

WEB-BASED LEARNING OBJECTS FOR SENIOR SCHOOL COMPUTER STUDIES

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ABSTRACT

The use of ICTs to improve the access and affordability of education is perhaps the greatest unrealized promise of e-development, particularly in developing countries. This paper argues for blended learning in senior secondary school computer studies in which teachers and students can use learning objects to complement traditional teaching/learning methods to deliver computer studies content. We develop a sample of learning objects in computer studies that could potentially be stored and accessed by learners and teachers at senior secondary school level in Botswana. A user-centred design-based approach is used for the development of the learning objects. We argue that together with face-to-face learning, learning objects can be useful for both teachers and students in the teaching and learning of computer studies. The emphasis of the work is to incorporate instructional design theories in the design of the learning objects if they are to facilitate learning at the secondary school level.

Keywords: Learning Objects, Object-Oriented Paradigm, Instructional Design Theories, Blended Learning, Pedagogical usability