

“Smart e-Master” Information Kit on e-Learning
Suggested Learning and Teaching Activities

Example 1: Pre-lesson Study/Classroom Discussion (Story 5: “Forward? Not Forward?”)

Pre-lesson:

Ask students to watch animations/ read comics of the related story at home and think about the reflective questions. Students can interview their family members and friends and ask them whether they had received forwarded messages and how they would handle them.

Classroom Activity:

1. Students share how they or their family members handle messages forwarded by others.
2. Teacher asks students the following questions: Should Mummy and Crystal forward the message? What would happen after they forwarded the message? Before forwarding the message, what should they do first?
3. Students discuss the above issue in groups and then report.

Conclusion:

Teacher concludes that after receiving messages, we should evaluate the factual accuracy and consider the necessity before forwarding them to others.

Extended Classroom Activity:

Students share what they have learnt with their families/friends and put it into practice in daily life.

Example 2: Comic Writing Competition

School organises an “Information Literacy (IL) Day” and one of the activities is “Comic Writing Competition”. Teacher asks students to read the booklet “Smart e-Master” Information Kit on e-Learning at home first, then shares with students the attitudes that they should have when using information and information technology. During the Comic Writing Competition, students can either use the characters from the booklet or characters created by themselves to create new stories about IL. Students present the stories in the form of comics to their classmates upon completion. At last, teacher and the students choose the best work and post it on the board.

Example 3: Animation or Micro-movie Competition

Ask students to watch the animations/ read the comics of “Smart e-Master” Information Kit on e-Learning. In the lesson, students share what important messages they received from the stories. Teacher uses stories to teach students the attitudes that they should have when using information and Information Technology. Then, students form groups and create animations or micro-movies. The works will be voted by all students in “Information Literacy (IL) Day” for

choosing the winner. Students present their ideas of creation and the messages of their stories to other students before voting.

Example 4: Make a Schedule of Using Computer Devices (Story 7 “No More Sleepy Eyes” and Story 8 “Enough is Enough”)

Classroom Activity

1. Teacher shows the animations/ comics of Story 7 “No More Sleepy Eyes” and Story 8 “Enough is Enough” to students and asks them what the character did incorrectly.
2. Teacher asks students whether they have similar experience, and ask them to share their habits in using computer devices. Students give comments to each sharing case.
3. Teacher teaches students what good habits of using computer devices are.
4. Teacher asks students to plan a schedule for healthy use of computer devices.
5. After that, students share their schedules in class and teacher gives comments.

Example 5: Assembly Sharing (Theme: Say No to Cyber-bullying) (*Besides holding the activity by teacher, the school can invite a social worker/psychologist to share)

When planning the themes of assembly, the school may include Information Literacy as one of the themes. Animation of Story 4 “Say “No” to Cyber-bullying” is played to arouse students’ interest. Teacher explained the issue of cyber-bullying and its impact to classmates. Moreover, students are taught with ways to handle cyber-bullying and to seek help.