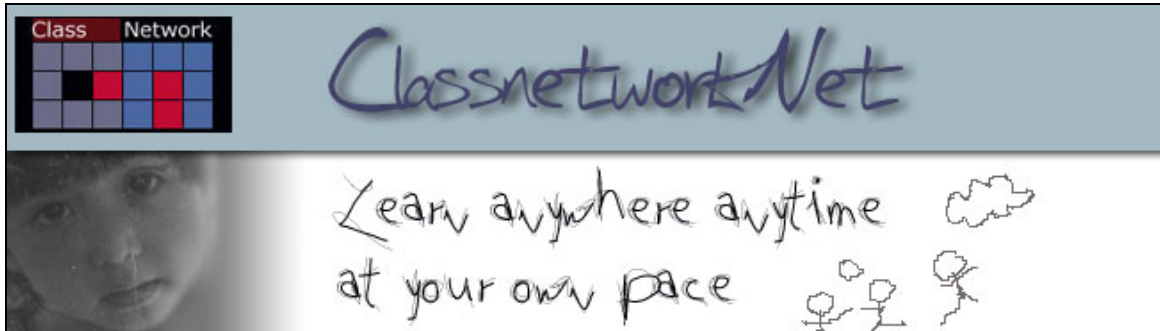


Welcome to



Classnetwork.net Students Manual

by

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Our Strategies

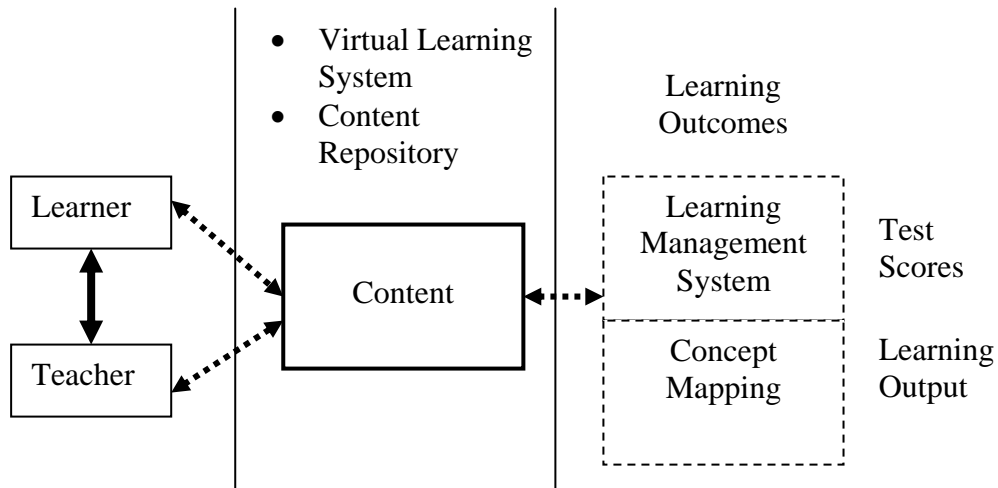


Figure 1: Learning Application in Virtual Learning System

Figure 1 shows the interactions between Teachers, Learners, Content and Learning Outcomes. The interactions have created three different environments in order to integrate most of the common skills.

