

# Full Set of eQNet Travel Well Criteria

## 3 Criteria must be Present for TW Potential

### 1. Trans-national topics (MUST BE PRESENT)

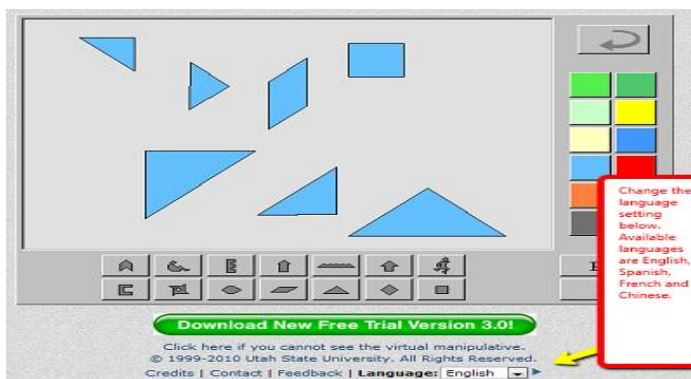
The resource addresses curriculum topics that could be considered trans-national. For example, teaching multiplication is usually covered in every national curriculum, but teaching the folklore of a very specific region is not. It can also be a resource well suited for use in multi-disciplinary or cross-curricular contexts.



This resource is a division game for students in primary grades. (Click on image to go to resource)

### 2. Knowledge of a specific language is not needed (language independence) (MUST BE PRESENT)

The resource can be used without having to translate accompanying texts and/or the resource may be available in at least 3 European languages. For example, a resource might be a video where the narrative can be turned off, or it employs icons, images, animations, maps, etc. making its contents understandable for everyone.



This resource comes in three European languages. Click on image to go to site.

### 3. Stored as a file type that is usable with generally available software

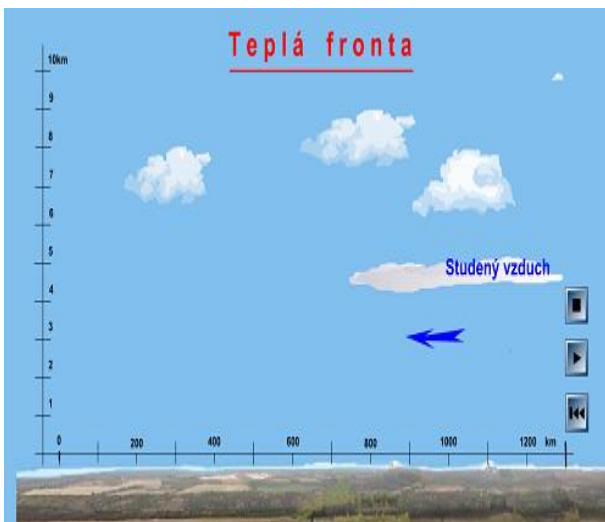
The resource can be used in any environment (online and off-line) and runs on multiple platforms (also hand-held, IWB).



This resource plays in a variety of platforms without the need to download a player. (Click on image to go to resource)

### 4. Methodological support for teachers is not needed

Subject teachers can easily recognize how this resource meets their curriculum requirements or how this resource could be used in a teaching scenario without further instructions. This criterion should not be used to assess the usability (technical qualities) of a resource.



This resource is clearly related to curriculums that include topics such as atmospheric phenomenon. (Click on image to go to resource)

## 5. Intuitive and easy to use

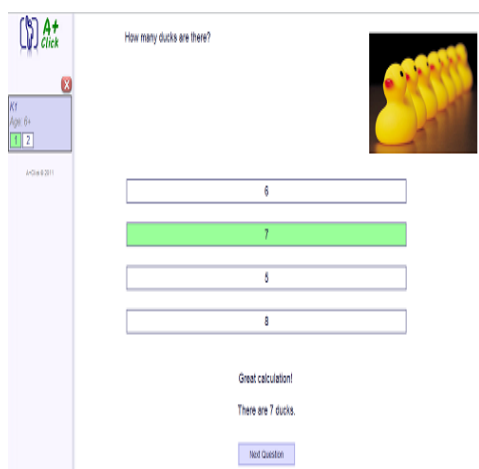
The resource is intuitive to use in the sense that it has a user-friendly interface and is easy to navigate for both teachers and students without having to read or translate complex operating instructions.



This resource is a timeline presenting key events in the history of science and chemistry in particular. Users can browse the timeline and click thumbnails to see more information. (Click on image to go to resource)

## 6. Interactivity with or without feedback in a digital environment

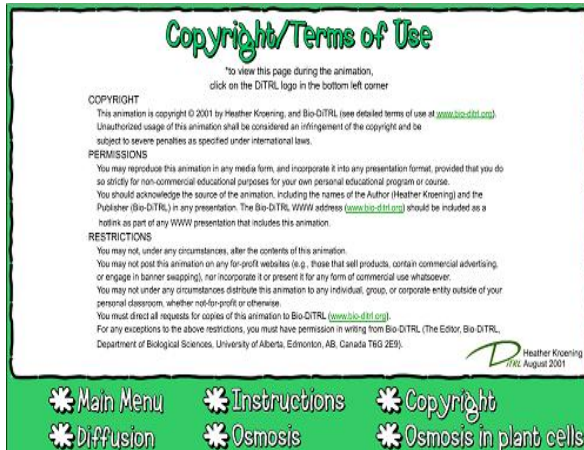
This kind of resource invites or requires a significant degree of user input or engagement, other than just reading something on a page in an online or offline environment. The interactivity can be simple or complex. Simple forms can be feedback on correct or incorrect answers in a drill/practice scenario. Complex forms can be lab activities that produce different results depending on user actions or hints to help complete tasks successfully in an online environment. An interactive resource that does not provide feedback but still requires user input would be a geometric 3D shape that can be moved and turned. Examples of non-interactive resources are a worksheet you print out to hand to students or a power point presentation that presents information to students but does not react to student input.



This resource is a simple interactive form providing feedback on correct or incorrect answers in a drill/practice scenario (click on image to go to site).

## 7. Clear license status (MUST BE PRESENT)

The user can easily find information about the license/rights (sometimes called Terms of Use or Copyright) for this resource. These statements explain if users or educators are allowed to make copies, or remix or redistribute a resource, or use images from the site in a blog without contacting the photographer, or if they can put this resource in a Moodle, etc. This license/rights information should be understandable for a typical user.



This resource has a Terms of Use/Copyright page clearly outlining what educators can do with this animation and what they may not do because it will infringe on the copyright. (Click on image to go to resource).