



Colegau Cymru
Colleges Wales

DYSGWRDD TEACHMEET

$2+1=3$
 $5+4=9$
 $6+7=13$

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Adysgu a Dysgu
yn Second Life

Ze Kouyate (Gaio)
Arbeingwr Dysgu Rhithiol
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Swyddog Rhyngwladol
International Officer

Teaching and
Learning
in Second Life



CHWARAE FIDEO



PLAY VIDEO



$2+1=3$
 $5+4=9$
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Lesson Planning Activity

Gweithgaredd Cynllunio Gwers

Beth ydych chi am i'ch myfyrwyr ei wybod ar ddiwedd y wers?

Beth fydd yr asesiad terfynol?

Dylunio gyda'r diwedd mewn golwg

Beth fydd ei angen ar eich myfyrwyr ar y ffordd?

Design with the end in mind

What do you want students to know at the end of the lesson?

What will the final assessment be?

What will students need along the way?

What will you cover in your lesson?

What readings will you share?

What activities/assignments will they complete?

INDIVIDUAL ACTIVITY

1. Think about your own subject, the pedagogy that fits well with your subject and why.
2. Consider required learning outcomes.
3. Create a subject-specific lesson plan to highlight pedagogy and activities you would use Second Life for your own teaching.

Beth fyddwch chi'n ei gwmpasu yn y wers?

Beth adnoddau darllen fyddwch chi'n eu rhannu?

Pa weithgareddau / aseiniadau y byddant yn eu cwblhau?

GWEITHGAREDD UNIGOL

1. Meddylwch am eich pwnc, yr addysgeg sy'n cyd-fynd yn dda a pham.
2. Ystyriwch y canlyniadau dysgu gofynnol.
3. Creu cynllun gwers sy'n benodol i'r pwnc i dynnu sylw at addysgeg a gweithgareddau y byddech chi'n defnyddio Second Life ar gyfer eich addysgu eich hun.

CAVC Second Life Portal

Porth Second Life Coleg Caerdydd a'r Fro



Second Life

Signup

[About Second Life](#)

[Code of Conduct](#)

[Training](#)

Choose your username - up to 31 characters, single word, no diacritics - then pick your initial appearance below



Carla



Chris



Daisy



Derrick

Ystyriaethau cyn defnyddio Second Life

- Cromlin ddysgu a allai fod yn fwy serth.
- Amser paratoi a sefydlu ar gyfer gweithgareddau.
- Angen meddalwedd gwylwr storm.
- Ddim yn addas ar gyfer dyfeisiau ffôn symudol neu dabledi.
- Diogelu.

Considerations before using Second Life

- Potentially steeper learning curve.
- Preparation and set up time for activities.
- Firestorm viewer software required.
- Not suitable for mobile-phone devices or tablets.
- Safeguarding.



