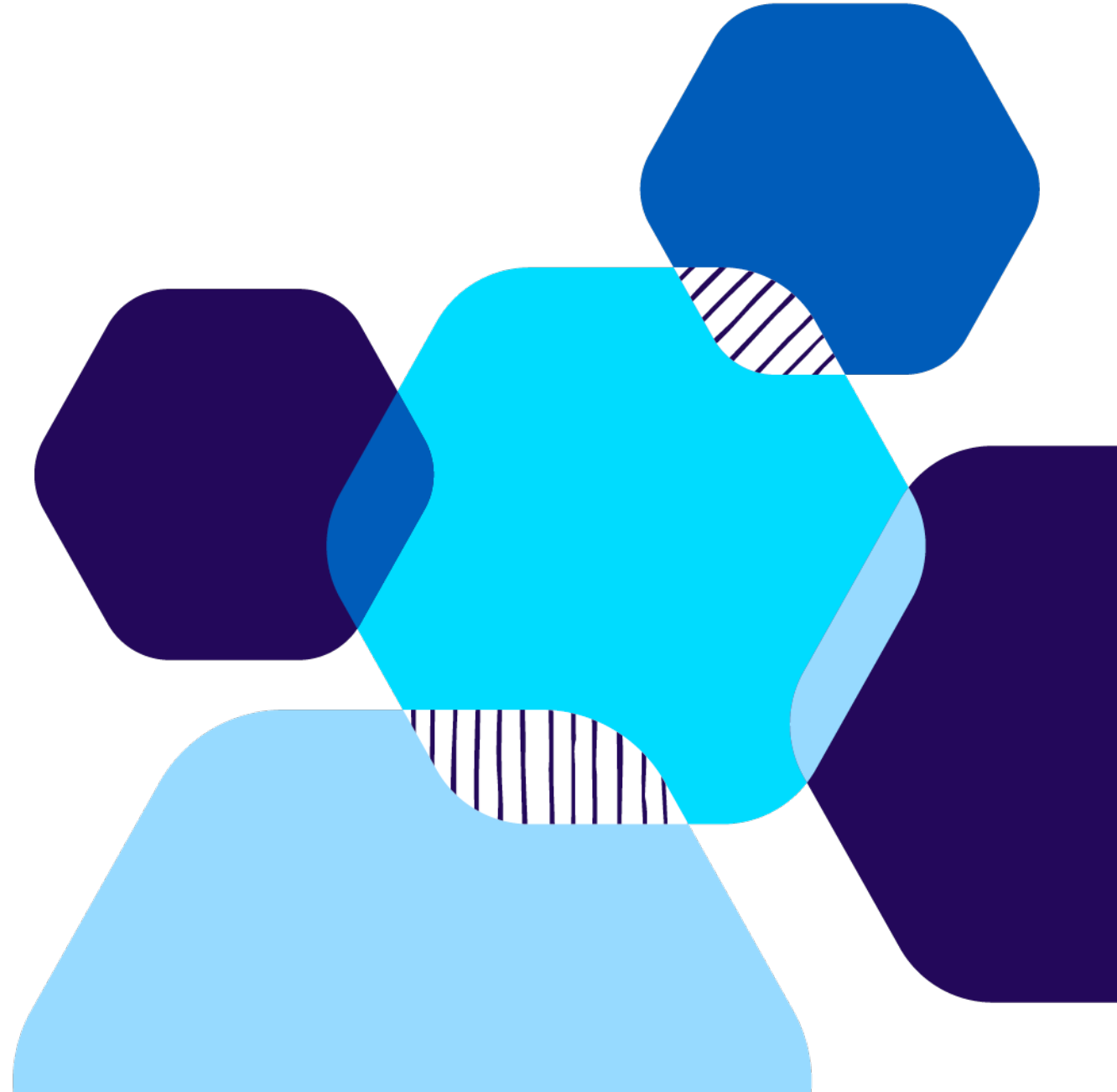


TeachingEnglish

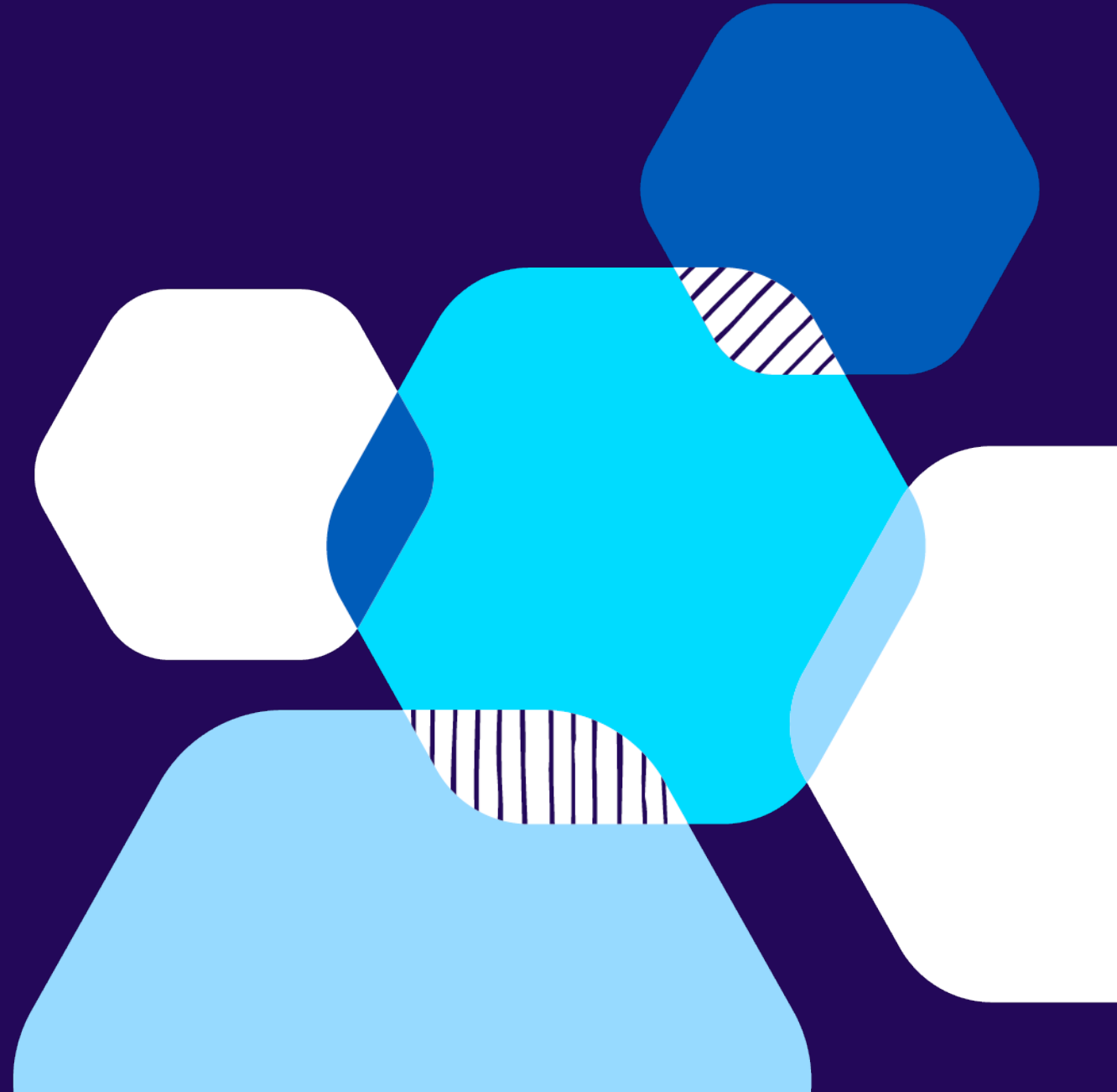
English and Virtual Reality

