

Words In The News



Teacher's pack

Lesson plan and student worksheets
with answers



Second Life –
5 September 2007



BBC WORLD SERVICE
LEARNING ENGLISH



bbclearningenglish.com

BBC Learning English – Words in the News

Second Life – 5 September 2007

CONTENTS

1. Level, topic, language, aims, materials
2. Lesson stages
3. Student worksheets 1, 2, 3
4. Answers

Level: Intermediate and above

Topic: The virtual world of Second Life

Language: Vocabulary of a news report

Aims:

Reading skills	– Understanding a short news report
Language skills	– Vocabulary – IT and commerce
Writing skills	– Creating an avatar

Materials:

Worksheet 1	– Comprehension questions
Worksheet 2	– Vocabulary matching task
Worksheet 3	– Grammar/language focus – IT and commerce vocabulary

News story – Available online at:

http://www.bbclearningenglish.com/newsenglish/witn/2007/09/070905_second_life.shtml

Preparation: Before the lesson, make enough copies of worksheets 2 and 4 so that there is one worksheet for every 4 – 5 students. Cut up the vocabulary and explanations to make a matching exercise. Students also need one copy each of worksheet 1.

If you have internet access, show the students a virtual world site like Second Life: www.secondlife.com *

**The BBC is not responsible for the content of external websites*

BBC Learning English – Words in the News

Second Life – 5 September 2007

LESSON STAGES

A Stimulate student interest in text

Ask students to call out as many advantages and disadvantages of using the computer and internet as possible. List their reasons and ask them which column to put each one in (there might be some disagreement here but the person who calls out the reason has the final say about which column to put it in).

For example:

Advantages	Disadvantages
It's quick	It makes people lazy
Lots of free information	Lots of unchecked information
Can keep in touch with people who live far away	People can build relationships with people they don't really know

B Pre-teach essential vocabulary

Elicit/present key vocabulary that students need either to understand the key points in the text or to understand and/or answer any questions that you'll set them later in the lesson. The vocabulary is from Words in the News (so you can elicit the vocabulary by using the explanations provided online or below).

You could either pre-teach the vocabulary at this stage of the lesson or you could use the vocabulary building activity from further down in this lesson plan. Have students working together in small groups and ask them to try to match the vocabulary with the definitions. Encourage them to work with the other groups to pool their knowledge.

When they have done as much as they can, if they have dictionaries, ask them to look up the words to check their answers and to find out the definitions of any words they are not sure of. If they don't have dictionaries, check their answers and give them help with any words they aren't sure of.

Whichever method you use to elicit/present the vocabulary, you should then model it (say it clearly, highlighting the word stress) and get them to repeat the words after you.

virtual

not real, fantasy

avatars

computer representations of people which you can move around the screen using the mouse or keyboard

but for all the hype

despite there being a lot of advertising or discussions in newspapers, on television, etc. to try to attract everyone's interest

BBC Learning English – Words in the News

Second Life – 5 September 2007

to scale

to increase

it can and will reach

it's possible and it will happen

recruiting sites

websites which offer job opportunities

a long way off being ready

before it can be used, a lot of things have to be done to it

mass use

the majority of people can use something (here, virtual technology)

freezing the computer programme

the computer application (here, Second Life) stops working

technical expertise

knowing a lot about machines (here, computers)

C Written record of vocabulary

Write the words on the board, eliciting spelling as you write. Elicit and show the word stress of each item and word class, if appropriate.

Give students some time to copy the boardwork into their notebooks.

Boardwork:

virtual

avatars

but for all the hype

to scale

it can and will reach

recruiting sites

a long way off being ready

mass use

freezing the computer programme

BBC Learning English – Words in the News

Second Life – 5 September 2007

technical expertise

D Set a skimming question

Tell the students they are going to read about a world that exists only on the internet. Put this question on the board:

Who exists in Second Life?

- a) individual people
- b) businesses
- c) both

Students read text the first time.

Give them a time limit (1 - 2 minutes) to read the text quickly to find the answer to the question. They do not need to understand the details of the text to answer it.

E Check answers

c) both. Paragraph 1 mentions 'real humans' and paragraph 4 mentions 'multi-national companies'.

F Set specific information questions

Hand out worksheet 1 or use the online quiz. Students complete the worksheet to help them understand the text in more detail. Give them a time limit (5 - 6 minutes) to read the text a second time in more detail and to answer the questions.

G Check answers

Elicit True or False answers. Direct attention to a particular paragraph if an answer is wrong to try to elicit the correct answer (see worksheet 1 and answer key).

H Vocabulary consolidation/building

Students do the vocabulary matching exercise (worksheet 2 that you cut up before the lesson). In small groups they match the correct word with the right definition.

I Check answers

Elicit answers. If an answer is wrong, ask other students to try to elicit the correct answer.