Campws Rhithiol Coleg Caerdydd a'r Fro

CAVC Virtual Campus



Hyrwyddo hunaniaeth a diwylliant
Cymru

Promoting Welsh identity & culture

Arloesi a chreadigrwydd

Innovation and creativity

Cynaliadwyedd

Sustainability

Adnoddau y gellir eu rhannu

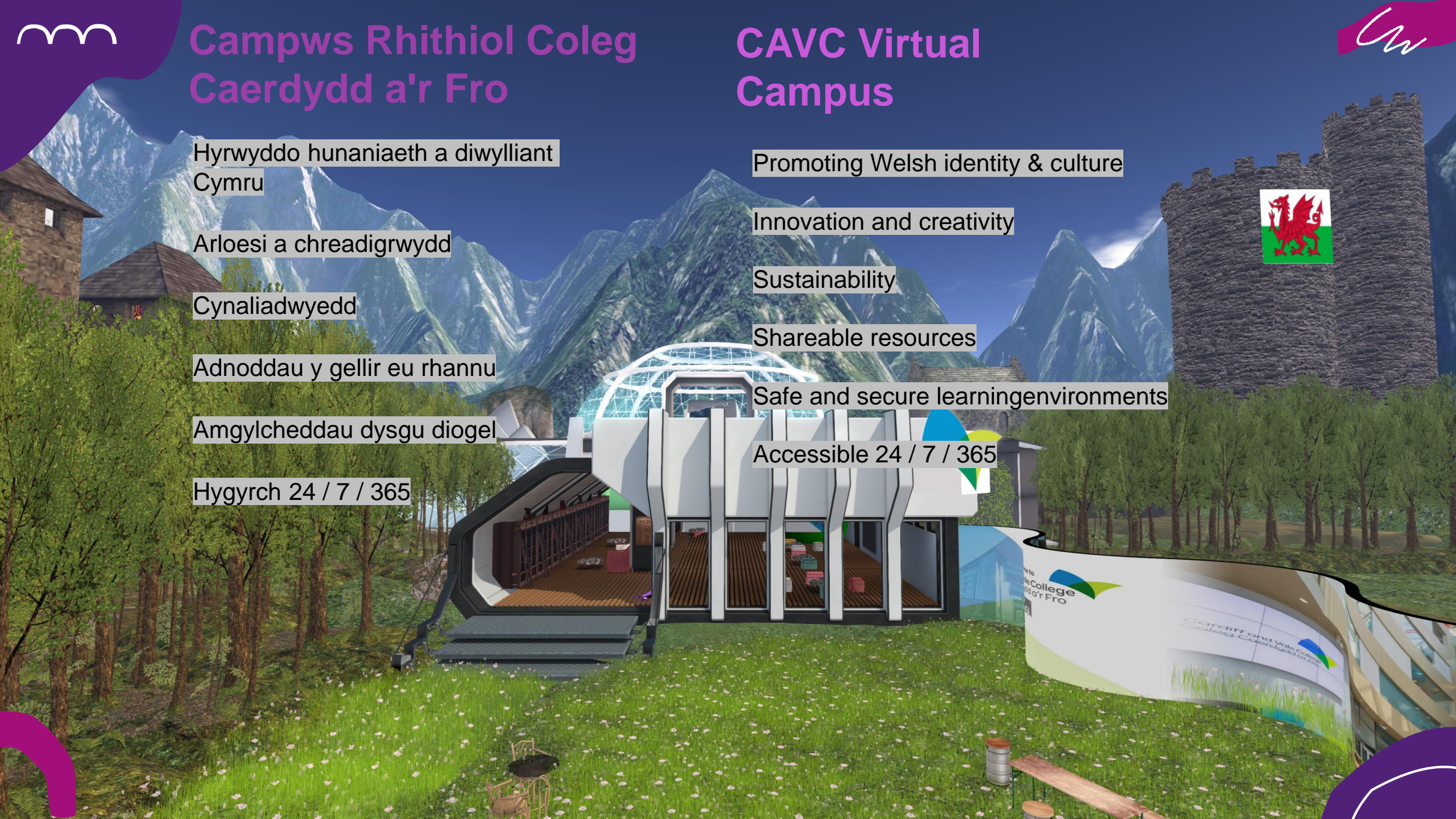
Shareable resources

Amgylcheddau dysgu diogel

Safe and secure learning environments

Hygyrch 24 / 7 / 365

Accessible 24 / 7 / 365



Am Second Life



About Second Life

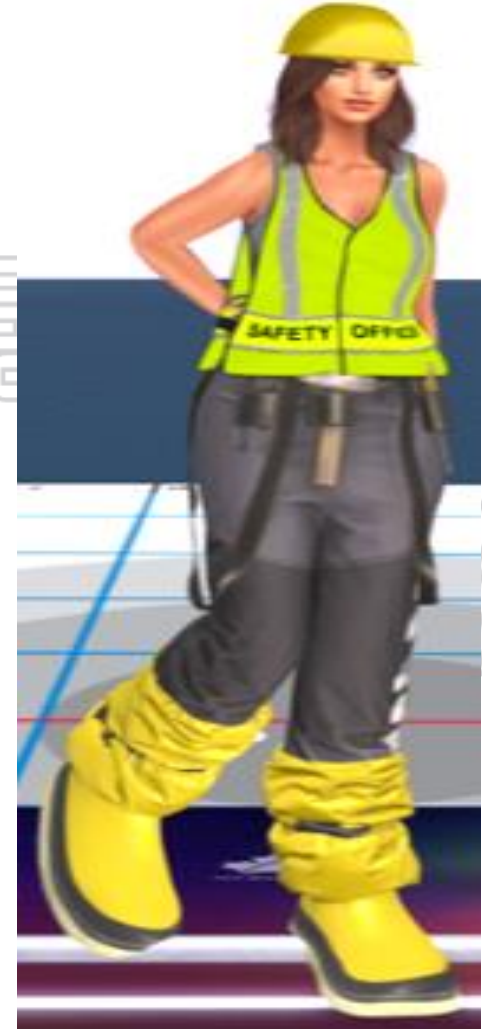
- Byd 3D. Linden Labs sydd wedi'i ddatblygu a sy'n berchen arno.
- Nid oes angen offer drud, dim ond gliniadur.
- Cymharu â dinas go iawn.
- Llwyfan cyfryngau cymdeithasol VR, NID plattform hapchwarae.
- Amgylchedd sy'n efelychu bywyd go iawn ar gyfer addysg a hyfforddiant.
- Cyfleoedd addysgol yr 21ain ganrif ar gyfer disgyblaethau niferus.
- Cymuned fyd-eang o addysgwyr yn rhannu arfer gorau.

- Free 3D world developed / owned by Linden Labs.
- No expensive equipment needed, just a laptop.
- Comparable to a real-life city.
- VR social media platform, NOT a gaming platform.
- Immersive real-life simulation environment for education and training.
- 21st century educational opportunities for multiple disciplines.
- Global community of educators sharing best practice.

Nodweddion hynod addasiadwy



