

Cooperative 3D-Drawing - v1

MaFEA – Making Future Education Accessible
PR3 - EDUCATIONAL LEARNING PATHS

Technology tools:	Meta Quest 2, Gravity Sketch
Tool version:	V2
Date:	7-11-22
College:	ROCA12, Netherlands
Author (optional):	
Subject of the lesson(s):	Pre-defined tags



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Lesson title/subject: Cooperative 3D-Drawing class

<p>Intention: What do you wish for or hope to happen? (Intentions are often not measurable or tangible, but help you in developing the design process.)</p>
<ol style="list-style-type: none"> 1. To introduce our students to Virtual Reality 2. That our students take an active role in the lesson's activity 3. That our students' creativity is triggered 4. That the students work cooperatively
<p>Desired Outcomes: One or more measurable and tangible goals the teacher aims for with this lesson/these lessons.</p>
<ol style="list-style-type: none"> 1. That the students respond positively to the lesson's activity 2. That the students are engaged enough that they want to take part in another activity
<p>Agenda: HOW are you going to reach the goals? Description of the lesson plan / educational activities / working methods.</p>
<ol style="list-style-type: none"> 1. Students come to the classroom. The teachers ask the students what their creative process looks like. 2. The teachers ask if anyone knows anything about VR. If yes, they share their experience. 3. The teachers explain that the students are going to take part in a VR activity to stimulate their creativity and cooperation. 4. The teacher makes groups of max. 4 students per team. 5. The students get a VR headset and they listen to the instructions on how to launch and how to use the Gravity Sketch app. The app has an option to join a lobby. The teachers help the students to join the designated lobby. 6. The teacher explains that their task is to make a 3D palace as a team. 7. The students take part in the activity. The teachers walk around and let the students engage. 8. After the students are finished, one person of the group shows the final result. They share this with the group in the form of a small presentation about their palace. The group discusses their experience, pros and cons and they say if they would like to take part in such an activity again.
<p>Roles: Who facilitates what? Who participates? What do we expect of the students?</p>
<ol style="list-style-type: none"> 1. Teacher A -> instructs, leads the lesson 2. (Teacher B -> instructs, leads the lesson) 3. Students -> take part in the class activity, behave carefully with the equipment
<p>Rules: Rules or principles are about how you want to learn and work together.</p>
<ol style="list-style-type: none"> 1. Open atmosphere -> everybody can share his/her experience with the class.

Met opmerkingen [AT1]: Wat is de activiteit? Krijgen ze een opdracht mee? Wat gaan ze precies doen?

Met opmerkingen [AT2]: Geven ze feedback? Wat gaan ze vertellen aan elkaar? etc.



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2. Have respect for everybody that is taking part in the activity. Be patient and let everyone experience the process
3. Be careful with the equipment.

Time: Describe the time path: What time do we start / finish / break? When is the time for reflection? What happens between contact times?

1. (5 min) Start the lesson
 2. (10 min) The teachers ask the students what their creative process looks like.
 3. (5 min) The teachers ask if anyone knows anything about VR.
 4. (3 min) The teachers explain that the students are going to take part in a VR activity to stimulate their creativity and cooperation.
 5. (5m) The teacher makes groups of max. 4 students per team.
 6. (7 min) The students get a VR headset and they listen to the instructions of how to get to and use the Gravity Sketch app. The app has an option to join a lobby. The teacher helps the students to join the designated lobby.
 7. (20 min) The students take part in the activity. The teachers walk around and let the students engage.
 8. (5 min) After the students are finished, one person of the group shows the final result. They share this with the group.
 9. (10 min) The group discusses their experience, pros and cons and they say if they would like to take part in such an activity again.
- ➔ Approximately +- 70 min.

Met opmerkingen [AT3]: Dit aanpassen a.d.h.v. de opmerkingen van het blokje agenda