December 2022

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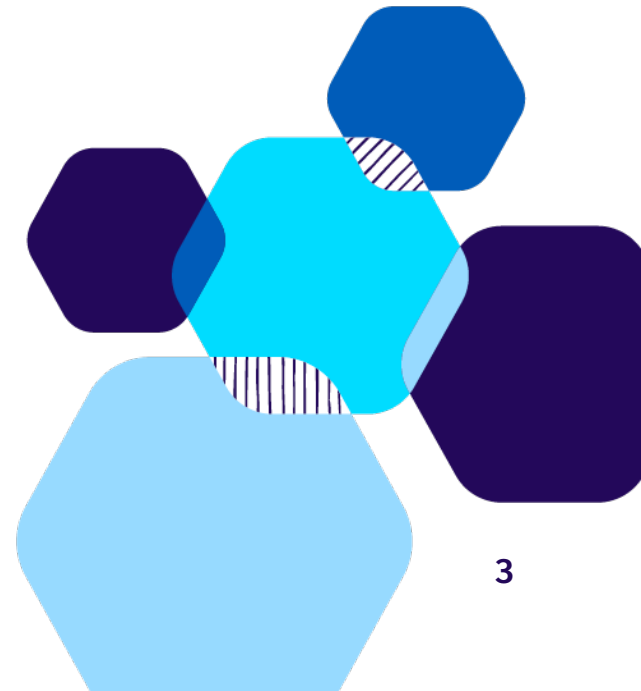
1. Speaking Task



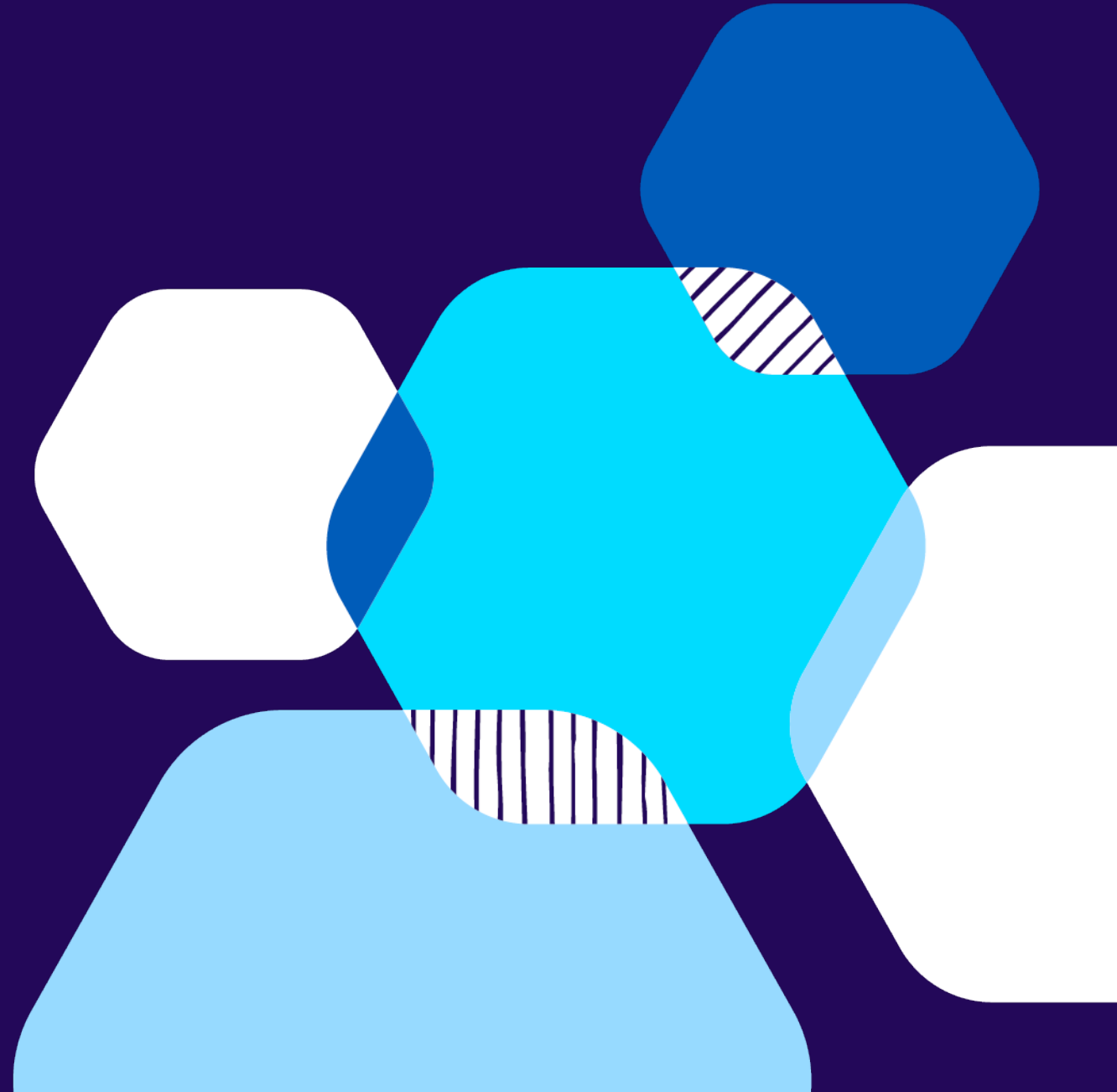
1. Speaking task

Discuss the following questions in small groups.

- Do you play computer games, or video games? Which ones? Why do you like them?
- What is virtual reality (VR)?
 - Have you ever worn a VR headset? If so, what was the experience like?
 - If you haven't, what do you imagine the experience would be like?
- Have you ever created an avatar for yourself?
 - If so, describe what the avatar looks like.
 - If not, describe what your avatar would look like.
- What impact do you think VR will have on our daily lives in the future?
- What impact do you think VR will have on education in the future?



