School Introduction Experience Lesson plan

Created by Andrew McDonald, CoSpaces Edu Ambassador

Education level: From Grade 7 +

Subject: [Adaptable to any subject]

Format: Groups

Duration: Approx. 2-3 hours

Introduction and lesson objectives:

This lesson is to introduce your school or space to the new set of students who are going to be joining the school. Students will go out into the school campus and take 360° photos, import them into CoSpaces and then create interactive space for new students to learn about the teachers and classes they can take.

Learning goals and student benefits:

- Learn 3D creation skills
- Improve spatial skills
- Develop creativity
- Introduce their school to other students

- Develop computational thinking
- Learn basic block-based coding
- Develop communication skills
- Proud of their school

Activity preparation:

1. Using a 360 camera walk around the school to capture pictures in various interesting spots. Depending on the size of these spaces your students might want to take a few pictures.
   a. Some examples: Front entrance (inside and outside)
   b. Main Library/learning commons/makerspace
   c. Example of classrooms
   d. Science Lab
   e. Gym
   f. Other space of interest for new students
2. Download these pictures onto your computer
3. Create a new 360 image CoSpaces project and import the pictures (each as one scene
4. Add text boxes to help to describe the space and boxes to click to move to the next scene
5. The final product would be an interactive tour of their school.

Extension idea:

Linking many of these projects together to showcase various other parts of the school or community.

Having all students working in the same assignment to make a very large space.

Assessment and evaluation suggestions:

- Final shared spaces would have some areas of interest to learn about the courses and location of their new school
- Final spaces would give new students a sense of what student life would be like in their new school.
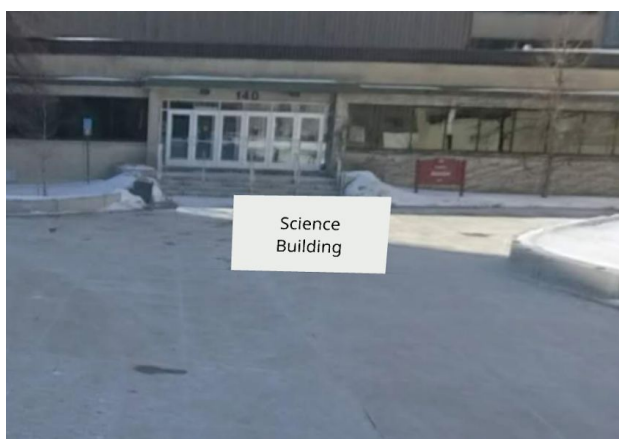
Creation guide
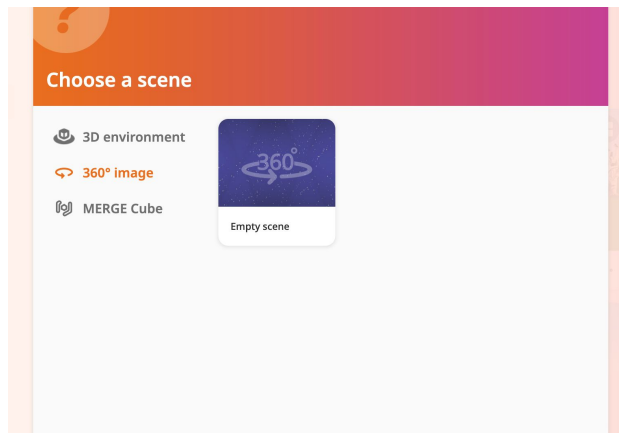
First, create a new CoSpace and pick the 360 image option as the scene - all of your scenes will be 360 images.
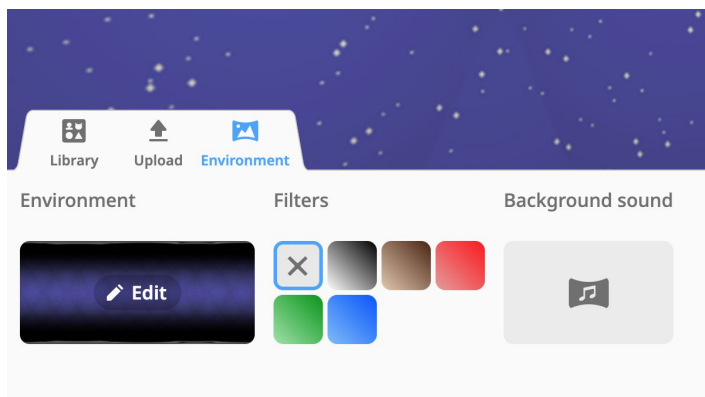

Click on **Environment** and Edit to upload the 360 image into the background for that scene.

It is recommended to use one image per scene.

Use **Text panels** to include information about the scene and also to transition to the next scene. To change the text on the panel, double-click the panel and select **Text** from the menu. To code, these panels double click (or right-click) and turn on the coding option.
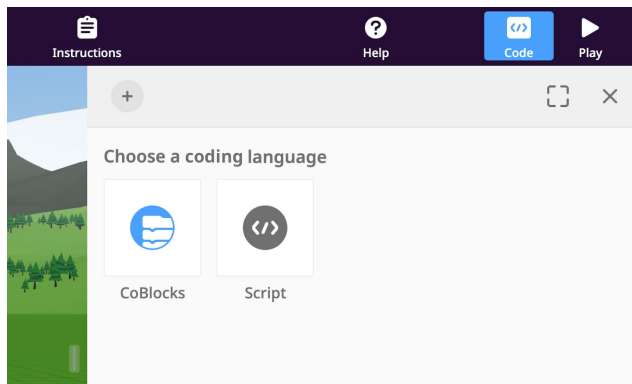
Time to code!

Let's program your Text panels so that when you click on them to show information or move to another scene.