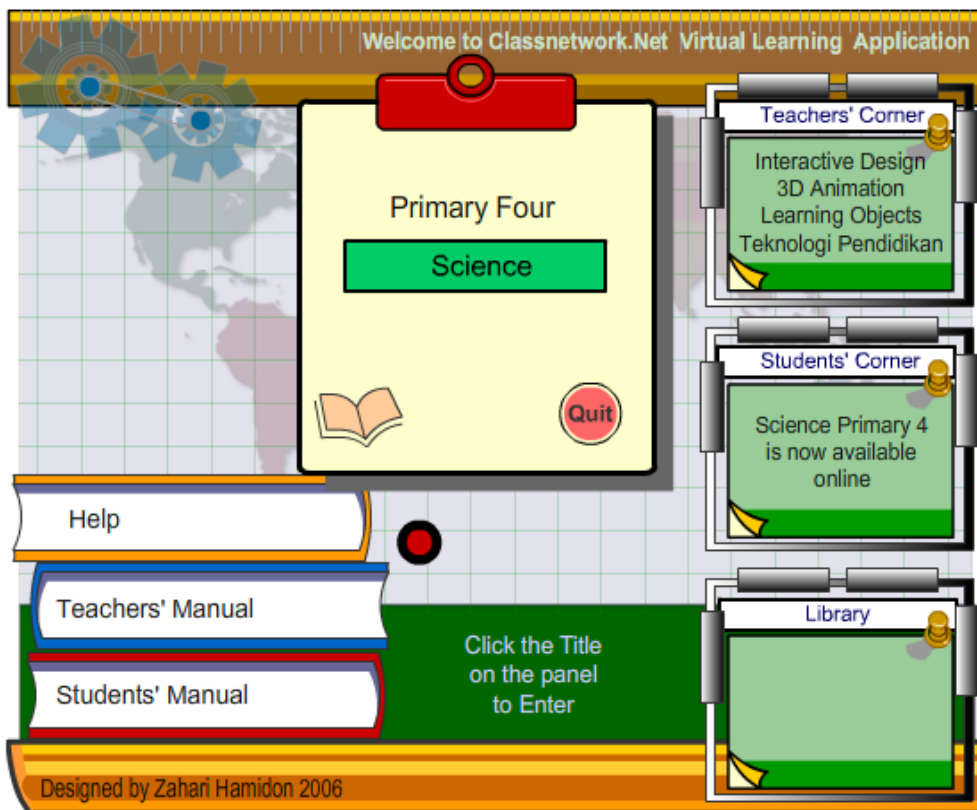
FAMILIARIZING THE LEARNING ENVIRONMENT

Objective

After this unit you should be able to familiarize the learning environment provided in Classnetwork.net


Step 1

- a. Go to <http://www.classnetwork.net/>
- b. Click on *Students' Corner* (Title)
- c. In the sub-menu, click the *Science* button



Step 2

- a. Click the Select hypertext on Objective 1.1.1(b)



This page will guide you on how to use the SPVLS:
 Step 1: Preview the catalog below
 Step 2: Make sure you are ready with all the stationaries needed in your learning
 Step 3: In order to learn efficiently, follow the instruction by viewing the number provided.
 Step 4: Decide on your choice of topic before you start
 Step 5: Click any of the SELECT in description column below
 Step 6: Enjoy your learning

List of contents MyLibrary

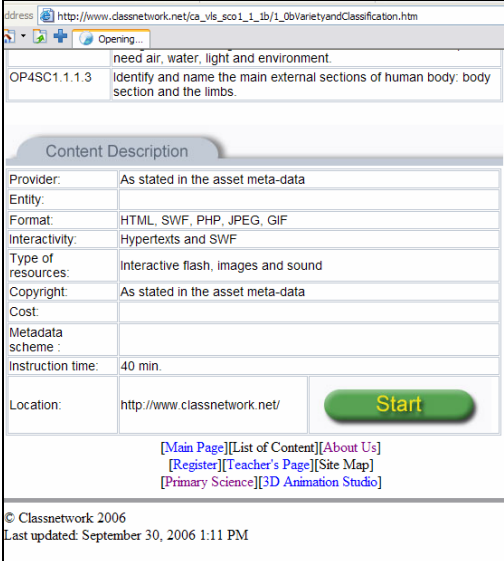
| Kod Metadata. | Topics | Date | Status | Description |
|---------------------------------|---|------|-------------|-------------|
| UP1.0 UP1.1 P4SC1.1.1 | P4SC1.1.1- Variety and Classification | | | |
| | Objective 1.1.1(a) | | Active | Select |
| | Objective 1.1.1(b) | | Active | Select |
| UP1.0 UP1.2 P4SC1.1.2 | P4SC1.1.2 - Variety of living Things | | In progress | Select |
| UP1.0 UP1.1 P4SC1.1.3 | P4SC1.1.3 - Classification of Living Things | | In progress | Select |

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[\[Primary Science\]](#)[\[3D Animation Studio\]](#)

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Step 3

Click the *START* button



need air, water, light and environment.

OP4SC1.1.1.3 Identify and name the main external sections of human body: body section and the limbs.

Content Description

Provider: As stated in the asset meta-data

Entity:

Format: HTML, SWF, PHP, JPEG, GIF

Interactivity: Hypertexts and SWF

Type of resources: Interactive flash, images and sound

Copyright: As stated in the asset meta-data

Cost:

Metadata scheme :

Instruction time: 40 min.

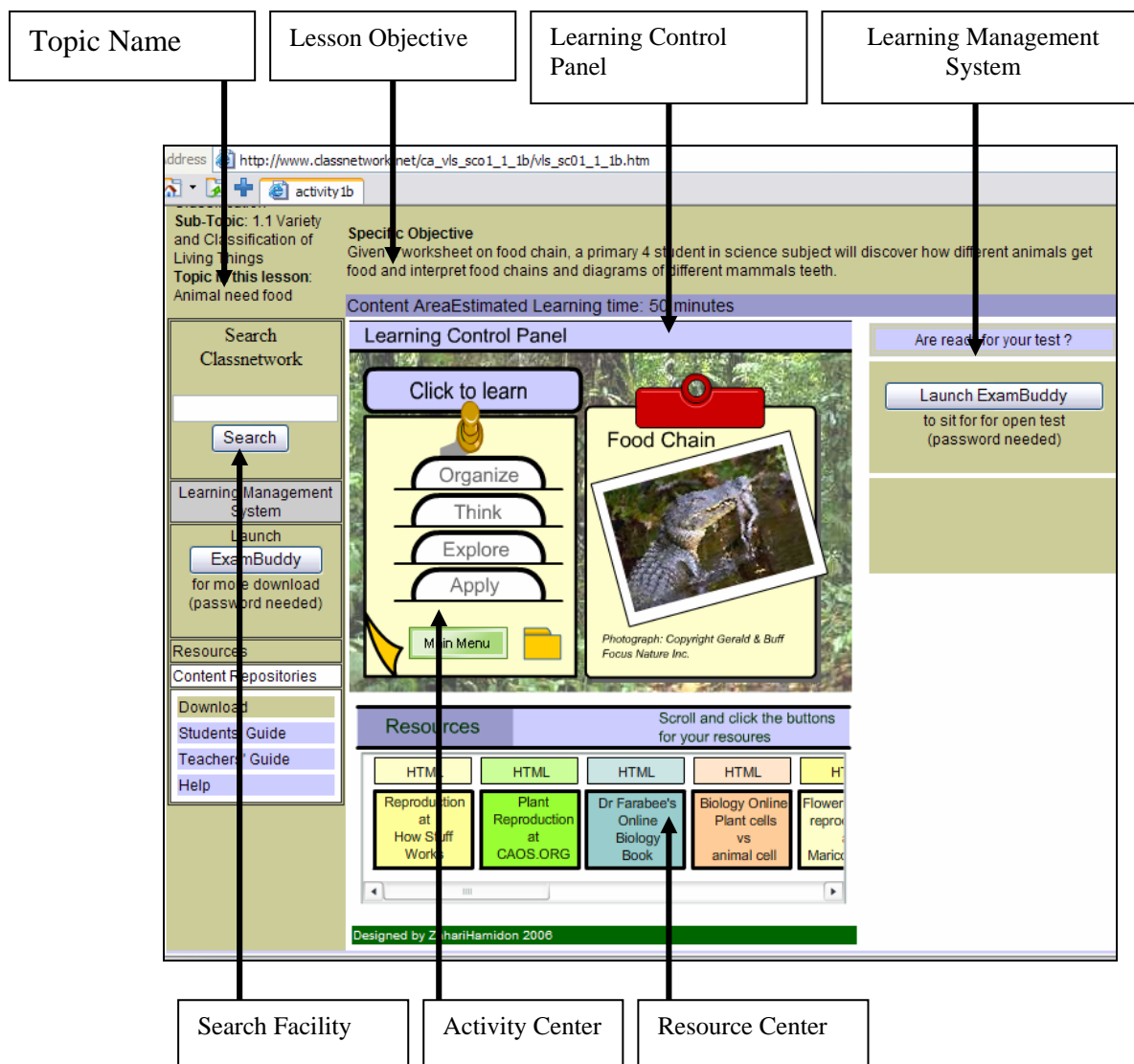
Location: <http://www.classnetwork.net/> **Start**

