

Blended Learning and 4Cs: Trends in the New Normal Life of Education, Globalization and the Next Decade

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ABSTRACT

Since the Coronavirus Disease (COVID-19) was announced as a pandemic by the World Health Organization (WHO), The Ministry of Education and Culture (Kemdikbud) decided to close and temporarily stop the whole process of teaching and learning activities in all educational institutions and to inform students learn at home by virtual classroom. Ready or not, the learning process that is usually face-to-face learning, now become an online learning process. Online learning during the COVID-19 pandemic was a normal situation, whereas face-to-face learning in the classroom becomes an abnormal situation. Not a few teachers and students were surprised by the changes in the learning process during COVID-19. Although in the field of education, online learning should not be something new in the process of teaching and learning activities, but not a few also from them, who have just learned about online learning and apply it in the process of daily teaching and learning activities. The New Normal life of education also requires us to change habits, including in the learning process. However, in the current conditions, we must also consider conventional learning models. Combine online learning with conventional learning or commonly called Blended Learning is the right learning model to be applied in the new normal learning process in education, so students can still learn in the classroom by face to face and combine it with online learning as a compliment. The face-to-face learning process is also very important in the current digital era so that teachers can guide and improve the 4Cs abilities that students have in the 21st century, namely critical thinking, communication, creativity, and collaboration. Therefore, Blended Learning and 4Cs need to be applied in the new normal life of education, so that young people can compete and grow in the global competition, not out of date, and able to prepare themselves in facing challenges for the next decade.

Keywords: *Blended Learning, Online Learning, New Normal, 4Cs, Critical Thinking, Communication, Creativity, Collaboration*

1. INTRODUCTION

Along with the times, human needs also develop. Human life today is very dependent on technology. This makes technology a basic necessity for everyone. Technology can make it easier for us to get the information we need from anywhere, anytime, and from anyone so that information dissemination becomes very easy and fast.

The use of technology is also influential in the field of education, especially in the learning process. The learning process, which is usually done face-to-face in class, has now become distance learning or online learning at all levels of education during the COVID-19 pandemic. Online learning that occurred during the COVID-19 pandemic made us realize that the use of technology in the learning process is a necessity and an

urgent basic need to be applied in the 21st-century learning era if we want to create superior, intelligent and globally competitive humans in the future. Education in the future will be flexible, open, and accessible to anyone who needs it regardless of gender, age, or previous educational experience [1]. Meanwhile [2] argues that education in the future will be more determined by information networks that allow interaction and collaboration, rather than school buildings.

In the current digital era of education, teachers are also required to be able to attract students' attention in learning, be able to develop an interesting and fun learning process, be able to design their learning models according to the circumstances of the times. Currently, the learning process is not always done face-to-face, with technological developments that are so sophisticated,

teachers and students can get the learning materials from anywhere, anytime, and from anyone.

After the COVID-19 pandemic, Blended Learning has returned and become a trend in the world of education. Blended Learning is a learning model that combines face-to-face learning, offline learning, and online learning [3]. Although in the field of education, online learning should not be something new in the process of teaching and learning activities, but not a few also from them, who have just learned about online learning and apply it in the process of daily teaching and learning activities and become part of the learning activities of the 21st century, either before the COVID-19 pandemic or after the COVID-19 pandemic.

The learning process in the 21st century is not only focused on cognitive abilities but also for the personal and social abilities, namely critical thinking, creativity, collaboration, and communication or known as the four C's of 21st-century skills. It's very important to prepare humans who can compete globally, adapt to the times, and can face the challenges in the future. Therefore, education can answer these challenges by providing a good quality of education services that can prepare human resources who are ready to face the challenges of life today and in the future.

2. LITERATURE REVIEW

2.1. Blended Learning

Blended learning emerged as one of the most popular concepts at the beginning of 2000 and is widely used in North America, England, and Australia, in college and training circles. Blended Learning is a learning model that combines face-to-face learning, computer-based learning (offline), and internet-based computer learning or mobile learning (online) [3].

After COVID-19, the development of blended learning has become a trend in all educational circles. Blended learning it's generally recognized to be the type of learning to be employed in a typical school of the future. The term blended learning is an approach to education that tried to combine face-to-face learning with online and media learning. Another name that is widely used in blended learning is hybrid learning. It contains the same meaning, namely the combination, mixture, or combination of learning.

