

# Using Second Life in the K-12 Classroom

**Second Life MOOC**

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**Colegios Peterson, Mexico City**



## Slide #1: Intro/Title

Welcome to the Colegios Peterson (or Peterson Schools) cybercampus!

Colegios Peterson is a private K-12 institution with 2,000+ students at four campuses around Mexico City.

I'm David Deeds, the Technology Integration Specialist for the organization.

The title of my talk today is: "Using Second Life in the K-12 Classroom."

Thank you for coming! I hope you find my presentation informative.

Please feel free to ask questions during or after the talk.

# Using SL in the K-12 Classroom

## Goals

- Not Death by PowerPoint! 30-45 minute talk
- 15-30 minutes Questions and Answers (hit me!)
- Different audience, so more visuals than text



## Slide #2: Goals

I promise that this presentation will not be Death by PowerPoint!

I'm not going to read slides to you. Let's make this more of a conversation.

You're a different kind of audience for me!

You're already familiar with Second Life (!), so my job is easier.

I prefer to use visuals rather than cram my slides with text.

I have boxes with the presentation transcript available via a Notecard.

# Using SL in the K-12 Classroom

## Background

- Been using Second Life in education since 2006



- 3 years higher education, 4 K-12/international

## Slide #3: Background

I've been using Second Life as part of my classes since 2006.

3 years in higher education, 4 in K-12/international.

That one-year gap is because I focused on OpenSimulator for a while.

We have others presenting on using SL in higher ed, so I'll focus on my K-12 work.

As you can see, I'm equally handsome in Second and Real Life.

If we have time at the end of this presentation, I'll tell you why I have green hair. ;)

# Using SL in the K-12 Classroom

First Cybercampus:  
Woosong University, Daejeon, South Korea



## Slide #4: First Cybercampus

I created my first cybercampus when I worked for WU's International Business Department.

The university was importing students from around the world, especially China.

My job was to teach them in English until they learned enough Korean to understand a local professor's lecture.

But they couldn't speak English either! Lectures weren't going to work, the textbooks were useless.

I had to abandon all traditional methods and try something radically different.

# Using SL in the K-12 Classroom

## Brief History:

- 2006 - 2009: Computer Programming and Business/Marketing courses, higher ed
- 2009: Switched to K-12/international schools, used OpenSimulator exclusively at first
- 2010: Teen Second Life closed, SL open to 16-year-olds
- 2011 - 2014: Second Life primarily for International Baccalaureate's Information Technology in a Global Society course (11<sup>th</sup> and 12<sup>th</sup> graders - Diploma Program); also MYP 5

## Slide #5: Brief History 1

So here's a brief history of my Second Life usage.

From 2006 to 2009 I taught at WU and another college in South Korea. My subjects included computer science and business/marketing.

My students managed their cybercampuses, learned CAD and programming.

And ran their own businesses! Example: t-shirt shop, in SL and RL via Zazzle.

It was English professors who first adopted it. We hosted language exchange programs, and our students "traveled" to other countries!

## Slide #5: Brief History 2

When I switched to international schools, I adopted OpenSimulator because of the age restrictions. But we still had an SL cybercampus, mainly for teacher professional development.

For OpenSimulator, we used a host company, ReactionGrid, and had a local installation as backup, because of Internet problems.

The minimum SL age was lowered to 16 at the end of 2010 and as of 2011, I started using SL for my ITGS classes. I also took MYP5 (10th grade) students in as part of their Technology class.

# Using SL in the K-12 Classroom

**Our Beloved Leader:  
Originated in China, MYP OpenSimulator classes**



## Slide #6: Beloved Leader

What was the origin of the Beloved Leader title?

It started with OpenSimulator, in MYP Technology classes, in China.

Students started uploading screen captures of me, making posters on buildings.

We had lots of Korean students, but the title Dear Leader was taken.

So I became Beloved Leader.

They would PhotoShop my avatar's head onto Kim and Mao propaganda posters.

Always hilarious to me, not so funny to Communist Party members on staff!

# Using SL in the K-12 Classroom

Current Cybercampus (#5!):

Peterson Schools, Teaching 2 (<http://slurl.com/secondlife/Teaching%202/213/56/23/>)



## Slide #7: Current Cybercampus 1

You're on my current cybercampus, of course. This makes #5 for me, on 4 different sims. I've always leased my cybercampuses from the New Media Consortium ([www.nmc.org](http://www.nmc.org)). They offer discounts and several important advantages.

