

Second Life Learning Activity

Environment	Classroom
Strategy	Artifact/Portfolio
Evaluators	Instructor

Target Competencies

Investigate the use of Second Life to enhance learning.

Linked Core Abilities

Think critically and creatively

Directions

Learners will create a learning activity that incorporates Second Life into one of their classes. This can be a simple classroom discussion that takes place in Second Life, walking your class through an interactive educational simulation, or creating an opportunity for your students to apply what they have learned in your course in Second Life. Be sure to provide a context for your students, in other words, tell them why it is necessary to learn certain skills (i.e. camera control helps one to see objects up close, read signs, take pictures, etc.) Doing so will give them motivation for learning a skill particularly as it applies to your required work) Be creative, your students will follow suit.

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.	Learning activity identifies the educational objectives for the Learning Plan	5 4 3 2 1
2.	Learning activity identifies level learner participation in Second Life	5 4 3 2 1
3.	Learning activity describes activity in a student focus	5 4 3 2 1
4.	Learning activity identifies location in Second Life	5 4 3 2 1
5.	Learning activity articulates plan for learner assessment	5 4 3 2 1

Total Points _____

Grade _____

Name _____

Date _____

Evaluator's Signature _____

Date _____

Comments: