# The Content and Structure of E-Learning -A Case Study of Elementary School Web Site

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ABSTRACT

The rapid development and prevalence of information technology has changed the traditional ways of learning, which makes teachers add a kind of new medium in their teaching activities and new energy in traditional lessons. Learning is no more interaction between teachers and students in the same classroom, teachers may use information technology to take out the boundary of learning and provide more varieties of interactive relationship between them and students, in order to elevate the willingness of study and the efficiency of it. Ordinary learning web-sites are often lock of varieties and cannot induce learning motivation from learners, what is more is that they cannot attract the curious children in their elementary stage. The learning web-site of such stage use multimedia most, in order to let learners learn from activities and increase the motivation of learning on the initiation, thus, they can achieve the outcome of learning from playing. In this research, theories from references and the network of virtual community of Kuai-Guan elementary school in Chang Hwa county were discussed and analyzed more in depth, then to plan and to construct a complete and in combination of reality's outline in learning web-sites for the elementary stage. The main idea includes: 1.Provide methods such as tests and games to the main stream of learning. 2.The web-sites should be in accordance with the functional item suggested by the Department of Education. 3.The standard of the designer in learning web-sites is to match the goal of education. With the demand of school in 'teaching', 'training', 'helping', and seven main fields of lessons. 4.The main goal is to fulfill the demand of teachers, parents, and students; elevate the interaction of learning. 5.To conform to the spirit of games, visual acknowledgement, and the theory of constructive principle, in order to become the ultimate direct principle for tests and game designing.

Keywords : information technology, learning web-sites, learning motivation.

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