J Vocabulary focus: Vocabulary – IT and commerce vocabulary

Hand out worksheet 3 which focuses on IT and commerce vocabulary. Ask students to complete the table by putting the words into the correct verb columns.

K Check answers

If an answer is wrong, ask other students to try to elicit the correct answer (see worksheet 3 and answer key).

BBC Learning English – Words in the News

Second Life – 5 September 2007

L Follow-up activity: Writing

Tell students they are going to create their own avatar (if they already have one, they can create a new one).

First brainstorm with the class the different categories that they should consider. For example:

- age
- sex
- build
- nationality
- race
- clothes
- accessories
- hobbies
- job
- religion

Get students to work by themselves to create, draw and describe their avatar. They can include as much false information as they like, but they should include at least one true sentence about themselves.

Give them 2 or 3 minutes to think about their avatar and about 8 - 10 minutes to write their piece.

Circulate, while they are working, giving help with grammar and spelling, if necessary.

M Feedback

If possible, display the pictures and text that the students have created around the room. Ask the students to look at 4 or 5 of them and to try to guess which avatar was created by which student. Students chat to each other and find out if they were right or wrong.

Give praise for correct language, and give feedback on incorrect language. You could write some example phrases or sentences on the board and elicit from students which ones are correct and which ones are wrong and why.

BBC Learning English – Words in the News
Second Life – 5 September 2007

STUDENT WORKSHEET 1

COMPREHENSION QUESTIONS

Are the following sentences true or false?

1.	Living in a fantasy world, like Second Life, is the most common way that people use their computers today.	T/F
2.	In these fantasy worlds, people do many of the same tasks and or activities as they do in their real lives.	T/F
3.	Every month millions of people are active in Second Life.	T/F
4.	Philip Rosedale isn't sure that he can significantly increase the number of users of Second Life.	T/F
5.	Companies are using Second Life to advertise their goods and to find new staff.	T/F
6.	If more than 50 avatars are in one area of Second Life, people's computers stop working.	T/F

BBC Learning English – Words in the News
Second Life – 5 September 2007

STUDENT WORKSHEET 2

VOCABULARY

Match these words and phrases to their definitions.

1.	virtual	A.	before it can be used, a lot of things have to be done to it
2.	avatars	B	despite there being a lot of advertising or discussions in newspapers, on television, etc. to try to attract everyone's interest
3.	but for all the hype	C.	the computer application stops working
4.	to scale	D.	it's possible and it will happen
5.	it can and will reach	E.	not real, fantasy
6.	recruiting sites	F.	the majority of people can use something
7.	a long way off being ready	G.	websites which offer job opportunities
8.	mass use	H.	computer representations of people which you can move around the screen using the mouse or keyboard
9.	freezing the computer programme	I.	to increase
10.	technical expertise	J.	knowing a lot about machines

BBC Learning English – Words in the News
Second Life – 5 September 2007

STUDENT WORKSHEET 3

LANGUAGE FOCUS – IT and business vocabulary

The words below (from today's text) are associated with computers or commerce. Some of the words can be used about computers, some only about commerce and some others can be used when talking or writing about both computers and business. Put the words into the correct category, and add three more words of your own. The first one has been done for you:

the internet	businesses	buy and sell	avatars	the founder
technology	marketing	recruitment	PC users	freezing
multi-national companies		client meetings		technical expertise

Computers	Business	Both computers and business
1.	1.	1. the internet
2.	2.	2.
	3.	3.
	4.	4.
		5.
		6.
		7.

BBC Learning English – Words in the News

Second Life – 5 September 2007

ANSWER KEY

STUDENT WORKSHEET 1

1. **False** – Paragraph 1 says 'Virtual worlds are still a little known part of the internet'.
2. **True** – Paragraph 1 says 'They build homes and businesses, buy and sell land and have relationships'.
3. **False** – Paragraph 2 says 'generally no more than one-million people log on in any given month'.
4. **False** – Paragraph 3 says 'Our challenge is to scale this ... to hundreds of millions of people routinely using it, which I think it can and will reach'.
5. **True** – Paragraph 4 says 'Real world businesses are currently expanding into virtual worlds not only as marketing tools but as recruiting sites'.
6. **True** – Paragraph 5 says 'Currently no more than fifty avatars can gather in one place without freezing the computer programme'.

STUDENT WORKSHEET 2

- | | | | | |
|------|------|-----|------|-------|
| 1. E | 2.H | 3.B | 4. I | 5.D |
| 6. G | 7. A | 8.F | 9. C | 10. J |

STUDENT WORKSHEET 3

Other answers than the ones below are possible. There will also be various answers for the extra words students add to each category.

Computers	Business	Both computers and business
1. avatars	1. marketing	1. the internet
2. freezing	2. recruitment	2. businesses
	3. multi-national companies	3. buy and sell
	4. client meetings	4. the founder
		5. technology
		6. PC users
		7. technical expertise