Design and Realization of Children Education Promotion and Class Management Platform

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Abstract. For the purpose of breaking the "circle" of educational resources to assign the resources on demand, we designed this system to integrate fragmented and isolated education resources in society, provide convenience for all levels of students to obtain index educational resources based on their own needs. The system provides service for primary schools and preschool children, helping merchants to promote, helping parents make choices, and helping teachers organize classes to create a cloud and mobile methods to teach.

Introduction

With the development of economy and the public network infrastructure, all kinds of online and off-line education are constantly emerging. The backward of the traditional offline education propaganda methods and the complexity of online education for the management of complex population classrooms all make education resources "circle", making educational resources can only be limited in a circle, which cannot maximize the use of social education resources, improve the utilization of education resources. Under the circumstances, a new system can not only combine the advantages, but can also solve this series of problems has become a necessity for the development of education industry. In such cases, we have designed a platform for education and classroom management of children. Combined with the advantages of online and offline, put the social fragmented and isolated educational resources together, the traditional combine offline and online mode to achieve informational, systematic, convenient for all levels of students to obtain index educational resources based on their own needs. Through this system to break the "circle" of educational resources in order to achieve the distribution of educational resources on demand.

Design

Education Product Promotion Platform

Combined with the advantages of online and offline, put the social fragmented and isolated educational resources together, the traditional combine offline and online mode to achieve informational, systematic, convenient for all levels of students to obtain index educational resources based on their own needs. Through this system to break the "circle" of educational resources in order to achieve the distribution of educational resources on demand.

(1)As a training institution, you can publish and reserve experience lessons

(2)As parents, you can learn and compare on our platform, sign up for experience lessons, evaluate experience lessons. Parents can use this platform to understand and compare educational products, while training institutions should also cherish parents and students more than their own evaluation.

Wisdom Class Management Platform

(1)Question Management: We want to provide a new teaching mode, reduce the threshold of interaction, students do not need a smartphone, just wear a watch with a QR code, medal, etc., the teacher can scan the QR code to follow teachers ‘mind storm, the data will be automatically collected together.
(2) **Homework Management:** Rely on the website and mobile devices, achieve efficient classroom management, to establish online homework publishing, submission and modification functions. And the system can automatically save the comments from teachers, give comments and ratings feedback to the students, which can achieve real-time exchange between teachers and students.

(3) **Incentives in class:** The integral system is adopted to record each student's class performance more clearly. Each child is assigned an identity, when the child correctly answered the question, the teacher scanned with a cell phone, add marks to the child, on the contrary, when the child is not performing well, you can use the phone to scan and deduct points. Parents can scan the child's points to see the marks and ranking in the class. So that parents can learn more intuitive child learning, timely communication with the teacher, parents are also involved in children's learning. Students swept through the training institutions' computers to see their points, which can be traded, redeemed, children freely administered, which change boring learning into a challenge, a game, and positive competition.

(4) **Group Teaching Management:** On the one hand, with the help of the system, teachers can manage the students in groups. On the other hand, as a team leader, they can obtain project points and distribute the points to their own members. In this way, we can promote the effectiveness of team study and can also stimulate students' enthusiasm in learning.

**Independent Learning Management Platform**

(1) **Redeem points:** Children have the right to manage points, thus stimulating their enthusiasm to earn points. Each small prize are marked with points price, when they have enough points to redeem prizes, just find a teacher to redeem, select the redeem operation, select the prize to redeem, click OK, the operation is completed.

(2) **Group mutual assessment:** Each class, the teacher can give each child a vote points, after the class, children can vote to their favorite painter,

(3) **Viewpoints:** children at the training institutions can always see the points on the computer, just need to be printed with a QR code watch or badge on the computer QR code scanner to scan, you can view the current points, as well as ranking in class.

(4) **Bonus points:** In the group study, students as the leader can get the teacher's task points, and then arrange the classmates to complete the task, and then give the points to the students who did well.

**Informational Teaching Management Platform**

(1) **Registration hours:** Many training courses are based on class fees, we need to record each student, we should record the absence based on Internet.

(2) **Student management:** Training institutions can register classes, students can register within the class, each student has a unique logo, the logo corresponds to a QR code. Training institutions for each student could have enrollment management, fee management, class management, curriculum management and other participation.

(3) **Pre-class preparation and teaching reflection:** In order for parents to know what to learn and prepare for this class, the teacher can publish the class contents to the system before the class to let them know that the children will learn in class. This also puts forward higher requirements for the teaching norms of training institutions. After class, teachers need to write class feedback, record the typical problems that occur in the classroom, on the one hand parents understand the classroom, on the other hand, teachers can improve their teaching methods based on teaching reflection.

(4) **Enrollment Management:** Parents understand the situation of training institutions on the platform, and check the parents' evaluation, you can register through the platform according to the information.
Key Technologies

Software Aspects

(1) Server side: store all the data information.

(2) Phone side: parents, teachers install the app on phones. Parents can view the performance of students in schools and online counseling, exchange opinion, teachers can prepare lessons, write teaching reflections and so on.

(3) Computer: install on the computers in the classroom, receiving and processing requests from the handheld terminal, send information to the handheld terminal. Additionally, you can scan the QR code to identify students identify students, accept the operation from students.

(4) Handheld: used to send requests and receive one machine, all-in-one machine's request.

Hardware

The hardware is divided into three parts

(1) The integrated machine is an integrated machine with QR code scanning recognition function with touch screen function, which is installed on the client of the classroom management platform. Students can scan the QR, confirm the identity, log in to the client, you can view your points, learning progress and other information.

(2) Handheld device: Handheld device is unified with the only responsible for receiving and analyzing information, is an integrated device with interactive features, and QR code scanning Bluetooth communicator. Handheld has some storage and artificial intelligence, can receive instructions from the one machine to retrieve stored student information and group information. During the class, teachers can use this scanner to scan the identity of students, after the client receives the identity confirmation, the teacher selects the additional points to add or subtract points and so on.

(3) Students wear QR code logo, each student has a unique logo, which is made into QR code labels. The label can be embedded in bracelets, badges and other private items. By scanning the tag, you get the authentication.

Industrialization Prospects

Platform has good prospects for industrialization, the first is the promotion cost of training agencies for a reasonable annual fee, each student through the platform registration, the platform will charge a certain percentage of commission fees, training institutions can also pay the promotion fee to parents. Followed by peripheral product sales, such as each student's personality logo, check-in terminal, checking terminal, etc. All of these can be made into products for sale.

References

