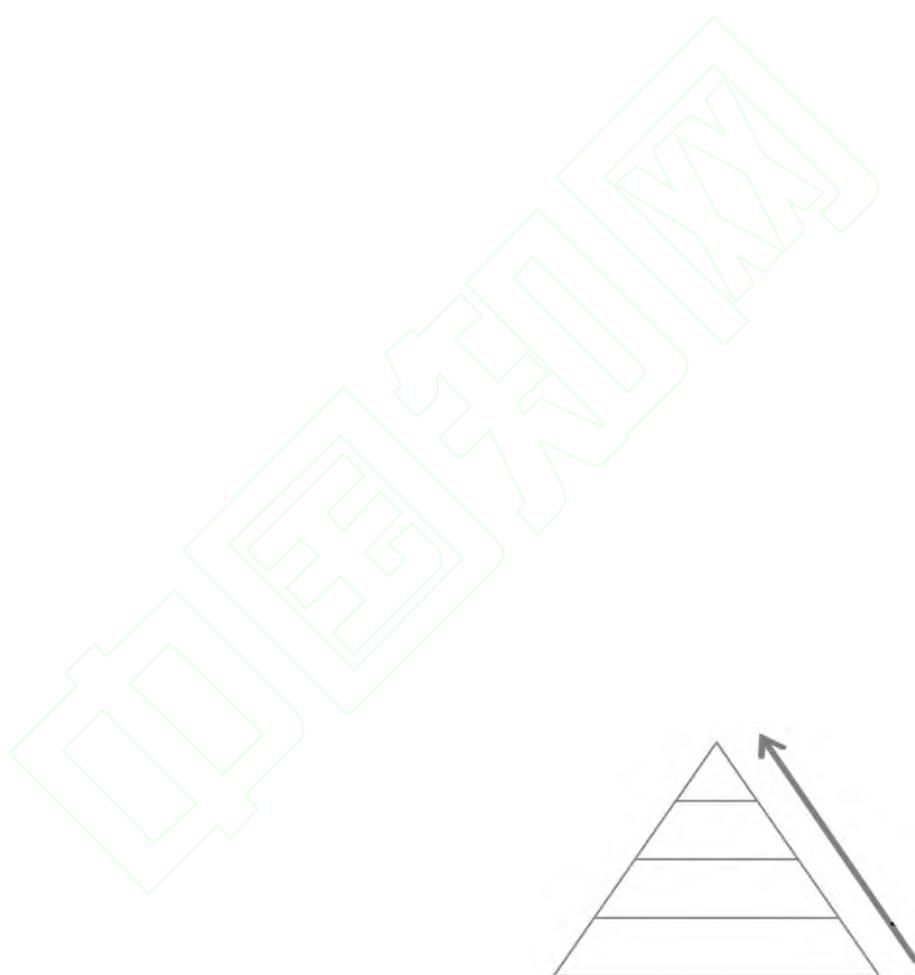
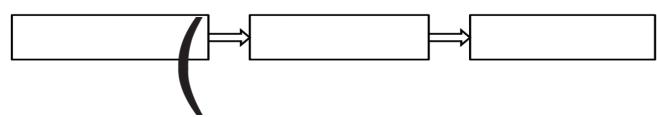
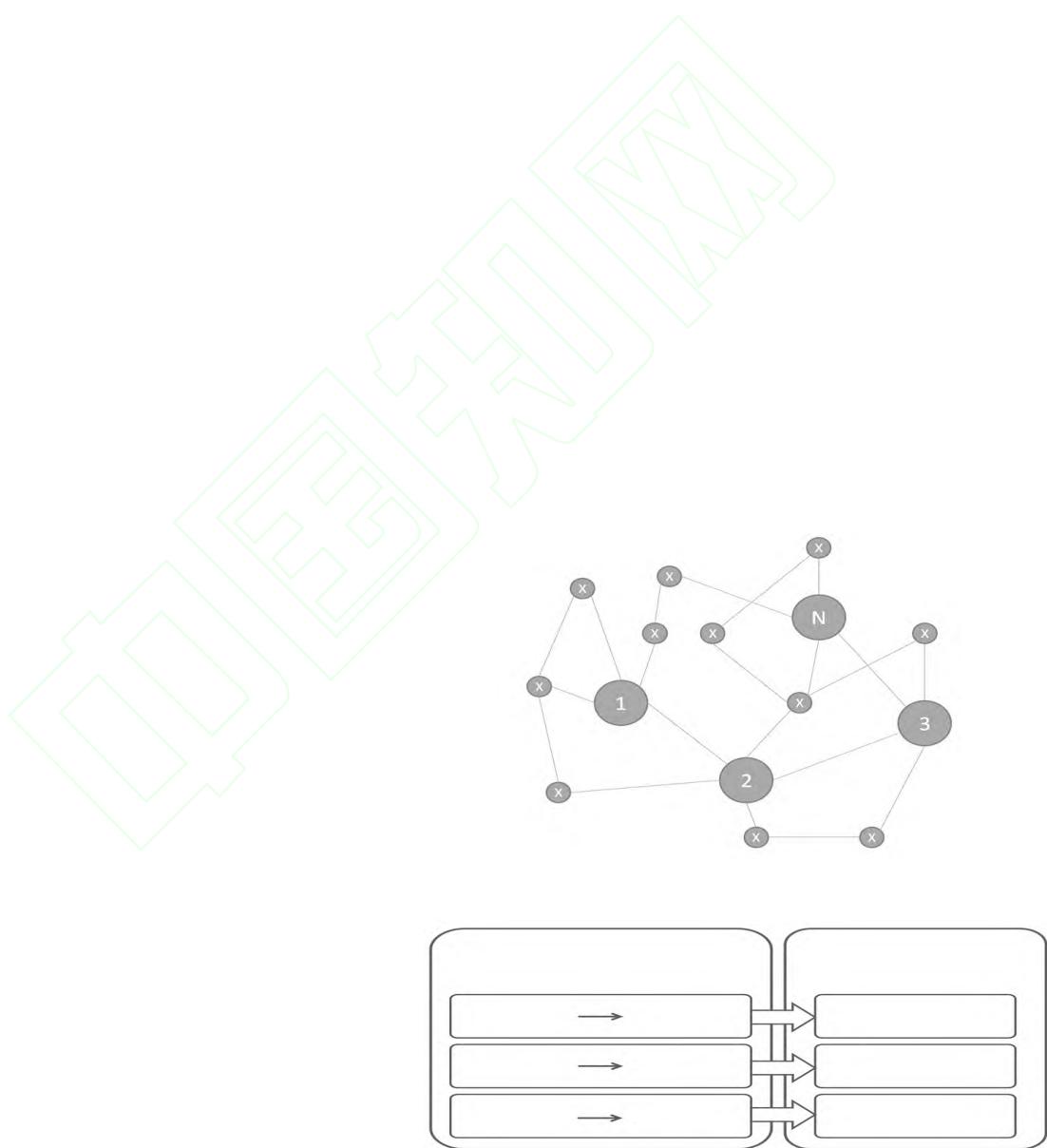


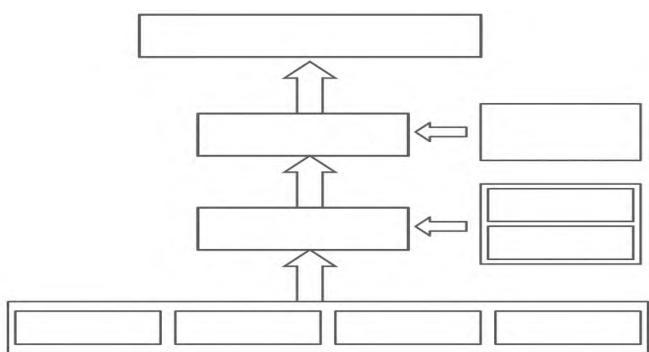
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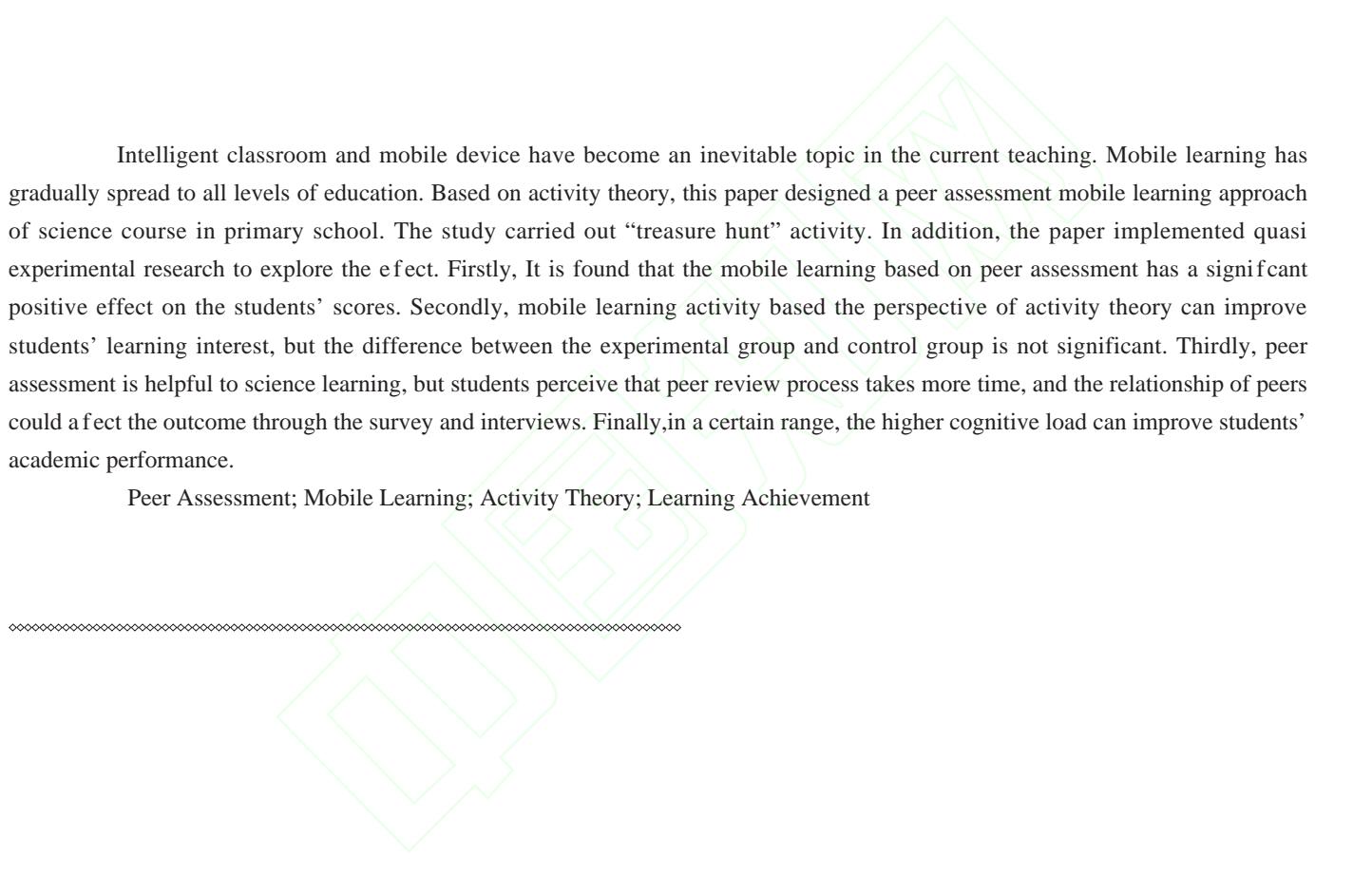












Intelligent classroom and mobile device have become an inevitable topic in the current teaching. Mobile learning has gradually spread to all levels of education. Based on activity theory, this paper designed a peer assessment mobile learning approach of science course in primary school. The study carried out “treasure hunt” activity. In addition, the paper implemented quasi experimental research to explore the effect. Firstly, It is found that the mobile learning based on peer assessment has a significant positive effect on the students’ scores. Secondly, mobile learning activity based the perspective of activity theory can improve students’ learning interest, but the difference between the experimental group and control group is not significant. Thirdly, peer assessment is helpful to science learning, but students perceive that peer review process takes more time, and the relationship of peers could affect the outcome through the survey and interviews. Finally, in a certain range, the higher cognitive load can improve students’ academic performance.

Peer Assessment; Mobile Learning; Activity Theory; Learning Achievement

In the Internet+ era, compared with the traditional concept of knowledge, knowledge has been showing a network property. Links, decentralization and socialization are the three essential attribute of the Internet+ age, which is bound to make the network of knowledge presented different characteristics. On the one hand, links make knowledge from linear to the grid, and push the way people acquire knowledge from systemic to ubiquitous and overlapping after decentralization. On the other hand, people get public recognition in a virtual environment. And they not only assert themselves, but also concerned about the others. Therefore, in the concept of knowledge in Internet+, the way of knowledge exists in a certain extent, it has lost the authority of experts and teachers. Knowledge has been achieved from co-construction and sharing to crowd-Lecturing and co-promoting.

The Concept of Knowledge; Links; Networked; Socialization