



*This document is licensed under a Creative Commons Non-commercial-Share Alike Licence. For further details see: <http://creativecommons.org/>*

## Avalon Language Teacher Training Course in Second Life 6 Week Schedule

### Week 1: Sessions 1 and 2 (4 hours)

**Timing: 4 hours in SL: 2 hours Moodle/autonomous exploration in SL**

#### Aims

- to help you get to know others on the course
- to introduce you to ways of changing avatar appearance
- to introduce you to basic features of Second Life: e.g sitting & standing; using the voice feature
- to introduce you to Avalon Island through a 'walking tour'
- to explore the theme of 'identity' and language teaching in Second Life

**The week 1 sessions will include** introductions to text chat and voice chat; moving in SL (walking; flying); guided tour of the Avalon Island; taking snapshots (of yourself and others);

You will engage in 'language' tasks and consider the 'incidental' language you have used during the session.

You will also consider the theme of 'identity' and language education in Second Life (see Moodle, Week 1 for a Word based introduction to the theme.)

#### Moodle activity suggestions:

- Read the 'Introduction to Language Education and Second Life' and 'SL & Identity' (see Week 1).
- Contribute to the forum discussion on identity (see the Week 1 forum link entitled SL & Identity).

**SL Post-session activity:** Why not discuss with your SL colleagues your 'teacher identity' in SL? You might get feedback from your own learners about your avatar in SL. You can meet in SL to discuss their reactions or generally to discuss what identity you think you should have/would like to have as a teacher.

## Week 2: Sessions 3 and 4 (4 hours)

**Timing: 4 hours teaching in SL: 2 hours Moodle/autonomous exploration in SL**

### Aims:

- continuing the ‘getting to know you’ process
- to consider ways of ‘networking’ in SL; for example by using the ‘add friends’ feature; filling in your user profile;
- to introduce SL note cards and ways of using them in language teaching
- to cover basic ‘navigational skills, e.g creating landmarks & teleporting (on the Avalon Island) & map reading
- to explore the theme of ‘modality’ and language teaching in SL
- to begin to think about ways of promoting participation among learners in SL

**The week 2 sessions will include** introductions to ways of making friends in SL. You’ll fill in your profile, learn how to ‘add friends’ & use the IM chat facility. You’ll also learn how to create landmarks and to teleport (if you don’t want to walk everywhere☺).

You’ll engage in language tasks during this session and consider the incidental language you have used during the session.

You’ll also consider the theme of modality and language teaching in Second Life (see Moodle, Week 2 for an introduction to the theme).

### Moodle activity suggestions:

- Read the ‘Introduction to Modality and Second Life’ (see Week 2).
- Contribute to the forum discussion on modality (see the forum link entitled SL & Modality)

**SL Post-session activity:** Why not use the notice board to organise an SL meeting with others on the course. In SL add colleagues as friends, if you wish, and have not already done so. You might send each other note cards. On the note cards you might put ideas about how to use the note cards with learners.

### Week 3: Sessions 5 and 6 (4 hours)

**Timing: 4 hours teaching in SL: 2 hours Moodle/autonomous exploration in SL**

#### Aims:

- to explore other SL islands/communities
- to develop your navigational skills when moving on and between islands
- to consider the nature of SL island ‘communities’
- to think about what makes an SL community successful
- to think about how communities may be useful in language learning contexts
- to build a basic object in SL

**The week 3 sessions will include:** explorations of different SL islands. You’ll explore different islands in groups and report back on your impressions. You’ll continue to develop your navigational skills in SL including ways of understanding the SL World map, searching for islands & creating landmarks for other islands.

You’ll learn how to create a basic object, change its size and shape and move it around.

You’ll engage in language tasks during this session and consider the incidental language you have used during the session.

You’ll consider the themes of community in Second Life (see Moodle, Week 3 for an introduction to the theme).

#### Moodle activity suggestions:

- Read the ‘Introduction to Community and Second Life’ (see Week 3).
- Contribute to the forum discussion on community (see the forum link entitled SL & Community). You might also create a gallery of snapshots of islands you have been to with brief descriptions of the island.