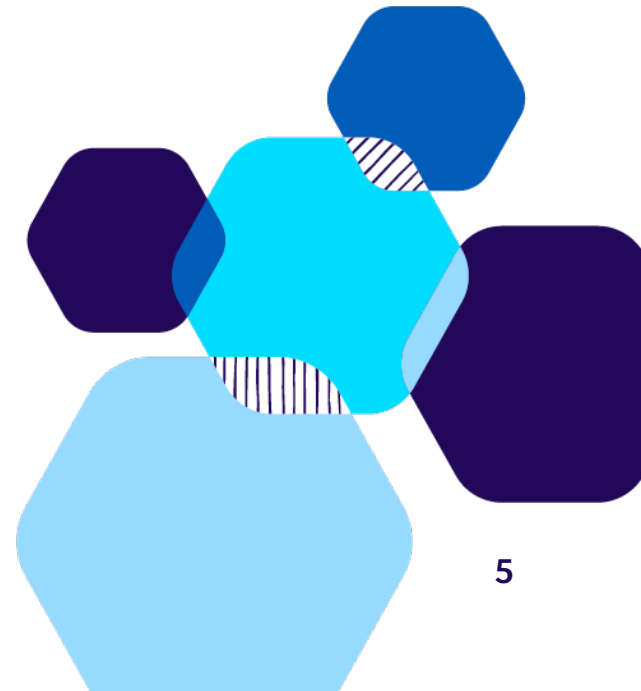
2. Grammar task



2. Grammar task

Phrasal verbs

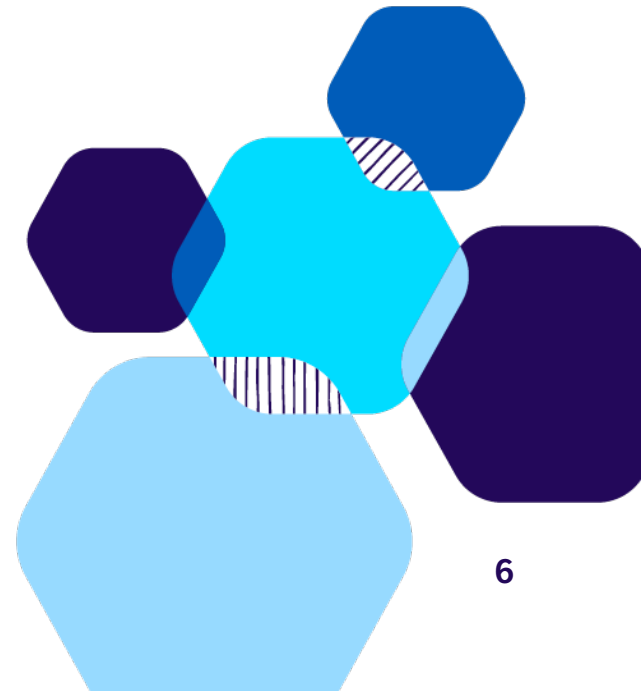
1. We have VR experiences that take place in a cartoonish world.
2. A very recent report from EDUCAUSE that came out just a couple of days ago in the US.
3. How do you see that playing out?
4. Some teachers have to start looking at new technologies.
5. What would you say to a teacher who's thinking about trying VR in the classroom?
6. What would we be talking about?
7. They can still go into the metaverse and meet people from other countries.



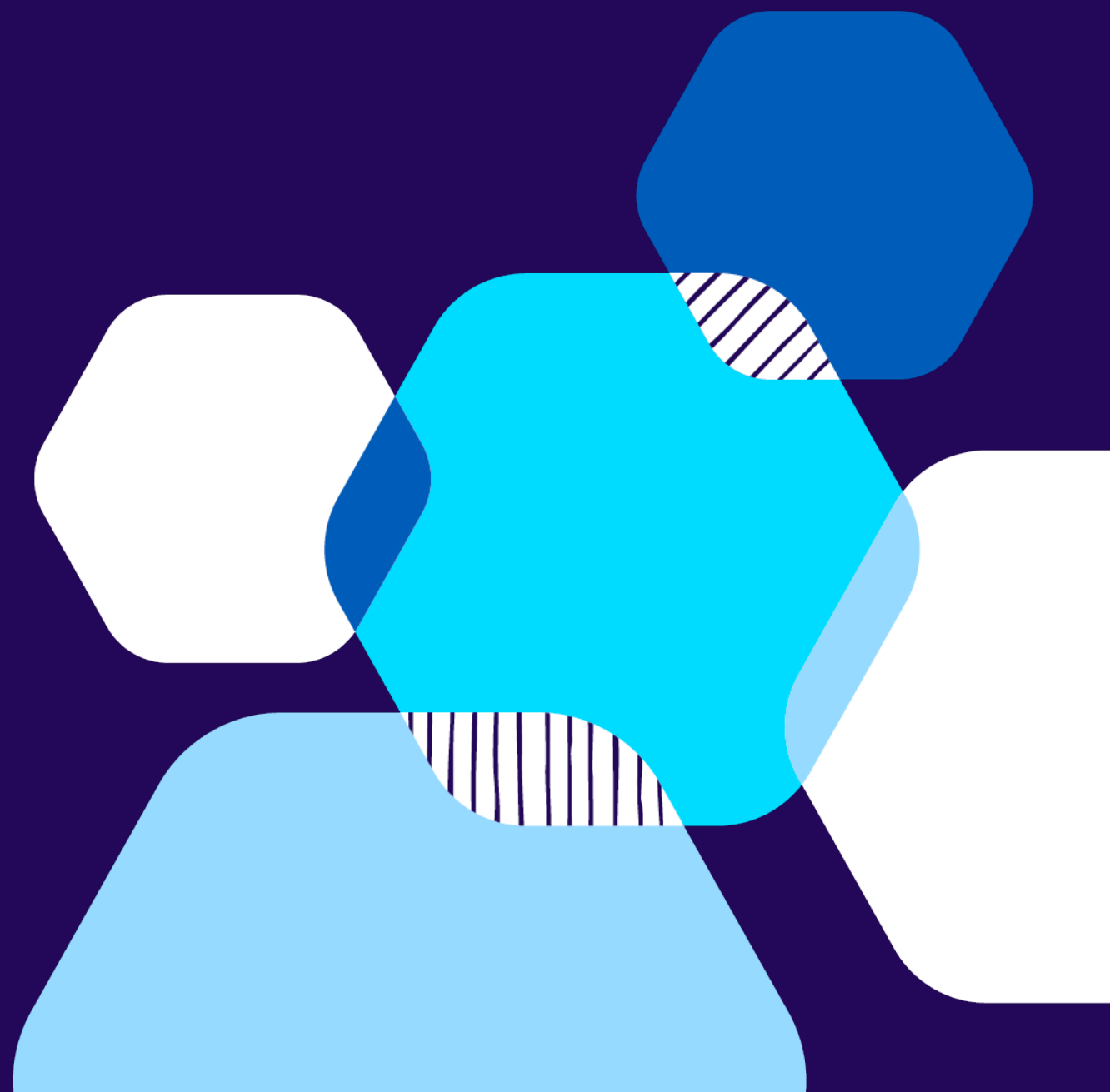
2. Grammar task

Phrasal verbs

1. We have VR experiences that occur in a cartoonish world. [~~take place~~]
2. A very recent report from EDUCAUSE that was published just a couple of days ago in the US. [~~came out~~]
3. How do you see that developing? [~~playing out~~]
4. Some teachers have to start investigating new technologies. [~~looking at~~]
5. What would you say to a teacher who's considering trying VR in the classroom? [~~thinking about~~]
6. What would we be discussing? [~~talking about~~]
7. They can still enter the metaverse and meet people from other countries. [~~go into~~]



3. Language task



Collocations

Using the twenty words below, make ten collocations

short

silver

visa

benefits

reduces

physical

overview

silver

gradual

requirements

process

surroundings

language

safe

anxiety

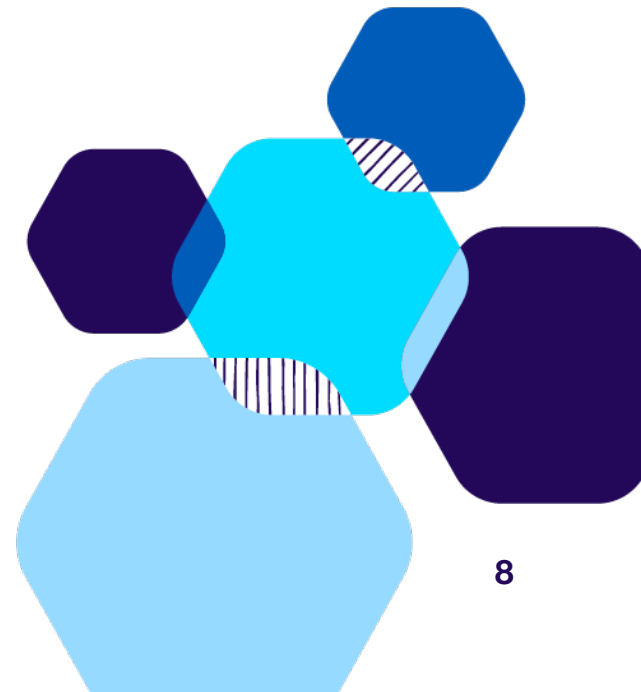
expressions

main

facial

bullet

shift

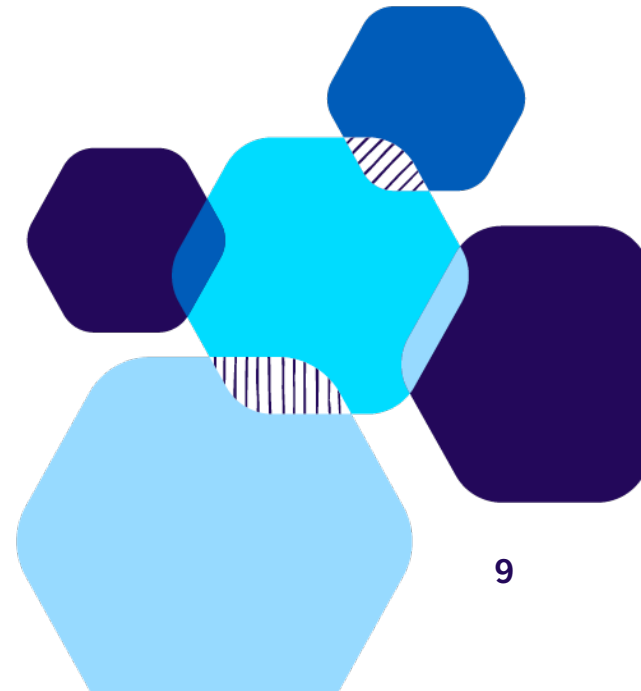


Collocations

Answers

1. Short overview
2. Main benefits
3. Big shift
4. Safe language
5. Reduces anxiety
6. Physical surroundings
7. Facial expressions
8. Silver bullet
9. Gradual process
10. Visa requirements

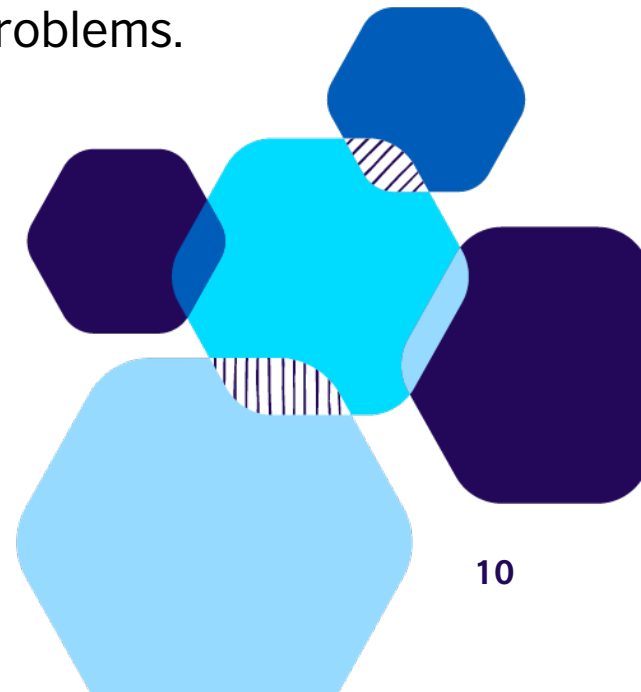
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Collocations

Put these collocations in the right sentence

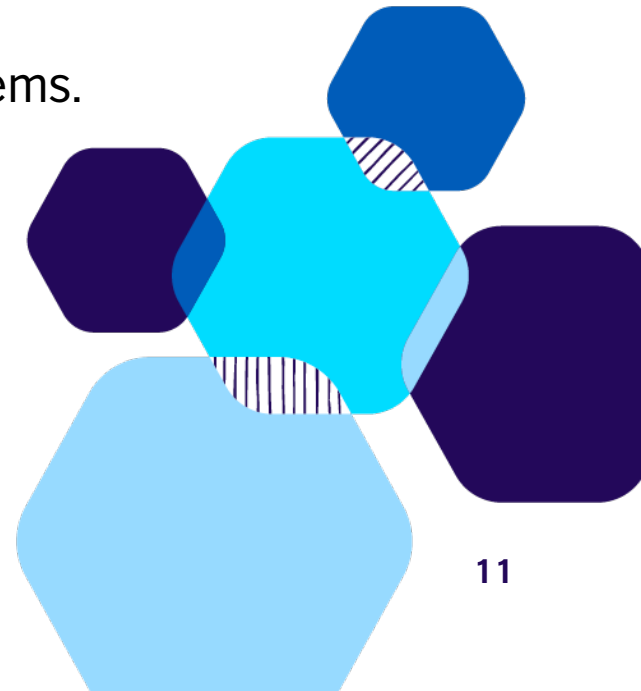
1. That doesn't mean that what we have already isn't good ... It's a _____.
2. If students are wearing a headset, they don't see the _____.
3. Perhaps you could just give a _____ of how it works and what you see are its _____.
4. People see technology as the _____ that's going to solve all our problems.
5. They're just using _____ within the classroom.
6. They don't have the time, or the finances, or _____.
7. Avatars still don't have full _____ in VR.
8. Another important point for many students is that it _____.
9. The way technology is going, we will have a _____.