Perhaps the main reason is that all your neighbors will be schools.

But there are the discounts, the mutual "Quad" facilities, etc.

Not to mention the excellent technical support!

## Slide #7: Current Cybercampus 2

We can take a look at some of the student creations out on the lawn later. As you can see, we have some future architects in our classes!

We can also take a tour of this and other NMC sims.

If you're interested in an NMC lot, contact Carol Pfeifer:  
[carol@nmc.org](mailto:carol@nmc.org)

# Using SL in the K-12 Classroom

## International Baccalaureate:

- Worldwide organization, emphasizes: context, flexibility re: designing curricula
- Offers Computer Science (Java programming) but also Humanities course, Information Technology in a Global Society



## Slide #8: International Baccalaureate

When I changed to international schools, I deliberately chose IB institutions.

I don't think I would've been able to introduce 3D virtual worlds so painlessly via another system. The good news is there's no set curriculum, but that's also the bad news! The IB also pioneered teaching computer science from K to 12: PYP aka Elementary School, MYP aka Middle School and DP aka High School. At the DP level, students have the option of taking the "traditional" Science class or a Humanities class. With ITGS, students get to use computers without taking a "hard-core" course.

# Using SL in the K-12 Classroom

## Information Technology in a Global Society:

- Three strands: IT Systems, Social and Ethical Significance, Applications to Specified Scenarios



## Slide #9: ITGS 1

ITGS features three strands that are always intertwined. It's a fascinating class to teach. You don't just study the hardware/software involved with networks, for example. You also explore how, e.g., Internet access defines the Digital Divide. Students must define local/global problems and design possible solutions using technology. This is what their 2-year final project is all about. They have to solve a real-life problem for a real-life client...using technology, of course.

# Using SL in the K-12 Classroom

## Information Technology in a Global Society:

- Hardware/software covered, but within the context of society, the environment, etc.



## Slide #10: ITGS 2

Case studies, e.g., are used to explain how different problems have been solved using technology. Students learn to identify the various stakeholders, the issues, etc., and how everyone/everything is related. An integral part of the process, however, is studying how the hardware/software works. The depth of the technical studies just isn't quite the same as, e.g., a programming class.

# Using SL in the K-12 Classroom

## Traditionally Taught:

- Textbooks such as: “Discovering Computers” for hardware/software, “Gift of Fire” for social/ethical considerations (now: ITGS textbook)
- Online components such as: nings, wikis, blogs, websites in general (2D, not 3D!)
- Generally, still typical classroom instruction (where’s the GLOBAL if it’s mostly LOCAL?)
- And where’s the SOCIETY if you’re limited to the typical classroom?

## Slide #11: Traditional ITGS

Believe it or not, until I introduced 3D virtual worlds, most teachers were still handling this class as if it were Math or another one of the unimportant subjects!

Students read assignments in their textbooks and conducted discussions with their classmates, but that was about it. Clients for projects were limited to people in the school or city.

# Using SL in the K-12 Classroom

Decided to do something completely different!