**SL Post-session activity:** Why not meet up in SL with ideas for islands to explore. You can teleport to the selected islands and come back to describe your island and how it might be useful in a language learning context.



*This document is licensed under a Creative Commons Non-commercial-Share Alike Licence. For further details see: <http://creativecommons.org/>*

## **Week 4: Sessions 7 and 8 (4 hours)**

**Timing: 4 hours teaching in SL: 2 hours Moodle/autonomous exploration in SL**

### **Aims:**

- to explore further skills in creating basic objects, including scripting
- to explore the way SL interfaces with the rest of the Web
- to learn how to create and use presentations in SL
- to explore the themes of 'spatiality' and 'creativity' in SL language teaching
- to begin to consider the 'projects' you'll undertake for the course

**The week 4 sessions will include:** further work on creating 'objects' in Second Life. You'll learn how to script objects so that they interface with the internet. You'll also learn how to bring presentations into the SL space. This will help you when it comes to creating your own project presentations.

You'll engage in language tasks during this session and consider the incidental language you have used during the session.

You'll consider the themes of spatiality and creativity in Second Life (see Moodle, Week 4 for an introduction to the themes).

### **Moodle activity suggestions:**

- Read the Introductions to 'spatiality' and 'creativity' in Second Life' (see Week 4).
- Contribute to the forum discussion on spatiality and creativity (see the forum links entitled SL & spatiality & SL and Creativity).

**SL Post-session activity:** Why not use the Avalon notice board to arrange to meet up in SL to discuss your presentation ideas! You can work in pairs or groups of three (maximum) for your presentation.

## **Week 5: Sessions 9 and 10 (4 hours)**

**Timing: 4 hours practicing in SL: 2 hours Moodle/autonomous exploration in SL**

### **Aims:**

**These sessions will allow teachers time to work on their projects which they will present in the 6<sup>th</sup> and final week of the course. You are likely to be engaged in:**

- discussing your potential ideas with others in your group in order to find partners with whom you would like to work based on mutual interests/similar contexts/similar issues you would like to address in your presentations
- working out a meeting schedule (if necessary) with your partners to discuss your ideas and think through your presentation/related teaching activity
- working with your partner to develop initial presentation/activity ideas
- working with groups of teachers to discuss your initial ideas and get initial feedback
- asking for tutor help both concerning your presentation ideas and in terms of technical support relating to uploading presentations etc.

**Presentation schedules will be arranged for Week 6 ☺**

### **Moodle activity suggestions:**

Use the Moodle as a means of arranging meetings with other teachers. The notice board may be a good place for that!

**SL Post-session activity:** The tutorial sessions are designed to help you brainstorm and develop your ideas (with tutor support). We understand that many of you are very busy. Try and use the session time to think through your ideas as much as possible. You may need to work outside of the tutorial times however! How about arranging meetings with participants in the other cohort (i.e. the teachers working with Joe, Graham and Zeynep, if you are working Nergiz and Holly, and vice versa). You could even arrange to try out your ideas with others in Second Life not involved with the project! How about with your own learners.

## **Week 6: Sessions 11 and 12 (4 hours)**

**Timing: 4 hours practicing in SL: 2 hours Moodle/autonomous exploration in SL**

Amazingly we are coming to the end of this course! Sessions 11 and 12 will be principally dedicated to your presentations. We ask your permission to continue recording these. In session 12 we hope to have the time to discuss the course, how you think it has helped, where you think it can be improved. Most of all we'd like to see how we can establish a vibrant community of practice in the longer term!



*This document is licensed under a  
Creative Commons Non-commercial-  
Share Alike Licence. For further details  
see: <http://creativecommons.org/>*

**Avalon Party:** Not 'black tie' but come in your glitz and glam if you wish to for post course fun and games: Time to be arranged.

## Acknowledgements

This project has been funded with support from the European Commission. This publication reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

The material throughout this document is available under a Creative Commons Non-Commercial Share Alike agreement established between the project partners.