts of relevant technical personnel to develop more simplified and lightweight VR technology equipment. Of course, these developments and research require a significant amount of funding, which need the support and investment of the government and major enterprises.

(2) Solutions to dizziness issues

Due to various issues such as dizziness, it is ultimately caused by defects in equipment and technology. A foreign institution has made preliminary attempts to tackle this issue, but it is still not perfect enough.

5. SUMMARY

The teaching mode in China is constantly exploring and changing, and the emergence of VR virtual reality technology has brought a high-tech path to this exploration. The emergence of new technologies will inevitably have both advantages and disadvantages. How to apply this technology with great potential for future development to education still requires our joint and unremitting efforts to achieve it. From the current situation of English teaching in universities in China, the main focus is on theoretical education. It is embarrassing that students who have been studying English for ten or twenty years may not understand or speak when communicating with English speakers. This requires us to reflect on English teaching and explore practical and effective methods to solve this dilemma.

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