An E-card for someone special
Lesson plan

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Education level: From year 2
Subject: Social Sciences
Format: Individual or in groups
Duration: Approx. 1-4 hours

Introduction and lesson objectives:

Gifting decorative physical cards with a heartfelt message is a common way, in many cultures, to communicate love, appreciation, or sympathy to someone, often on important occasions.

Electronic or digital cards (e-cards) are a way to communicate the same messages, quickly & easily, across the world. In addition, e-cards may contain sound, animation, and may be interactive.

This is an open lesson for students to design & create a digital card for someone using CoSpaces Edu. It can be timed with important occasions (e.g. Mothers’ Day) or students can decide on a suitable person and reason.

The resulting e-card may be very simple or very complex, depending on the age and abilities of the students. Pick the options which fit your students and your timeframe best.

Learning goals and student benefits:

- Learn 3D creation skills
- Improve spatial skills
- Develop empathy & creativity
- Develop design skills
- Learn basic block-based coding (optional)
The design process

1. **Discuss the activity** with students. Draw on students' knowledge of both physical and digital cards to explore the difference, why we use them, what the important parts of a card are, and what is possible with e-cards:
   - a. Why do we give cards to people?
   - b. Who has received a card before? What was your favourite card? How did it make you feel?
   - c. Who has received an e-card before? What did you think of it?

2. **Empathise** - Students pick or are given a person to think about.
   Students may like to consider:
   - a. How would I like to make them feel? What would I like to communicate?
   - b. What does that person like? How might they be feeling? What might they appreciate hearing or seeing?
   You may like to give an example. Students may like to write a list of their ideas, to keep them on track during card creation. You may also like to remind students of this while they are creating their e-cards, or at each step of the creation process.

3. **Prototype** - This is where students design & create a rough outline or build an initial concept in Free Play or as an Assignment. You may like your students to draw & annotate their ideas on paper first.

   If you have a PRO account, students can remix the E-Card template at [edu.cospaces.io/GPF-VNM](edu.cospaces.io/GPF-VNM) or you can remix the template and set your copy as an assignment for your students.

4. **Test** - We obviously can’t test this on the person we’re giving it to, but we can get feedback from other students. This is a great time to talk with students about what makes constructive feedback and positivity sandwiches (1 positive, 1 negative, 1 positive).
5. **Evaluate & iterate** - Students may decide to change or improve their creation, based on feedback and repeat steps 3-5 until they’re happy (or run out of time).

**Extension idea**

- **Music & Creative Commons** - Students may want to add a song they know to their card. This is a great opportunity to discuss which music they can legally use in their digital projects and how musicians are paid for the music they create.

The music of **Maxim Kokarev** is used in the e-card template. This is an example of an artist who has given licence for some of his music to be downloaded and used for non-commercial media. Students may like to download music of his that they like, upload as a background sound, and add attribution.

You can explore the world of Creative Commons at [creativecommons.org/about/videos/](https://creativecommons.org/about/videos/)

**Extension idea (Pro-only)**

- **Animate the camera** - Students can try animating the Camera by using the *Move Item on Path* CoBlock. See the other scenes in the E-card template for examples.

**Assessment and evaluation suggestions**

- Does the E-card meet the student's design goals? Can they communicate this to you or the class?
- Has the student used some coding?
- How did they receive the feedback? Did they change their E-card as a result?
- Did they show perseverance by working through any problems? Did they show caring by helping other students with their problems?
Creation guide (Pro-only)

Remix the E-card template at [edu.cospaces.io/GPF-VNM](edu.cospaces.io/GPF-VNM)

- There are several card options in different scenes - click the icon in the top left corner of the editor
- Follow the instructions to customise your card

Double-click or double-tap on any item to bring up options.

Click **Material** to view and select a new colour for your item.
Record a special message in **Upload > Sound > Record**.

You could also record or upload other sounds or music.

**Time to code!**

Let’s program your card so that your message plays after a few seconds.

Click **Code** and type “**sound**” into the search field.

Drag the **play sound** CoBlock into your coding workspace and select your sound.

Type “**wait**” into the search field and drag the **wait for** CoBlock in between the red comment and purple sound CoBlock.

Click the **number** of seconds to change it to **2** (or a different number).

Done? Let’s test your code!
Hit **Play** to view your e-card.

Are you happy with it? Do you think the person will like it?

What could you change to make it even better?
E-card template

edu.cospaces.io/GPF-VNM