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MODULE TWO – LET’S LEARN

Classnetwork Learning Control Panel

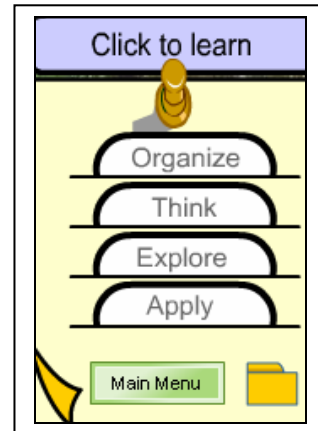


LEARNING GUIDE

As overall, the virtual learning environment comprises of 4 main activities:

1. Organize
2. Think
3. Explore and
4. Apply

Instead of undergoing the 4 activities, you are given opportunities to sit for the test in ExamBuddy (Username and password provided in the printed module) as a part of the learning process.



Description

Activity 1. Organize

The purpose of this activity is for you to get ready for your entire learning processes. In this activity, you have to download all materials required in the next step (THINK). You need to save the file in your system to be used in every step in your learning process. It also gives you a chance to play simple games related to the topic.

Activity 2. Think

This activity contains task that you have to follow. The task is closely related to the first activity (ORGANIZE). You need to use the document downloaded to write a report on what ever you have done in Activity 1. (Organize)

Activity 3. Explore

This activity contains information such as facts file that is related to the topics learned.

Activity 4. Apply.

This activity contains task for you to summarize the topic learned.

Step 1: READ lesson objectives

Step 2: ORGANIZE

- a. Click the ORGANIZE tab
- b. View the task and download or save any required document by clicking the links provided.
- c. Download Comparison Chart 1 and 2
- d. Play Games and Wicked Science and Eco Kids
While playing games don't forget to collect important information on food chain.

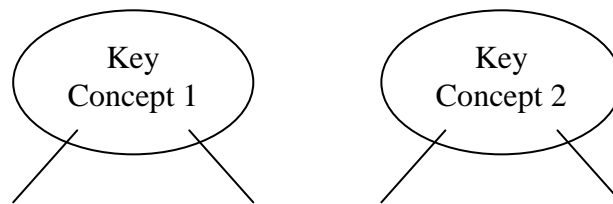
Step 3: THINK

- a. Click the THINK tab.
- b. Read the task and answer the questions provided in the screen

Learning Outcome 1.

Based on the activities, identify several key concepts and draw a concept map.

Eg.

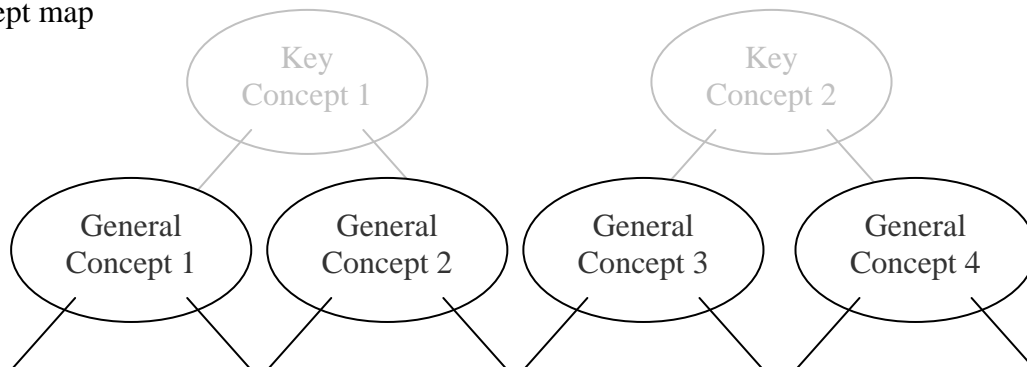


Step 4: EXPLORE

- a. Click the EXPLORE tab
- b. Go to the websites provided in the screen.

