

## Preservice Teachers' Perceptions about their Problem Solving Skills in the Scenario Based Blended Learning Environment

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## Abstract

The purpose of this study is to try to determine how to react everyday lives problems in general. In the study, a pretest-posttest quasi-experimental design was used. The study group is consist of 37 students who were registered for Teacher Experience Course of Computer Education and Instructional Technology in their 8th semester. In order to collect data The Problem Solving Inventory, a 6 point likert scale with 35 items, which was developed by Heppner and Petersen (1982) and adapted into Turkish by Şahin, Şahin ve Heppner (1993). The scale was completed by participants both at the beginning and at the end of the 8th semester. In the study as an online learning environment, MODDLE which is a learning management system was used. At the beginning of the semester students who would go to the public primary institutions once a week were randomly assigned to one of the five schools. At the beginning of the 10th weeks study, participants were wanted to respond the scale items at the online learning environment. Beginning from 4th week, participants were given scenarios once a week, totally 8 scenarios and wanted to generate solutions for these problems. Scenarios and solutions were discussed at the face to face courses, semiweekly and gave feedback to them about their solutions by the researchers. At last week, the period of Teaching Practice and generated solutions according to presented problems were assessed, and participants were wanted to respond the scale again. Descriptive statistics and t-test statistical technique were used to analysis of data. The result of the study indicated that there is a significant difference in favour of average points of posttest.