Introduce your classroom with AR! Lesson plan

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Education level: From elementary

Subject: Beginning of the school year activity

Format: Individual or in groups

Duration: Approx. 1 hour

Introduction and lesson objectives:

Want a more engaging way to introduce your students to the class objectives and rules for the school year? Do it with Augmented Reality using the Delightex Edu MERGE Cube add-on!

This lesson activity can be a teacher and/or student creation project.

The purpose of this activity is to introduce students to the learning objectives of the class, the class rules, and some fun facts about the teacher through an engaging, fun, and interactive augmented reality experience.

Student work through the activity independently to learn the objectives, rules, and fun facts. Then they reflect on what they learned by either creating their own Delightex Edu project or filling out a reflection sheet (attached below).

Learning goals and student benefits:

- Learn 3D creation skills
- Develop communication skills
- Foster creativity
- Experiment with AR

Activity preparation:

If you plan to create the project as a teacher to share with your students:

Student preparation:

- Your students will need access to a mobile device (with AR compatibility) with the Delightex Edu app installed.
- Your students will need access to a MERGE Cube.
- Your students will need the QR code for the Project that you've created.

Teacher preparation:

- You'll need a Delightex Edu Pro account.
- You'll need either a tablet device with the Delightex app installed or a computer with access to the internet (**https://edu.delightex.com**).
- You'll need a MERGE Cube to test out your Project.

Activity example:

Check out this example Project:

Tech Lab Intro & Rules Gr 3:
https://edu.delightex.com/ADN-DTV

To fully experience this example, scan the QR code with the Delightex Edu app and explore it with a MERGE Cube!
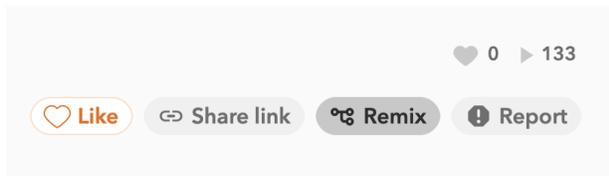
Extension idea:

A great extension to this exploratory activity is to have students create their own Project (either in a 3D environment or for the MERGE Cube).

Creation guide for teachers

You can remix the sample Project (shared above) to get started with your own teacher-made activity.

Remix will create a copy of the Project for you and it will save it under your Projects.

Now that you have your own copy of the Project, make it your own. You can edit the text panels, add other objects and take away objects that don't fit with your class.

You can also create your own interactive elements (like the stop light, the laptop, and the key) and character scenarios like those on the "rules" scene.
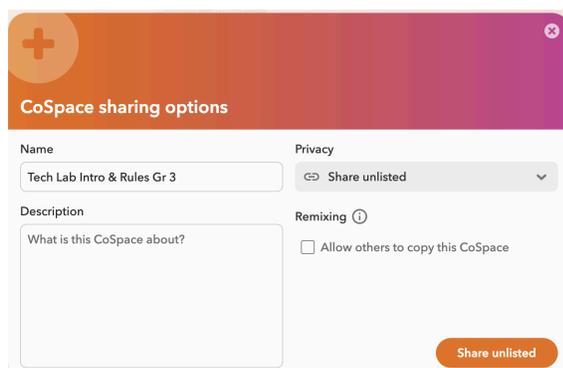
When you're finished creating the Project, you'll need to Share it so that your students can access it on their own devices.

You can choose to Share unlisted or to Publish to Gallery.

Your students will have the best experience if they view this Project on a tablet and with a MERGE Cube. Therefore, the best way to share this Project with your students is to project the **QR Code** that comes with your shared Project.

You can get the QR Code by going to Share and Download QR code.

On student devices, have them open the Delightex Edu app and tap the small white block at the top of the screen.

This will open the QR Code scanner tool. Students point their devices at the QR Code that you've printed or projected in the classroom. It will automatically load the Project for them. They then tap Play to begin!

If you're limited on time and want students to have a quick reflection:

Attached on the next page is a one page reflection worksheet that students can complete after they are finished exploring the Project with the MERGE Cube.

If you have more time with your students:

A great extension to this exploratory activity is to have students create their own Project (either in a 3D environment or for the MERGE Cube).

A few possible creation projects for students:

- Create another scenario with characters and objects that demonstrates how to follow one of the classroom rules. (As a rules comparison students could create one scene showing characters breaking the rules and another scene showing characters following the rules).
- Create their own Guessing Game about themselves. They can then share this Project with each other to learn more about their classmates!

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WELCOME TO THE **TECH LAB**!

Name: _____   Class: _____

TECH LAB LEARNING OBJECTIVES:

What are you most excited about learning in the Tech Lab?
✅ *Put a check in 1 box.*
☐ Becoming a fast typer!
☐ Exploring the internet safely!
☐ Becoming a coder!
☐ Becoming a 3D Architect!

TECH LAB RULES:

Carrying your iPad with 2 hands is safe! Describe another way that you can use your iPad appropriately:

_____

_____

_____

_____

TELL ME ABOUT YOU!

What is your favorite color?

_____

What is your favorite food?

_____

What did you do this summer?

_____

Example Project

Tech Lab Intro & Rules Gr 3

https://edu.delightex.com/ADN-DTV

More educator resources

Visit **https://www.arvreduhub.com/delightex** for many educators resources including professional development, sample student projects, project ideas, and more!