Abstract: This paper focuses on developing an important kind of e-learning Modules (eLMs) which is enhanced with fun and enjoyment. However such kind is suitable with children in primary school or pre-primary school. A case study has presented during developing and evaluating. Many papers have been published on designing and evaluating eLMs. A systematic model has been considered in designing eLMs. However this kind of learning is enhanced with fun and enjoyment. Visual interface programming technique is used to introduce eLMs. Multimedia represents the core of presented material in eLMs. Sound, video, images, text and animated objects are all included accordingly. After completing the eLMs a case study has been applied on the topic of (Learning English Letters & numbers). final conclusion ensuring the effective role of multimedia in expressing elements of fun & enjoyment also the positive impression of children and teachers who tried the modules. Also it has been ensured That eLMs are friendly learning tool.

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Index Terms

Computer Science
Information Sciences

Keywords

(e-Learning Modules) eLMs, enjoyable, Visual Programming, Friendly Learning Tool