

## **Interactive learning Experience - VAMPIRE BUGS**

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### **Analysis**

#### **Who are my learners?**

Children aged 11 to 12. Familiar with computers and capable of using browsers.

#### **How much content do I need?**

15 to 20 minutes worth of material.

#### **What is my Goal?**

The main goal here is to make learning fun and interesting. I want the students to learn about biting insects in an interactive way, and also play games and enjoy themselves whilst doing it.

### **Design and development**

#### **Learning objectives:**

1. Students will be able to identify Mosquitoes and Assassin Bugs.
2. Students will be able to name certain parts of a Mosquitoes head.
3. Students will be able to name diseases carried by biting insects.
4. Students will be able to name two other kinds of biting insects.

#### **What skills, knowledge and attitudes am I trying to develop?**

I am trying to develop a knowledge of biting insects, and stimulate interest in them. I want students to learn how they feed and what diseases they carry.

#### **What resources will I need?**

Flash, Director, Photoshop, Freehand. Images of insects. Microscopic close ups of insects. Illustrations. Sound effects. Intro music.

#### **What resources will the students need?**

A Pentium 3 or PowerMac computer with Shockwave and Flash plug ins and IE 5. NS 5 or later with 56kbps modem and internet access. Monitor. Speakers.

#### **How will I assess the learners' understanding and whether or not they have met the objectives of the instruction?**

I will include simple quizzes at the end of each section in the Vampire Bugs movie. These will ask questions like "What disease can a mosquito carry?"

The students can then test their own knowledge and get immediate feedback.