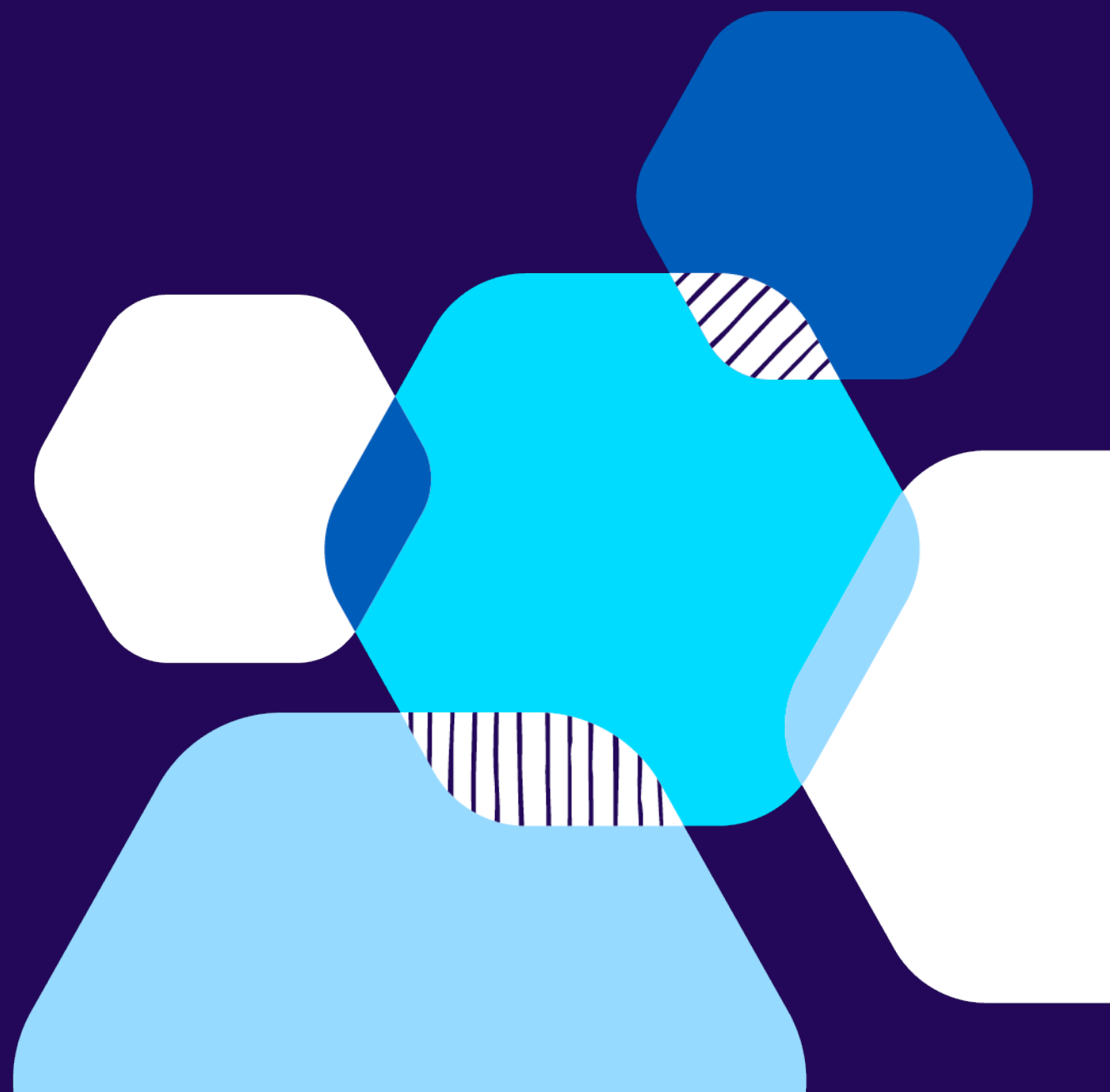
Collocations

Put these collocations in the right sentence

1. That doesn't mean that what we have already isn't good ... It's a gradual process.
2. If students are wearing a headset, they don't see the physical surroundings.
3. Perhaps you could just give a short overview of how it works and what you see are its main benefits.
4. People see technology as the silver bullet that's going to solve all our problems.
5. They're just using safe language within the classroom.
6. They don't have the time, or the finances, or visa requirements.
7. Avatars still don't have full facial expressions in VR.
8. Another important point for many students is that it reduces anxiety.
9. The way technology is going, we will have a big shift.

