

**A Sampling of Online Activities for Web-Based Courses**

ACTIVITY	DESCRIPTION
Printable HTML (Web) pages	Can be opened by any browser, clickable links, may contain images, text, sound, and more
Downloadable documents	Can be created in any software program, students must have that program on their computers to open and/or print
Simulation software	Mimics real-world scenarios, responds to user input, allows users to plan and test experiments and activities
Scheduled chat	Live (synchronous) event allowing participants to type conversations in real time
Video	Captures/presents action, plug-ins required on student computers, can be memory intensive, often used for lectures
Whiteboard	Some Web courseware contains a screen that instructor/ students can write or draw on
Threaded discussion forum	Post and reply to messages, ask questions, make introductions, respond to assignments, debate, discuss
E-mail	Send messages to and from individual students or groups of students, with or without attachments
Student assignment area	Students upload documents or typed text to be viewed/ evaluated by other students or only by instructor
Student project area	Group or individual field reports, or presentations to be viewed/evaluated by other students or only by instructor
Student web page area	Group or individual pages of introductions, assignments, projects in HTML format
Digital photos area	Participants upload sharable images to use in class
Photo journals	Participants document work, projects, activities in themed groupings, with commentary
Image maps	Clickable images allow interaction; can be used for content delivery or assessment
Quiz module	Most Web courseware contains testing components that allow instructors to specify and randomize questions, determine deadlines and number of tries, grade, and give feedback
Independent Internet research	Students find information on the Internet via open source pages or subscription services
Compilation of Internet links	Participants use Internet reference sites and other useful resources for course content
Online articles	Scholarly and other resources posted by the instructor or linked from online course materials
Web-ready textbook	Textbook purchase includes uploadable materials, often multimedia, test question banks, etc.
Online textbook	All materials are developed by publisher for the online environment

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ACTIVITY	DESCRIPTION
Textbook companion website	Textbook purchase includes access to a Website for additional resources, assessment, and other features
Campus virtual library	Maintained by your school or partner school; card catalog access, subscription to reference services, and other features available
Teleconferencing	Phone meetings, can be accompanied by Web-based activities
"Snail" mail	USPS or other shipping service, for mailing course materials and/or student work
Web cam	Allows live views and still shots, one-way or between participants
Telepresence/remote laboratories	Allows live views of a room or lab, some software allows simulation interface with participant controls
Screen captures	Pictures of computer screen, especially useful for software training
Multimedia presentations	Combine sound, movement, video and/or animation via one or more software programs; can be memory-intensive
Independent study	Can be delivered via self-paced online lessons, correspondence, research, with or without deadlines
Newsfeed	
Blog	Online journal or diary, public or private, option to receive comments
Games	Interface appeals to younger participants, entertainment value
Surveys	Some web courseware contains survey features for use in gathering feedback, opinions, and other information about lesson delivery, course content, or for other purposes, private or shared with participants