

The interaction between the type of project learning strategy (cooperative/ competitive) and the cognitive style (rigidity / flexibility) in the blended learning environment and its impact on self-efficacy and the strength of cognitive control of educational technology students

The current study sought to know the relative effectiveness of the two types of project learning strategy, the cooperative and the competitive style, with the cognitive style (rigidity and flexibility) in the blended learning environment, and to track the effect of this effectiveness on both increasing self-efficacy, and the strength of cognitive control of educational technology students. To achieve this, both the descriptive approach and the experimental approach were applied. The study was applied to students (third year) in the Department of Educational Technology, whose number is (24) students with field training, where the study sample - after applying the classification tool - was divided into two groups, one of them: students from Those with a rigid cognitive style, and the second: students with a flexible cognitive style, then applying the two types of project learning strategies (cooperative / competitive), by dividing each of the two groups (rigidity / flexibility) into a cooperative group and a competitive group, and the experimental application period continued throughout The second semester of the academic year 2021/2022 AD. After applying the measurement tools (self-efficacy scale, knowledge control power scale), the results indicated that there were no statistically significant differences between the mean scores of students in the scale of self-efficacy for the cooperative and competitive groups, but the group with a flexible cognitive level was better than the group with a rigid cognitive level, while The members of the group with a flexible cognitive level outperformed their peers in the group with a rigid cognitive level in the measure of the strength of cognitive control, and in general, the project learning strategy with its two models (cooperative / competitive) in the light of an integrated learning environment, had an effective impact in increasing self-efficacy and the strength of cognitive control among students Education Technology Department. Based on the foregoing, the researcher presented some recommendations and suggestions.