

Tips from a Teacher

WHY?

- ▶ The web adventures are FREE!
- ▶ Students love the interactivity and storylines.
- ▶ The learning objectives are aligned very well with both the Science and Health Standards.
- ▶ All the series have excellent science process skill practice.

WHEN?

- ▶ Web adventures work well as embedded lessons or standing alone as a unit.

HOW?

- ▶ Don't build the web adventures up as just a "game." Describe it as an alternative way to learn.
- ▶ If you use the computer lab, it is helpful (but not required) to use headphones.
- ▶ A single classroom computer connected to a projection system CAN work.
- ▶ The program works well in either class period time frames or block schedules.
- ▶ Struggling readers may benefit from being paired with a more skilled reader
- ▶ Do some of the correlated hands-on activities that are provided (quizzes, activities, mission logs) or ones you already do for reinforcement.

WHAT ELSE?

- ▶ Use the "Cool Links" option at the end of the segments for students who finish more quickly.
- ▶ Write and pronounce difficult vocabulary words before beginning the programs.
- ▶ Have students complete the Mission Log assignments as they do the episodes.
Pre-test and post-tests are available online and can be used, too.
- ▶ With the MedMyst series, use the magazine to reinforce reading and writing skills
- ▶ Some of the programs are available in Spanish. Look for the icon on the homepage.

CHECK OUT

<http://webadventures.rice.edu>

N-Squad: Alcohol's interaction in three body systems: digestive, circulatory, nervous

Reconstructors: Three separate programs deal with opiates, club drugs, and inhalants

CSI: Forensic rookie training and two cases for the students to solve

MedMyst: Five independent missions covering pathogens, immune system, and scientific method