The definition of blended learning that is widely used is learning that combines learning media, learning that combines learning models and learning theories, and learning that combines face-to-face learning with online learning. In the blended learning environment, students can access learning materials by using web technologies outside the class while attending face to face education [4]. Lessons can be supported by discussion groups, chat platforms, and various content presentations. In this way,

advantageous and strong aspects of face to face and online learning complete each other [5]. While online learning environment enables time and location flexibility which is not possible within the class environment, face to face education environment enables further social interaction.

Currently, the teacher-centered learning approach is no longer suitable for use in the daily learning process. Because in the future, the learning approach process will be student-centered. The teacher only acts as a motivator and facilitates students by utilizing existing internet technology as a way to access learning materials and resources anywhere, anytime, with anyone and with anything. And blended learning is one of the student-centered learning approaches [6]. Students are also trained to be independent and responsible in doing assignments and finding their various kinds of learning resources. [7] Students who are independent in learning have the responsibility to monitor themselves in any way, both in achieving a goal, and in focusing on what is assigned to them.

2.1.1. Blended Learning Components

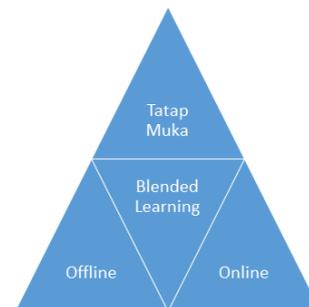


Figure 1 Blended Learning Components

2.1.1.1. Online Learning

Online learning is an open and distributed learning environment that uses pedagogical tools, enable by internet and web based technologies, to facilitate learning and knowledge building through meaningful action and interaction [8]. Online learning is a course where most or all of the content is delivered online. Typically have no face-to-face meetings. of the content is delivered online. Typically have no face-to face meetings. Online learning is different from blended learning. Many people assume that blended learning is similar to online learning. online learning if more than 80% of the content is delivered online and has almost no face-to-face learning. Whereas, in blended learning, 30%-79% of the content is delivered to students online.

1.1.1.2. Face to Face Learning

Face-to-face learning is synchronous learning model that is still being used until now and is very often used in

the learning process. Face-to-face learning is a form of conventional learning model, which is student-centered learning approach, the teacher conveys knowledge to students through the lecture, assignment, and question-and-answer method during the learning process, Face-to-face learning brings together teachers and students in one room to learn.

2.1.1.3. Self Directed Learning

There are several terms used in independent learning namely independent learning, selfdirect learning, and autonomous learning. Independent learning is a form of learning model activity in blended learning, students can learn anywhere, anytime, with anyone, and through anything. In self-direct learning, students have the freedom to learn without having to attend lessons given by the teacher in class. Students have wide opportunities in learning. This independence needs to be given to students so that they have the responsibility to regulate and discipline themselves in developing the learning abilities of their own accord.

2.1.2. Importance of Teaching Blended Learning

There are many advantages by utilizing blended learning in the learning process, some of which have a flexible nature, meaning that students can contribute to discussions at the time and place they choose individually. Participation, meaning that all students can participate in the learning process because they can arrange a time and place to attend class. Learning has more time so that it can be more careful in arguing and more in reflecting on views and opinions [9]. Blended learning is very important in the teaching and learning process because it is not only done face-to-face, but also learning time can take advantage of virtual world technology, simplify and accelerate the non-stop communication process between teachers and students, and help the teaching process in the classroom [10].

2.2. Four C's of 21 st Century Skills

2.2.1. Specific Four Cs of 21st Century Skills

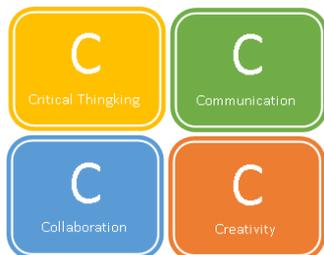


Figure 2 Four C's 21st Century Skills

There was near unanimity that four specific skills were the most important to the 21st-century. They became known as the “Four Cs”. Students need these

specific skills to fully participate in today’s global community and put into classroom practice namely, critical thinking, communication, collaboration, and creativity.