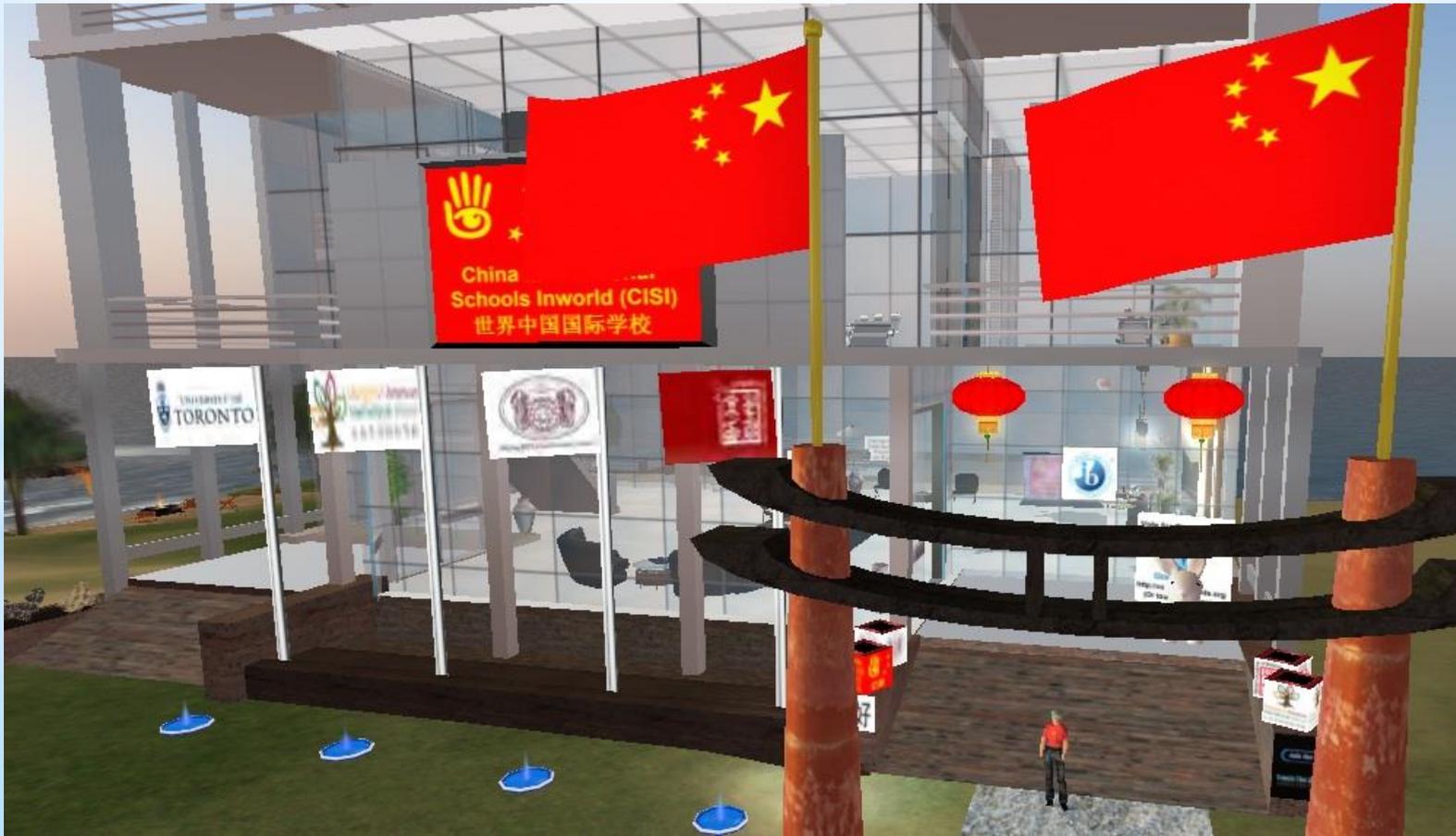
## Slide #12: Completely Different!

In my version of ITGS, which I jokingly call 3D ITGS, students maintain a Second Life cybercampus. They get to meet different people from all over the world, both learning from and teaching them!

They learn hardware/software via CAD, programming and other hands-on exercises, in addition to their (new) ITGS textbook. Most importantly, though, they are genuinely part of a GLOBAL SOCIETY.

# Using SL in the K-12 Classroom

Collaborative efforts, different degrees: CISI



## Slide #13: Collaborative Efforts, CISI

I've been teaching 3D ITGS for three full years now. Individual students have had a wide range of exposure to different people, cultures, experiences, etc., via Second Life. As far as collaborative efforts with other schools are concerned, we've had mixed results. China International Schools Inworld included Changchun American International School and two schools in Beijing. One problem is that teachers feel they need to focus on the final project and exam.

# Using SL in the K-12 Classroom

Collaborative efforts, different degrees: NAIS 20/20



## Slide #14: Collaborative Efforts, NAIS Challenge 20/20

Last year, here in Mexico, Colegios Peterson participated in the National Association of International Schools' Challenge 20/20 Project. Schools in different countries are paired and assigned a problem to solve. Ours was global warming. Here you see our students taking a tour of Genome Island in Second Life. Our American partner school students and ours created, e.g., a gallery of global warming posters. They also designed solutions and created simulations. Technical problems prevented them from participating as much as we'd have liked.

# Using SL in the K-12 Classroom

No HQ at first, building/programming exercises



## Slide #15: Building/Programming Exercises First

I mentioned that I've used SL for MYP 5 Technology classes. For these students, the adventure lasted just a quarter. Re: ITGS, you have two years to teach the subject, so you and your students can take their time. I've started three classes now, and I always like to begin with a blank chunk of cyberturf. Students are taken through different building assignments, working also with basic Linden Scripting Language programming, enough to do simple tasks such as opening doors.

