

# Tips from a Teacher

## Why use Web Adventures?

- 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 use Web Adventures?

- Web adventures work well as embedded lessons or standing alone as a unit.
- Students can informally receive extra credit

## How use Web Adventures?

- 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 programs work 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-tests and post-tests for assessment 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>

The screenshot shows the homepage of the webadventures.rice.edu website. At the top, there is a navigation bar with the Rice University logo, the text "EXPLORE SCIENCE - ONE GAME AT A TIME", and social media icons for Facebook (671 likes), Twitter, and YouTube. Below the navigation bar is a large grid of six game thumbnails: "Cool Science Careers" (featuring a man with a hand puppet), "MedMyst" (featuring a group of people), "CSI: THE EXPERIENCE" (featuring a person in a lab coat), "RECONSTRUCTORS" (featuring a person in a lab coat), "VET Virtual Clinical Trials" (featuring a person in a lab coat), and "N-SQUAD" (featuring a person in a lab coat). The text "también en español" is visible at the bottom right of the grid. Below the grid is a footer with the Rice University logo, a navigation bar with links to "CTTL", "COOL SCIENCE CAREERS", "CSI: THE EXPERIENCE", "MEDMYST", "N-SQUAD", "RECONSTRUCTORS", and "VIRTUAL CLINICAL TRIALS", an "EPILEPSY WARNING: CLICK FOR INFO" button, and a "Find us on Facebook" button. At the very bottom, there is a copyright notice: "© 2015 Center for Technology in Teaching and Learning, Rice University" and a statement: "The projects on this page are supported by grants from the National Institutes of Health and the National Science Foundation. This website is compliant with the Children's Online Privacy Protection Act."

- **Virtual Clinical Trials:** Three separate games to explore the clinical trials process
- **Cool Science Careers:** Career simulations and information about careers in science
- **CSI:** Forensic rookie training and cases to apply forensic science
- **MedMyst:** Several independent missions covering pathogens, immune system, and scientific method
- **N-Squad:** Alcohol's interaction in three body systems: digestive, circulatory, nervous
- **Reconstructors:** Three separate programs deal with neuroscience and substance abuse