

Immersive (Virtual) Worlds

Starter

Description	Time
<p>Teacher to open “Immersive (Virtual) Worlds Lesson” PowerPoint and show Slide 2. Students are given the “Immersive Worlds - Starter Activity” task sheet as they come into the classroom and they are to complete the task sheet in silence.....Students are directed not to discuss answers or any aspect of the worksheet with their peers.</p> <p>Students are required to:</p> <ol style="list-style-type: none"> 1. Read the introduction at the top of the task sheet before they attempt the word search 2. Students are to complete the word search, marking off the words that they have found 3. Attempt the extension task which is to highlight what they use the internet for and then rank them in importance of: <ol style="list-style-type: none"> a. What they feel is most important to them b. What is most dangerous to children <p>(Slide 3) Teacher should then go through answers and then ask a few students to draw out their most important uses of the internet and note them on the board. Teacher should then instigate a discussion as to what students use the internet for</p> <p>(Slide 4) Teacher should then ask a few students to explain what they felt was the most dangerous to children and note them on the board. Teacher should then instigate a discussion as to the dangers that children face when using online technologies.</p>	10 Mins

Main Body

Description	Time
Introduction of Immersive (Virtual) Worlds	
<p>In the introduction, the teacher will lead and use the “Immersive Worlds Lesson” PowerPoint. The teacher will go through the Lesson Objectives and Lesson Outcome/Aim:</p> <p>Lesson Objectives (Slide 5): In this lesson, we are learning to:</p> <ul style="list-style-type: none"> ⊙ Understand the meaning of Immersive (Virtual) Worlds ⊙ Understand how Immersive (Virtual) Worlds are used by people and organisations for different purposes ⊙ Evaluate the benefits and dangers of Immersive (Virtual) Worlds <p>Lesson Outcome/Aim (Slide 6): In this lesson, what I am looking for is:</p> <ul style="list-style-type: none"> ⊙ Students to use their understanding of Immersive (Virtual) Worlds to create a newsletter article about Immersive (Virtual) Worlds. The best one will be published in the schools newsletter. <p>The teacher will either read out the lesson keywords (Slide 7) or ask a student to read them out to the rest of the class. These keywords should then be written onto the class whiteboard (if one is available)</p> <p><u>What is an Immersive (Virtual) World?</u> (Slide7) Teacher will then lead by introducing the basic definition of what an Immersive (Virtual) world is. Teacher will then show the video “An introduction to Immersive Worlds” – The link is at the bottom of Slide 7:</p> <p>http://www.youtube.com/watch?v=Z7C6LAEQUGs</p>	<p>2 Mins</p> <p>1 Min</p> <p>6 Mins</p>

(Slide 8) Teacher then recaps the video generating some class participation and then shows video of how Immersive Worlds are (or can be) used in Education:		4 Mins
(Slide 8) Teacher then clicks on the Youtube video hyperlink and shows a video of how immersive worlds are used in Education: http://www.youtube.com/watch?v=Z7C6LAEQUGs	(Slide 8) If the school does not allow Youtube for teachers, teacher should click on the Educators Coop link video link instead: http://educatorscoop.org/blog/?p=12	
Teacher may then instigate a class discussion in relation to the benefits and drawbacks of incorporating Immersive (Virtual) Worlds into education/schools		2 Mins
Computer Activity - Newsletter		
Newsletter Task (Slide 10) Teacher introduces the newsletter task: <ul style="list-style-type: none"> ⊙ Your task is to create a one page newsletter spread about Immersive (Virtual) Worlds and technologies which will be included in the schools newsletter. ⊙ The newsletter will be read by everyone at the school; Teachers and Pupils, as well as parents. ⊙ Your aim is to increase awareness about Immersive Worlds and technologies within the school and at home. Teacher to explain what must be included in the task (Slide 11) <ul style="list-style-type: none"> ⊙ What are Immersive Worlds? ⊙ Give at least three examples of what pupils could use Immersive Worlds for ⊙ Give at least three examples of what businesses could use Immersive Worlds for ⊙ What are the benefits to pupils of using Immersive Worlds ⊙ What are the drawbacks / dangers to pupils of using Immersive Worlds Teacher to direct the students to the ' Immersive Worlds Student' task sheet (MS Publisher) where they will find all the information required to complete the task. <p>Teacher to formatively assess and direct the students accordingly.</p> <p>Students are to move onto the extension tasks once they have completed the first part of the newsletter:</p> <ul style="list-style-type: none"> ⊙ Give at least three pieces of advice to pupils about using Immersive Worlds ⊙ Give at least three pieces of advice to parents about their children using Immersive Worlds ⊙ Give one example each of Immersive Worlds and their relation to a legal, social and ethical issue 		30 Mins

Plenary

Description	Time
(Slide 12) 5, 4, 3, 2.....1 – Teacher to bring the class together and pick 5 individuals to answer the following: <ul style="list-style-type: none"> 5. Name 5 uses of Immersive (Virtual) Worlds 4. Name 4 benefits of Immersive (Virtual) Worlds 3. Name 3 dangers of Immersive (Virtual) Worlds 2. Name 2 Immersive (virtual) world websites 1. If you had one choice, and one choice only, do you feel virtual worlds should be open to people under 18 years of age? 	5 Mins

OCR B063 ICT Specification links

2.3.1

ICT Systems

- Specialist equipment used by organisations in defined contexts
- Mobile, portable, and desktop ICT tools for a variety of tasks
- The fundamental differences between the technologies used and their appropriate commercial use.

2.3.4

Project Planning

- The way ICT facilitates collaboration and teamwork

2.3.5

Exchanging Information (Communications)

- Communication services used in organisations
- How organisations share, exchange and manage information
- Sharing, exchanging and managing information with employees and with the wider customer base
- How organisations use the internet
- How developments in technology lead to new forms of communication.

Exchanging Information (Communications Software)

- The appropriate use of software to communicate information to different audiences
- The use and purpose of communication software for commercial purposes.

2.3.8

Legal, social and ethical issues

- The main aspects of legislation relating to the use of ICT within a defined context

2.3.10

Current and emerging technologies

- Changes in everyday ICT use
- Evolving communication systems and how they affect the way people live
- How emerging technologies affect the way companies and their staff operate and work together: employment patterns, retraining, changes in working practices, teleworking, videoconferencing, remote/home working
- How new and emerging technologies could assist organisations.