# Using SL in the K-12 Classroom

Art show is classic for getting others involved



## Slide #16: Art Show

I always like to have students sponsor an art show as their first social event. They can take photos of Art class productions and/or create photos/graphics of their own. Part of the exercise is designing and building the gallery, of course. Then it's time to invite others: teachers, students...and via groups they've joined in Second Life. In China, students captured an MYP art show. Our SL landlady borrowed some of the pieces and included them in an NMC show. Hundreds of people worldwide saw our kids' masterpieces.

# Using SL in the K-12 Classroom

Concerts also great for interdisciplinary, invitations



## Slide #17: Concerts, Podcasts

Such activities are great for not just getting different people involved, but different hardware/software too! Following the Art Show an effective exercise is the Music Concert. Students write and produce their own podcasts, music, etc., and then they can stream it via a Shoutcast server to SL. Put avatars on a stage with instruments and animations and it looks like you're giving a live concert! This is one of the best ways to get parents involved.

# Using SL in the K-12 Classroom

What's going on?

- Project management: teams, roles, collaboration
- Design Cycle: Investigate, Design, Plan, Create, etc.



## Slide #18: What's Going On? 1

I always tell people interested in using SL in the K-12 classroom to NEVER call it a game! It's an Immersive Learning Environment! I've been teaching for 13 years, and I've never found a better way of teaching project management. It eliminates the passive role, learners must take charge of their own learning experience. Students learn teamwork, how to divide up roles and collaborate, how to handle deadlines, etc. With both SL and OpenSimulator, I like to start students off with the IB MYP Design Cycle: Investigate, Plan, Design, Create, Evaluate. As kids get older, I change to the Product Life Cycle.

# Using SL in the K-12 Classroom

What's going on?

- Local interaction: cross-curricular, ITGS projects
- Global interaction: seminars, tours, NGO projects



## Slide #19: What 's Going On? 2

So, to touch on this again. The local interaction includes: cross-curricular work, ITGS projects, etc. Examples of global interaction include: seminars, tours, NGO projects, etc. IB students have to perform community service work, write essays, etc., and everything can be tied together with ITGS.

# Using SL in the K-12 Classroom

What's going on?

- Problem-solving, task-based lessons, no tests!
- Truly individualized/personalized learning



## Slide #20: What 's Going On? 3

Everything is based on problem-solving, task-based activities. There are no tests, until the end, that is. ITGS is a progressive course, with the exception of the final exam, which consists of a series of essays. SL offers a truly individualized/personalized learning experience. In China, 3D virtual worlds were the basis of both our gifted and special needs programs.

# Using SL in the K-12 Classroom

What's going on?

- Students in charge of their own learning experience
- Everything defined by 21<sup>st</sup> century teaching/learning



## Slide #21: What 's Going On? 4

The 3D ITGS course covers everything defined by 21st century teaching/learning: collaboration, media savviness, you name it. It features daily opportunities for reciprocal guidance, meaning the teacher is the “guide on the side, not the sage on the stage.” Students learn self-reliance in the process.

# Using SL in the K-12 Classroom

What's going on?

- Inspiration for “Global Village,” OpenSimulator



## Slide #22: What 's Going On? 5

Perhaps one of the most important things students learn is how to be a Global Digital Citizen. Again, think back before 3D ITGS and you can see that there's no comparison. Students are interacting with other learners, as well as teachers and other adults. They must respect the cyberproperty of others, different customs and cultures, etc. 3D ITGS has been the inspiration for the Global Village Project. Most likely this is going to be created using OpenSimulator, but picture a worldwide grid for students and teachers exclusively!

# Using SL in the K-12 Classroom

## Student Quotations:

- “It is incredible to see how you can relate to people all around the world!”
- “I really like this course because it encourages you to create new things and meet different people.”