2.2.1.1. Critical Thinking

The link between critical thinking and education is obvious: one can’t learn well without thinking well. Critical thinking contributes to career success, but also to succeed in higher education. Critical thinking is a mental activity to formulate or solve problems, make decisions, understand certain things, find answers to questions, and find relevant answers [11]. Teaching critical thinking and problem solving effectively in the classroom is vital for students. Learning critical thinking leads students to develop other skills, such as a higher level of concentration, deeper analytical abilities, and improved thought processing. [12] Critical thinking skills are one of the higher-order thinking skills. so that students gain knowledge and demonstrate performance, students will become effective communicators, critical and dynamic thinkers, competent problem solvers, and will become experts in their careers.

2.2.1.2. Communication

Humans are social beings who always interact with each other. Therefore, communication is one of the most important things that can be the key to success in social life. [13] Communication skills refer to an individual’s ability to communicate clearly, use spoken or written, verbal or non-verbal language, and collaborate effectively. The main purpose of communication is to send information or messages so that the recipient can understand them. However, not everyone can communicate well. Some people are good at conveying information verbally but not in writing, and vice versa.

2.2.1.3. Collaboration

Collaboration is a 21st century learning trend. Collaborative learning environments challenge students to express and defend their positions, and generate their ideas based on reflection. They can discuss conveying ideas to their friends, exchange different points of view, seek clarification, and participate with a higher level of thinking such as managing, organizing, critical analysis, solving problems, and creating new, deeper learning and understanding. Collaboration is a skill that aims to develop collective intelligence in terms of helping, suggesting, accepting, and negotiating through interactions with other people that are mediated by technology [14].

Generally, collaboration has been accepted as a skill that’s essential to achieve meaningful and effective results. In the past decade, however, it has become increasingly clear that collaboration is not only important

but necessary for students and employees, due to globalization and the rise of technology.

2.2.1.4. Creativity

Creative thinking is synonymous with the ability to generate new ideas [15]. Creative thinking can also be defined as the ability to create a new object or concept, or perfect an existing product to make it more attractive [16]. Creative thinking skills can be nurtured by teachers and a learning environment that encourages questioning, openness to new ideas, and learning from mistakes and failures. Like other skills, creativity and innovation skills can be developed through practice and over time [13].

2.2.2. Importance of Teaching 4Cs

All educators want to help their students succeed in life. What was considered a good education 50 years ago, however, is no longer enough for success in college, career, and citizenship in the 21st century. If today's students want to compete in this global society, however, they must also be proficient communicators, creators, critical thinkers, and collaborators (the "Four Cs").

Students need to master additional subject areas, including foreign languages, the arts, geography, science, and social studies. Educators must complement all of those subjects with the "Four Cs" to prepare young people for citizenship and the global workforce. According to these managers, proficiency in reading, writing, and arithmetic is not sufficient if employees are unable to think critically, solve problems, collaborate, or communicate effectively [17]. It is clear that the "Four Cs" need to be fully integrated into classrooms, schools, and districts around the country to produce citizens and employees adequately prepared for the 21st century, New Normal Life of Education, Globalization, and The Next Decade.

3. CONCLUSION

In the current era of digitalization, technology is here to improve the quality of education, because the future of the nation is determined by education and human resources. Currently, Blended Learning and 4Cs are a trend in education and are used as learning models and basic skills that must be possessed in facing the challenges of the 21st century. Blended Learning is a learning model that combines face-to-face learning, offline learning, and online learning [3]. The use of blended learning aims to introduce and support students' digital skills in utilizing technology. The use of blended learning optimally is expected to create students who are not only intellectually intelligent but also smart in developing personal and social skills who can think critically in dealing with a problem, communicate both orally and in writing, create new ideas, teach students to work together and interact individually or in groups.

Therefore, it is important to apply Blended Learning and 4Cs in the current learning process to prepare students as human resources who can compete globally and in the future.

AUTHORS' CONTRIBUTIONS

The author confirms sole responsibility for the following: manuscript preparation, study conception or design, drafting the article, and critical revision of the article final approval of the version to be published.

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