

## DIGITAL MATERIALS AND CONTENT IN STUDYING AND TEACHING - CLASSIFICATION

Content form	What features?	The student can do	The teacher can do
A book in the web (book) – pdf	Read on a computer or a mobile device	The students can take notes, highlight and search for information	The teacher can use assignments to emphasise things and teach deep reading
Digital interactive learning materials, learning environments (hypertext format)	Based on curriculum goals and include learning materials, exercises on different levels, tests and tools for evaluation Also: Supporting the learners' skills of learning Supporting collaborative learning and working Supporting the learners' activity re the subject at hand	Notes and underlinings Various assignments to which you may add text, image, sound or video The student can study with others and share his/her outputs. More information can be found in links. Self-evaluation and peer-evaluation. The student can see his/her own progress as a visual description.	Materials to be used in various pedagogical models. Content can be updated and new material can be added. Material can also be shared with other teachers. The teacher can monitor the students' progress in assignments and get a compilation of points, grades and various evaluations. Use ready-made tests.
Video, recordings, animation	As parts of digital material or separate entities, types of learning objects	Listen to, look at, add as additional material to assignments	Use these to make studying individual, give extra support or enhance deeper learning
Articles, publications, infographs	As parts of digital material or separate entities, learning objects	Read and deepen knowledge	Use these to make studying individual, give extra support or enhance deeper learning
www-pages and applications	As parts of digital material or separate entities, learning objects	Read, listen to, look at, search for information, make summaries, apply and make own outputs	Use these to make studying individual, enhance deeper learning and can use various assignments to test the application of knowledge
Games and simulations	Help perceive the big picture	Help to process information, add reflection and interactivity to learning	Helps the teacher to notice problems and allocate support where needed