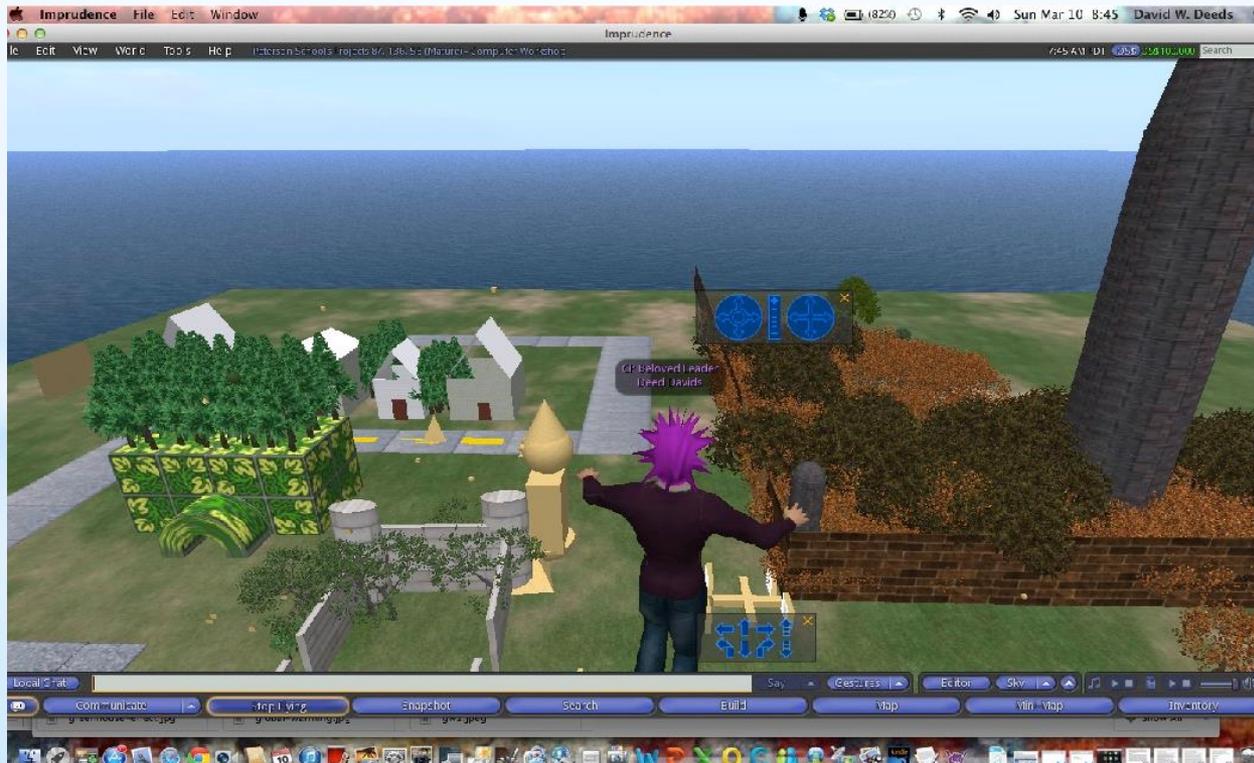
## My favorite learner quip:

- “This is education's way to say ‘Welcome to the 21st century!’”

# Using SL in the K-12 Classroom

Also using OpenSimulator:

- Computer Workshops, 9<sup>th</sup> and 10<sup>th</sup> graders
- Private grid, although can hypergrid to others



## Slide #24: OpenSimulator

Also using OpenSimulator for Computer Workshops, 9th and 10th graders, here in Mexico.

I used OpenSimulator extensively in China: grades K-12, although we focused on MYP Technology classes.

We use Dreamland Metaverse ([www.dreamlandmetaverse.com](http://www.dreamlandmetaverse.com)) to give us a private grid, although students can hypergrid to others.

OpenSimulator provides the best of both (virtual) worlds: security plus the ability to interact with others.

It's not quite as developed as Second Life...yet.

If you'd like to have your own OpenSimulator grid, contact Snoopy Pfeffer: [snoopy.pfeffer@yahoo.com](mailto:snoopy.pfeffer@yahoo.com)

# Using SL in the K-12 Classroom

Thanks for attending!

Questions/Comments?

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## Slide #25: Outro 1

I'll be the Technology Integration Specialist for Colegios Peterson until July:

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As of August 2014, I'll be the Technology Integration Coach for the Colegio Americano de Guatemala (American School of Guatemala):

ddeeds@cag.edu.gt

My home e-mail address will always be:

davidwdeeds@gmail.com

## Slide #25: Outro 2

On Facebook and LinkedIn, I'm: David W. Deeds

On Skype, I'm: davidwdeeds

On Twitter, I'm: @dwdeeds

Follow my Scoop.it page:

3D Virtual Worlds: Educational Technology

Covering the use of 3D virtual worlds in education but also lots of other geeky-cool stuff as well, 3D or not:

<http://www.scoop.it/t/3d-virtual-worlds-educational-technology>