

ABSTRACT

The main purpose of this study is to determine the impact of instruction development intervention on student's behavior and discipline in learning computer science subject particularly in primary 3 at Saint Gabriel's College of Thailand.

This study is beneficial for computer teachers to design teaching methods. Using teaching materials that are applied to teaching and learning that can change the attitudes of students in third grade from the behavior of using computers for playing games. Change in the use of computers for learning is valuable. The researcher as a computer teacher in primary 3 level has found that 80 % of students in computer class always request permission from teachers for playing games. In the first hour of the computer class, the researcher allows students to play games after they finish their work. It appears that students take the time to work for a few minutes to having time to play computer games. Therefore, this study showed that targeting the students to finish their work before playing games is not the right way for changing student behavior to study. So, the researcher has changed the way of teaching and learning in the computer class by aiming at to modifying behavior from playing computer games to the benefits that students should get from a computer.

For the research design made use of action research with a pre and post IDI comparative analysis of the results of assessment after the IDI. The SPSS Program was used to analyze the data. Moreover, respondents are 26 teachers in primary 3 there are; number one the Head of primary 3 level, number two is the Head of Career and Technology Department, number three is co-teacher, number four are 6 computer team teachers in primary level and number five are 17 teachers in primary 3. The totals of respondents are 92 persons. In addition, the researcher uses intervention process. Theories based on the basic needs of the Maslow. This is the essence of

human nature that all people have basic needs. Young children also have the same basic needs such as they love to play computer games, or a romp in the field. But do not like to be quiet for a long time; do not concentrate on working for a long time. So, the researcher tries to assign activities to students' free time to benefit. Not just to have fun all the time. Instead, they have to work on activities by ideas and the activity must challenge their ability.

After the intervention process, the researcher found that 90% target students group with enthusiasm and concentrate on work all the time. Moreover, many students can display their excellent work. This will be beneficial for them.

Finally, it is recommended that the IDI activities should not only be done in the short term, but the school needs to improve the students and other teachers continuously. Because it would help to retain both the students and their teachers who can push the school to reach their goal.

