



## 2 What are learning objects?

The following are some notes on learning objects. For more information and to view a range of learning objects visit:

- NSW Department of Education <http://www.schools.nsw.edu.au>. Some useful articles are:
  - > Blended Learning:  
<http://www.schools.nsw.edu.au/learning/yrk12focusareas/learntech/blended/index.php>
  - > How can I build more support for online learning?  
<http://www.schools.nsw.edu.au/learning/yrk12focusareas/learntech/blended/buildsupport.php>
- The Learning Federation <http://www.thelearningfederation.edu.au>  
The Learning Federation (TLF) is a collaboration between the commonwealth and all Australian states and territories to develop online learning objects specifically for Australian schools. The resources will be available through the NSW Department of Education and Training and from the TLF website.  
At the website you can find numerous example resources, detailed information, specifications and guidelines on learning objects and a repository of learning objects for all learning areas for levels P to 10 developed specifically for Australian schools.

### Some information on learning objects

- Learning objects represent an alternative approach to presentation of content.
- Learning objects are typically computer-based interactives that contain text, graphics and movies, though they may also be a significant resource in digital form such as a movie clip, historically important photograph or text document.
- They usually have navigation features such as a table of contents, an interactive image map for making selections, fields to enter information and/or buttons to access areas or cause things to happen.
- Learning objects can be self-contained and can be used independently, as they both teach and explore a concept; or they may be dependent on prior learning, which is required to use the object to build on and explore the students' knowledge, understandings and skills.
- Learning objects are reusable and can be used in multiple contexts for multiple purposes.
- Learning objects can be aggregated or grouped into larger collections.
- Learning objects are meta-tagged. This means they have meta-data built into their digital source code which describes the attributes of the object such as the subject area, the age group it is designed for, key words, and intellectual property aspects. Meta-data allows search engines to discover and index it, and it allows users to easily find it when carrying out a computer-based search.