Highly customisable features





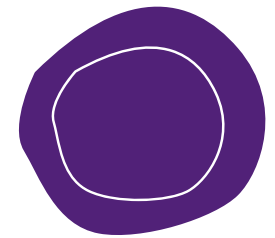
Buddion Second Life mewn addysg

- Am ddim ac yn hygyrch.
- Llwyfan 3D gyda chynnwys trochi.
- Dysgu cydamserol/asynchronig rhyngweithiol.
- Amgylcheddau efelychu bywyd go iawn (ymarferol/galwedigaethol).
- Cynaliadwyedd - adnoddau y gellir eu rhannu/ailddefnyddio.
- Amgylcheddau/gwrthrychau/afatarau hynod addasadwy (rhyw, ethnigrwydd, crefydd, galwedigaeth).
- Yn cefnogi trawsnewid digidol a datblygu sgiliau'r 21ain ganrif.
- Yn meithrin cydweithredu, datrys problemau a chreadigrwydd dysgwyr.
- Datblygu 'Arferion meddwl'.
- Sgiliau dinasyddiaeth fyd-eang a digidol.
- Lles a rhyngweithio cymdeithasol.



Benefits of Second Life in education

- Free and accessible.
- Immersive 3D platform.
- Interactive synchronous/asynchronous learning.
- Real-life simulation environments (practical/vocational).
- Sustainability - shareable/reusable resources.
- Highly customisable environments/objects/avatars (gender, ethnicity, religion, vocation).
- Supports digital transformation and 21st century skills development.
- Fosters collaboration, problem solving and learner creativity.
- Developing 'Habits of mind'.
- Global and digital citizenship skills.
- Wellbeing and social interaction.





CWESTIYNAU

QUESTIONS

