

Introduction to Second Life

Environment	Classroom
Strategy	Demonstration
Evaluators	Instructor

Target Competencies

Conceptualize Second Life

Linked Core Abilities

- Think critically and creatively
- Develop global awareness

Investigate the use of Second Life to enhance learning.

Linked Core Abilities

- Think critically and creatively

Directions

Second Life's virtual environment offers a unique opportunity for educators to weave into their curriculum real-time interactive activities that support experiential learning. By integrating a SL student orientation into your curriculum, your students are more likely to acquire the skills necessary to make their involvement in your SL assignments more participatory and engaging. Think of it as the building blocks or foundation for your SL educational activities. You will be developing an introduction to Second Life for use in a course you teach. Please review the scoring guide for specific evaluation criteria.

Scoring Standard

You must score a minimum of 4 on each criteria to demonstrate competence.

Rating Scale

- 5 Specific and comprehensive. Complete, detailed, and clearly articulated information as to how the criteria are met. Well-conceived and thoroughly developed ideas
- 4 General but sufficient detail. Adequate information as to how the criteria are met, but some areas are not fully explained and/or questions remain. Some minor inconsistencies and weaknesses
- 3 Sketchy and non-specific. Criteria appear to be minimally met, but limited information is provided about approach and strategies. Lacks focus and detail.
- 2 Does not meet the criteria, fails to provide information, provides inaccurate information, or provides information that requires substantial clarification as to how the criteria are met.
- 1 Does not address the criteria or simply re-states the criteria

Scoring Guide

	Criteria	Ratings
1.	Second Life Introduction	
2.	introduction is a minimum of 10 minutes	5 4 3 2 1
3.	introduction includes a definition a MUVE	5 4 3 2 1
4.	introduction includes a description of Second Life	5 4 3 2 1
5.	introduction includes visuals of Second Life	5 4 3 2 1
6.	introduction includes information on communications in Second Life	5 4 3 2 1
7.	introduction includes an overview of navigation capabilities in Second Life	5 4 3 2 1
8.	introduction discusses avatar personalization capabilities	5 4 3 2 1
9.	introduction includes reference to Second Life currency	5 4 3 2 1
10.	introduction references 10 educational areas in Second Life	5 4 3 2 1
11.	introduction includes a virtual tour of 3 educational areas	5 4 3 2 1
12.	introduction discusses educational uses of Second Life	5 4 3 2 1
13.	introduction identifies content areas where Second Life may not be an appropriate platform to utilize	5 4 3 2 1
14.	introduction identifies ways to integrate Second Life into curriculum	5 4 3 2 1

Total Points _____

Grade _____

Name _____ Date _____

Evaluator's Signature _____ Date _____

Comments: