

Appendix A: Overview of Scheme Park project.

Aspect	Phase 1 (March to April 07)	Phase 2 (June to December 07)	Phase 3a (January to March 08)	Phase 3b (April to May 08)
<b>Our focus (Aims)</b>	<b>To</b> explore the educational potential of virtual worlds (with a particular focus on developing Second Life skills and ‘Knowledge Age Skills’) <b>To</b> build a community of learners	<b>To</b> enhance ‘Knowledge Age Skills’ <b>To</b> increase student control and responsibility for the environment, the curriculum and support <b>To</b> widen the community (not just gifted and talented)	<b>To</b> enhance ‘Knowledge Age Skills’ <b>To</b> balance control and responsibility for the environment, the curriculum and support. <b>To</b> widen the community and increase its size <b>To</b> explore the co-existence of the Scheme ethos with school culture	
<b>Environment</b>	Island divided into six areas: Physics Ethics & philosophy Archaeology Scho-op (generic support) Shared meeting areas Sandbox	Island as naturalistic and attractive environment with some core generic areas – student control of planning/building	Two islands: One student controlled + one staff controlled. Immersive game theme for new island.	Two islands. Project teams allocated plots of land with full controls (e.g. terraforming)
	Island, wiki and forum available 24/7/365			
<b>Actors</b>	149 students aged 13 to 17, from the National Association of Gifted and Talented Youth (NAGTY) Staff from four universities Staff from the National Physical Laboratory PhD students Consultants	Ongoing students from Phase 1 New 13 to 17 year old students from range of sources (inc USA)  Staff from two universities PhD students Consultants Teachers Parents	Ongoing students from Phase 2 New 13 to 17 year old students from range of sources, including: South East Grid for Learning (broadband consortium) and ‘School groups’ from UK and USA	
<b>Curriculum</b>	Three strands of formal activity (Physics, Ethics and Philosophy, Archaeology) Discrete ‘taught sessions’ (e.g. research methods) Student led activity	Student led activity (inc continuation of formal strands from Phase 1) Machinima creation Discrete ‘staff led’ sessions (e.g. Sudoku)	Student led activity (inc continuation of Phase 2 strands and new strands such as Time Travellers) New strands led by staff (e.g. Math’s)	Major focus on projects (led by students and/or staff)
<b>Support</b>	Staff scheduled sessions for each formal curriculum area	Staff available to provide support in Scheme Park	Greater staff support for strands of activity (e.g. Math’s). Greater support for student led activity	Staff support focused on projects
	Peer – peer support Information in wiki Discussion in forum Emergency help button to summon staff			