Click **Code** and choose **CoBlocks**.
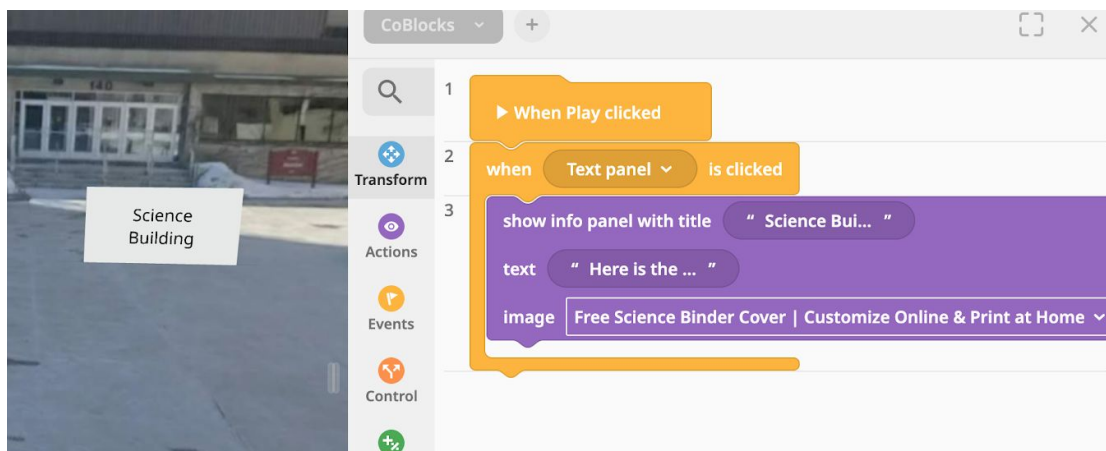
Program the text panel object to display an information panel when it's clicked. This can be achieved by adding the **Show info panel.** Place text annotations or anything else you want to be viewed when you'll view your object in VR.
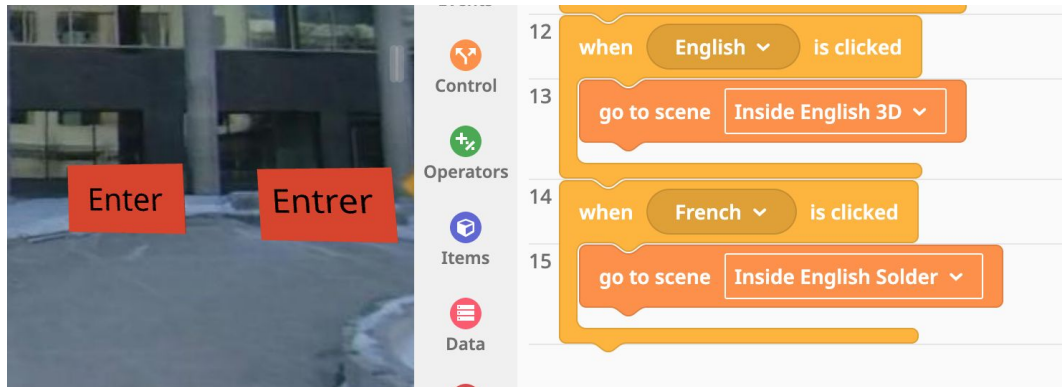You can also upload images, videos, and much more! Done? Let's test your code!
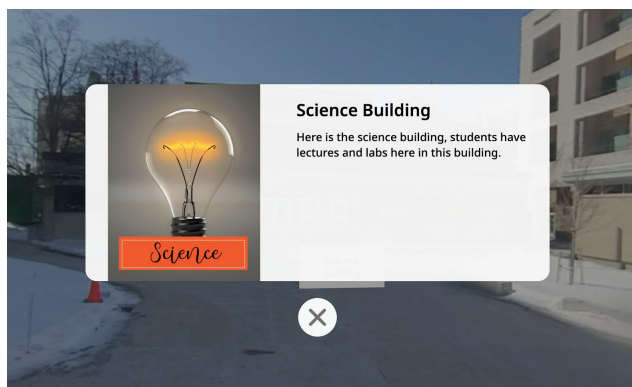
Hit **Play**,

Then, click your **Text panel** object.
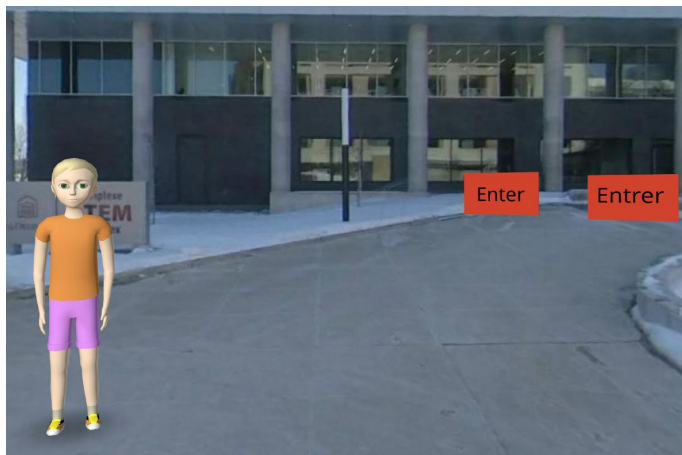
Do you see the information you added to the code?

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Program the text panel object to take you to another scene when it's clicked. This can be achieved by adding the **go to scene** block. Pick the scene to jump to from the drop menu. Done? Let's test your code!

Hit Play,

Then, click your movement **Text panel** object.

Did you goto another scene?

Example CoSpace

VR - 360 - Welcome to uOttawa STEM/Bienvenue à STEM uOttawa

Welcome to uOttawa MakerSpace