

Using an LMS as a Resource Depository for High School Students

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Enjoy the best of two worlds





Idyllic rural environment





- Technology (Mandatory) NSW Syllabus
- Years 7 & 8
- Focus on Project Based Learning and
- The Design Process
- Use a range of technologies
- Projects focus on specific technologies







Aim:

Use an Learning Management System (LMS):

as a Resource Depository for Year 8
 Technology (mandatory) students

Purpose:

- to develop independent learners
- to engage the students more;





Design Situation

A Sydney media company is always on the lookout for young aspiring talent. They have many clients who make products for the teenage market so they are seeking new ideas and sources of inspiration. The media company is inviting young people to submit a sample website which demonstrates a fresh and energetic sense of design as well as showing skills in web page construction.





 Teach & practice skills required complete project.

• Independently work on project.









 Students will always ask teacher first if they are unsure.

Needed to break this habit

Attempt to solve problem before seeking help.







an easy accessible place where students can be directed in the first instance.





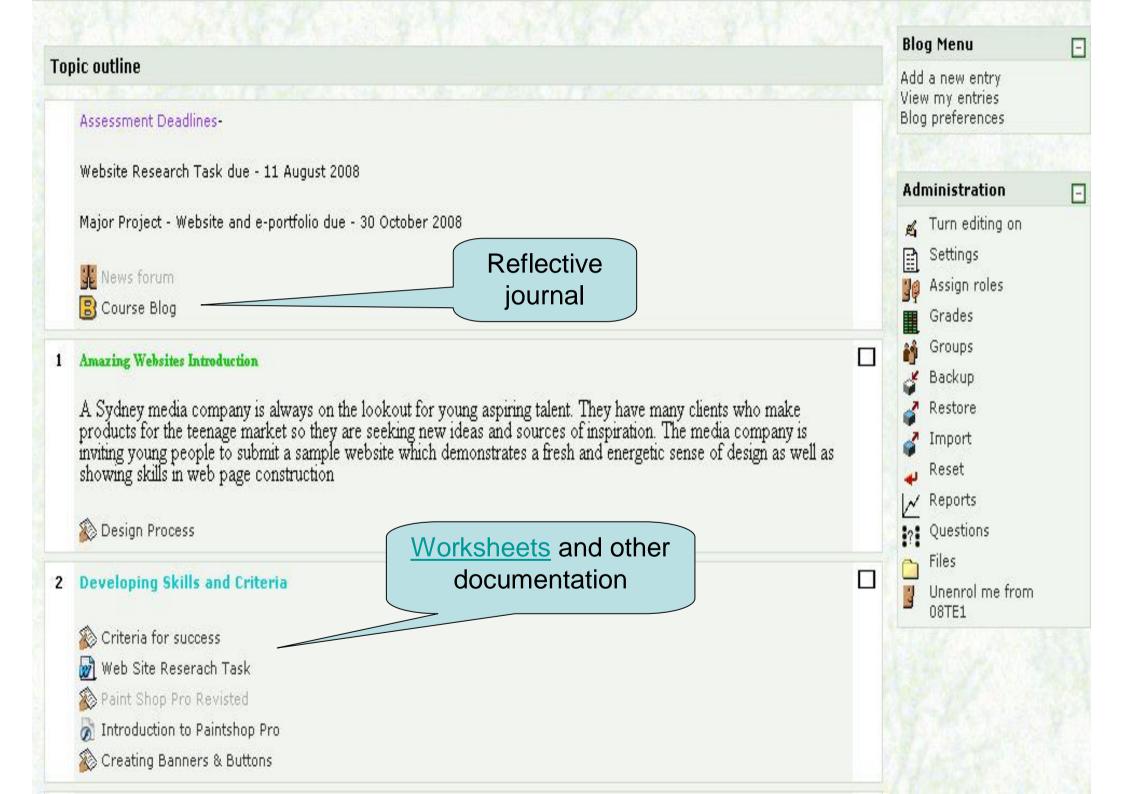


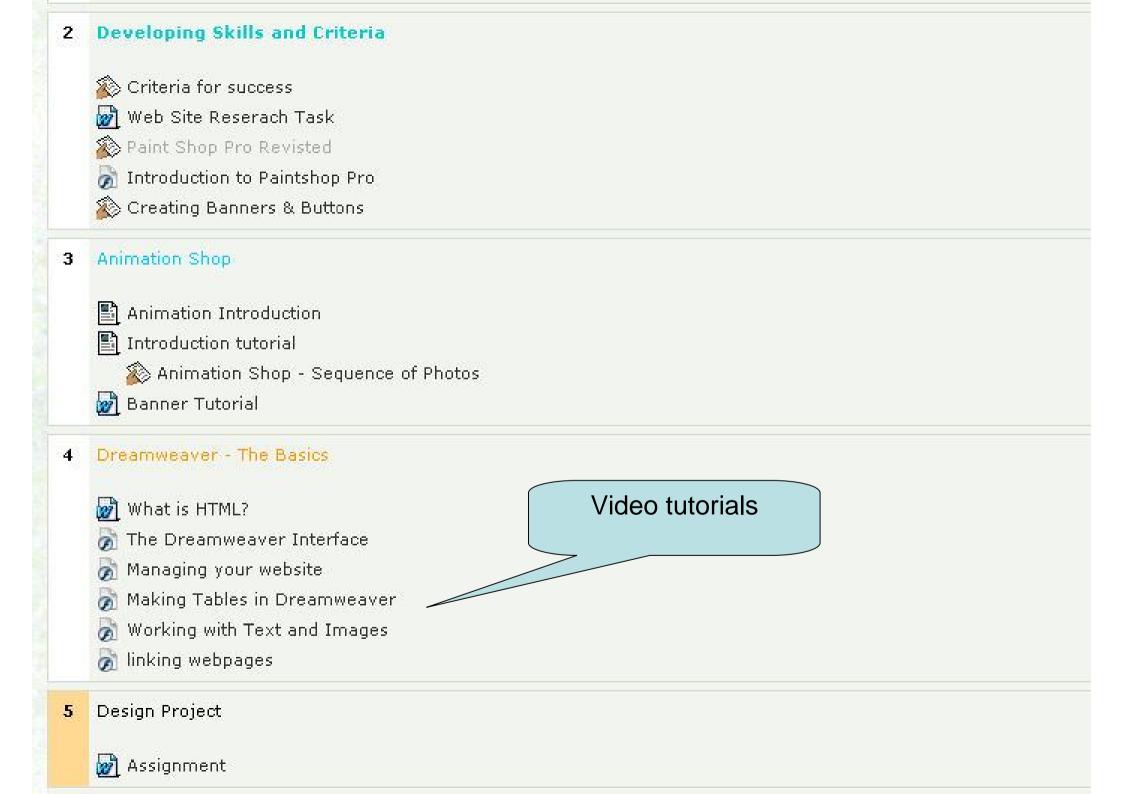




Use a Learning Management System as a resource depository.







5	Design Project	
	Assignment (
6	e-Portfolio A e-portfolio is a collection of work developed across varied contexts over time. The portfolio can advance learning by providing students and/or faculty with a way to organize, archive and display pieces of work in a digital format. Introduction to exe Learning e-portfolio - sample	
7	Organizing your site before you make your first page in DreamWeaver can save everyonea great deal of time later on your links and images will work, and your visitors will beable to easily navigate and use your pages. Storyboards are an essential tool when designing website. Storyboardds must tell the developer everything they are supposed create right down to the title font, hyperlinks, and navigation of all buttons or other clickable objects. They convey the story of what graphics are needed on a screen or as part of an animation. Sample work	
8	Evaluation Peer Evaluation	



- Log of student activity
- Student blogs
- Discussion forums







Questions









Thank you