Learning Outcome 2.

In reference to Learning Outcome 1, identify the general concept and expand your concept map

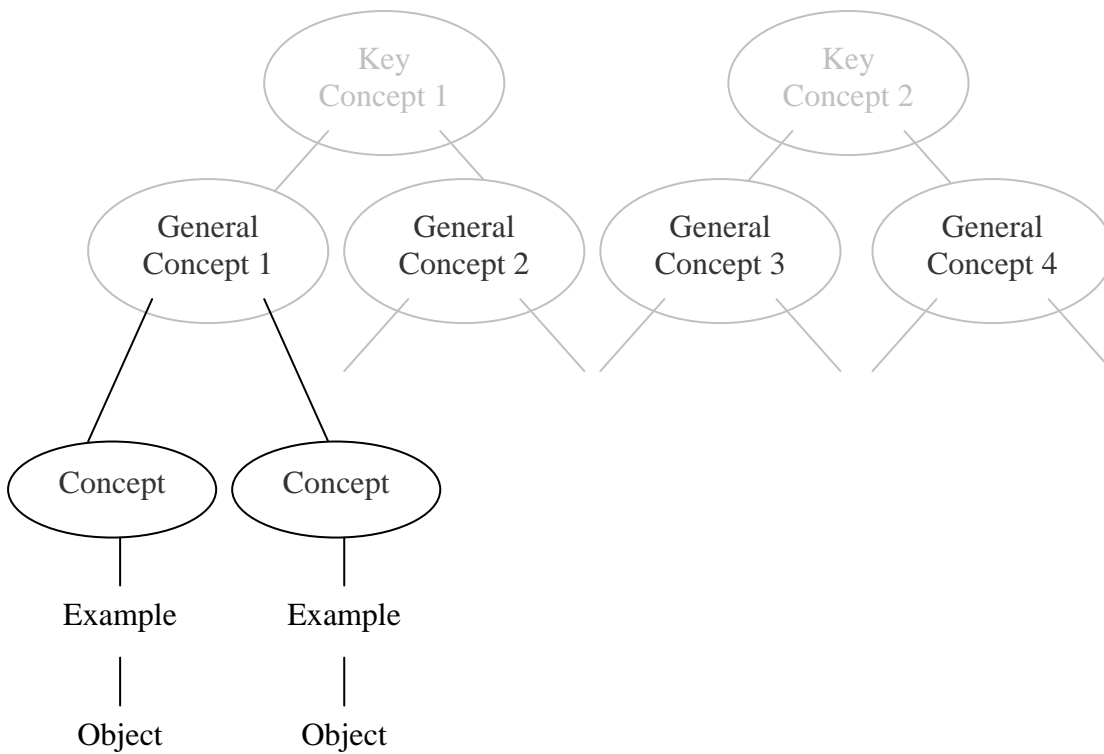


Step 5 - APPLY

- Click the APPLY tab to open the activity screen
- Follow the instruction, Go to BBC Revise Wise Website by clicking the URL provided and enjoy your learning session.

Learning outcome 3

Identify the concept and provide examples and object for each concept.



Finally, draw lines to show relationships between general concept and concept and so forth.

Final Outcome

Explain about the whole concept map.

Step 6. Sit for the test in ExamBuddy

- a. In Classnetwork Learning Panel, click the *Launch ExamBuddy* button.
- b. Login (the username and password is provided in your printed module)
- c. Sit for the test
- d. LOGOUT and LOGIN again to view the test result.



Enjoy your learning