Abstract. The Education 4.0 technology has now a more secured position in systems controlling the education process. Peering technology is a perspective one to provide a high school learning oriented for students. The peering technology uses an electronic environment web-portal to support asynchronous and collaborative education. The electronic sub technology facilitates the non-auditory web-lections organization. The asynchronous sub technology realizes the online courses education chains social construction method, which correspond the student standards and personal interests. The collaborative sub technology propagates the crew method idea to grasp the competences into the education system, which may reveal the each student personality individual characteristics. There is a way described how to use simultaneously three sub technologies of the high school students peering education. To apply the peering technologies in education may help to develop synchronically student professional and over-professional competences, which are relevant for their industry job. The education peering technologies correspond the being changed today technological world. The peering education actual state is proved with the most education methods significance over-evaluation for a student oriented education.
Figure 1. The Education 4.0 student education trajectory.
Figure 2. The Education 4.0 collaborative sub technology team interaction.