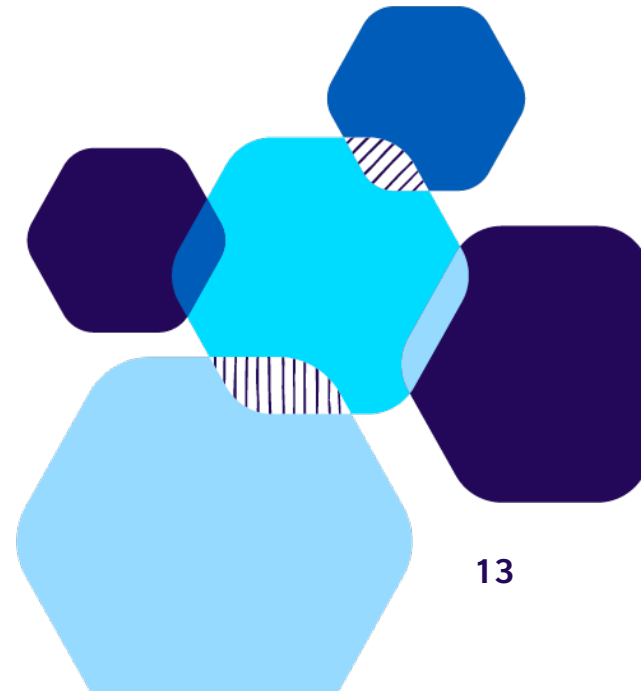


4. Listening task



Listen to the following extract from the podcast, and answer these questions.

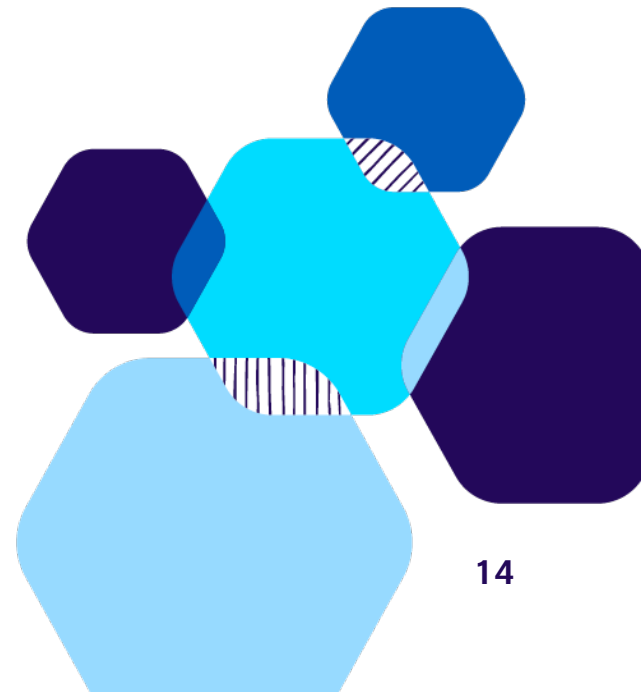
1. What limitations does Nergiz mention about using VR in the classroom?
2. What is Nergiz's proposed solution to these challenges?
3. How does Chris describe this approach?
4. Does Nergiz think it's useful to replicate classrooms and lecture theatres in VR?



Nergiz: There are certain limitations that one has to take into consideration when teaching in VR. For example, if students are wearing a headset, they don't see the physical surroundings and they can't then take notes, for example. I personally thought also that where avatars still don't have full facial expressions in VR, it's coming but at the moment, is pronunciation when you have beginner students I would create a blended course. So where you are in, you know, in certain stages you are in VR, or in one lesson you're in VR and in another you're in the classroom, and complement that. In most cases, I feel that with blended learning you can, you can enhance learning in general.

Chris: You're getting the best of both worlds really aren't you there because I think sometimes people see technology as the silver bullet that's gonna solve all our problems, but it's about using it well isn't it, about using it appropriately when it's relevant.

Nergiz: Absolutely. Yeah, people replicate classrooms and school buildings, and lecture theatres in virtual reality, and your avatar just has to sit there and listen, we know already from the physical world that that's not the best way of teaching or lecturing. But so here just by switching to a different environment or a different technology, there is the assumption is that alone will make it better but of course, it won't, you have to use it in appropriate ways to make the best uses of the benefits that VR brings in this case. Yeah, I agree.



English and Virtual Reality

