



Programma di apprendimento permanente

# AVATAR - Teaching in a Virtual World



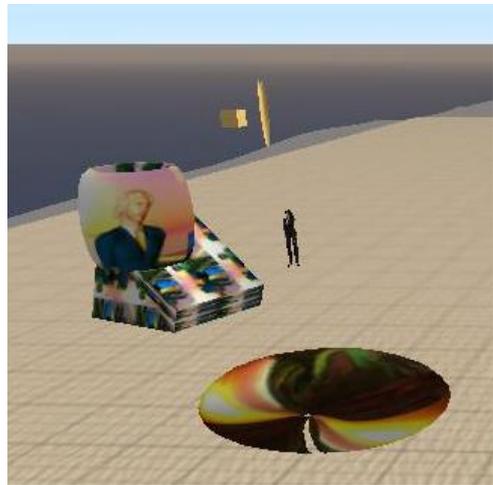
Ufficio Scolastico Regionale per la Sicilia  
*Direzione Generale*



Ministero dell'Istruzione dell'Università e della Ricerca



**I.P.S. "Luigi Einaudi" - Palermo Italy**



# AVATAR

**Ida Mariolo and Cinzia Melloni**

# IPS LUIGI EINAUDI PALERMO



The mission of Einaudi school is to prepare students for job placement or further education leading to successful employment, to provide, integrated academic and vocational technical skills, empowering each student to achieve diverse career opportunities, and individual success in an ever-changing global society.

EINAUDI is a professional school for commercial services which is located not far from the central area of the city of Palermo. Though our vocational school is located in a urban area , it has a school population mainly composed of students who come from an extra-urban area.

The school has got a population of about 900 students and 120 teachers .It is well equipped. There are 12 IT labs, two gyms, a library .

The curriculum is based over a five year period.

In the first two years students receive a general academic education.

They study :Italian, History, French, English, Maths, Science, Physical Education, Religion but we also start studying some more specific subjects: Business Administration, Law and Economics, and Information Technology.

In the fourth and fifth year students choose their Specific Professional Programme.

At the end students will get the Diploma and the Certificate from the Regional Board for their Specific Vocational Profile.



AVATAR

USR  
SICILIA



# Our team

**T**ogether  
**E**veryone  
**A**chieves  
**M**ore

*Coming together is a beginning.  
Keeping together is  
progress.  
Working together is success.*

~ Henry Ford

I.P.S. “Luigi Einaudi”:  
Palermo- Italy

Our Avatar Team:  
4 teachers

We teach:  
Italian as L1, English as L2 and  
Laws

Our students:  
2 classes from the first and second  
year of a vocational school

Students’ Age :14-16



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# AVATAR - Teaching in a virtual world

*We make a living by what we get  
but we make a life by what we give*

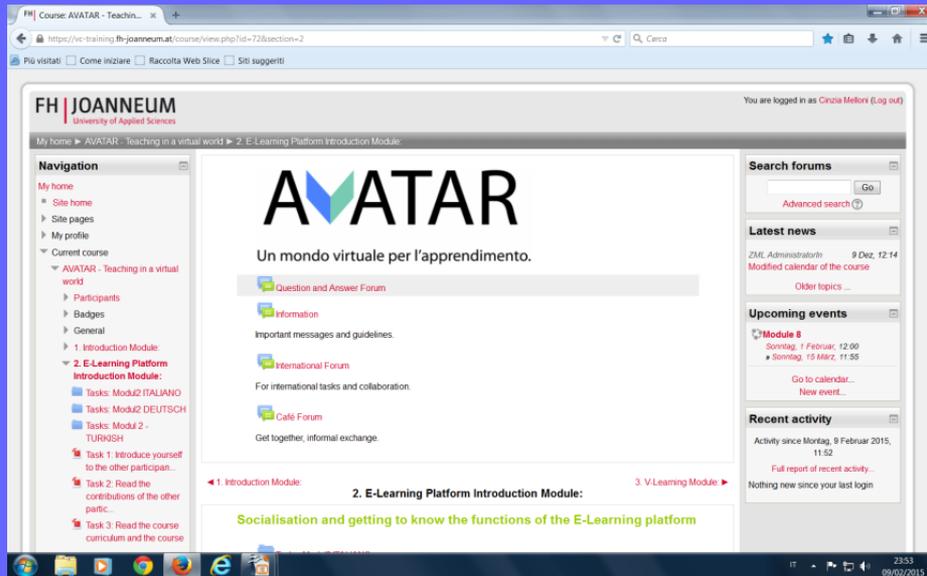
~ W. Churchill

We are attending

A well structured course with  
pertinent and organized  
reference materials.

The tasks are not too easy,  
nor are they too  
difficult...they are however  
challenging.

The course charts are ...  
sometimes “unnecessarily  
complicated ” :)



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## IMPLEMENTATION

Four teachers are working in the project. In this phase they are working individually but also in a team to experience the Second Life environment.

The software was installed in all the computers of the lab n°3 of our school. Students will use that lab to work in the project

The project will be part of the curriculum of the single subjects : English, Italian and Law.



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# OUR FEELINGS

## 1/2



Course learning goals and students' needs should be considered first and foremost when adopting Second Life technology.

The activity required a great amount of time to learn how to build objects and structures in Second Life.

We sometimes felt frustrated because excessively difficult and time consuming.

However building activity enhanced our understanding of the role of visual elements and finally we were comfortable customizing our avatar, moving around in Second Life, building objects and communicating with other avatars using Chat or Instant Messaging.



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# OUR FEELINGS

## 2/2



The formative stage has been critical in helping us understand the importance of combining careful instructional design with ongoing assessment to enhance students' learning experience when implementing the Second Life technology.

This process of integrating assessment and instructional design must begin with developing clear instructional objectives for the course and considering how these objectives can be met or enhanced using Second Life.



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We consider CONS:



Concerns with:

Internet addiction

Trust issues

Identity issues

Privacy issues

Pornography



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# Our idea

*Our objective :  
designing and implementing  
class activities in Second Life*



We'll try to build and simulate a business virtual environment where to educate students about the skills needed to operate a business.

This will allow the students to gain an overall understanding of the business world, and give some insight into the type of skills that are necessary to succeed.



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