Geography/History and IT/Wander − VEGA Teaching Scenario

Topic: Geography/History - **A Few Wonders of the World**. Students learn about some of the world's biggest man-made wonders through web search and the VR app WANDER.

Subject(s): Geography/History and Information Technology

Age / Grade: 12+/7th+

Introduction to the scenario (incl. possible applications, alternatives, risks, and possible challenges)**:**

Famous landmarks of the world - a checklist. Find a city/place, take and save a picture in VR that the teacher receives as confirmation.

Students are given a list of the names of some of the major structures in the world. They need to find out about each item by searching for information online and filling out a form, name the landmark, the city and country where it is situated. They also need to find the relevant place in *Wander*, take a photo and send it to the teacher. Students take turns using VR glasses and working on a computer.

Puzzling Places is a relaxing app where students can puzzle some of the places they found in the project - to be used after the list is finished.

Short description of [Wander](#) and [Puzzling Places](#):

- **Wander**: Wander the world openly through the magic of VR. You can teleport almost anywhere in the world - whether you wish to walk across the London Bridge, stroll the gardens of the Taj Mahal or witness the enormity of the Great Pyramids of Egypt - unlimited explorations awaits! The app uses data from Google StreetView but is not an official Google product.
- **Puzzling Places**: Puzzling Places is a relaxing and wholesome 3D jigsaw puzzle game where you put together hyper-realistic miniatures of beautiful places from around the globe. Puzzling Places is a modern take on an age-old pastime that's fun for the whole family, thanks to its simple rules, easy controls, and comfortable playstyles.

Learning outcomes:

- Learn about some of the major man-made Wonders of the World
- Learn to use the latest technology to gain information about and experience with your own eyes some of the world's greatest wonders
- Work together on projects and thus develop the communication skills and cooperation.

A student is able to:

- obtain information online
- take advantage of the latest technology to learn about the world
- work with others to solve problems
- present an assignment to fellow students and teacher

Curriculum:

- To strengthen students' ability to understand and perceive their environment in various ways by expanding and deepening their world of experience
- utilize information in a variety of ways for the acquisition and dissemination of knowledge
- To train the students ability to use a variety of media and aids responsibly in seeking information and support in his studies.
- Students can analyze and discuss information on maps and graves and other types of pictures
- Can make full use of the potential of various technical equipment in an efficient and targeted manner

Number of students: Duration (estimated time/number of lessons):

- Work in pairs, as many pairs as VR glasses available.
- About 5 lessons, 60 minutes each lesson

Prerequisites (necessary materials and online resources):

- VR glasses, f.ex. Oculus Quest2 with *Wonder* and *Puzzling Places* apps
- Good Wifi connection
- Introduction on the topic and clear instructions for the student
- Sheet from the teacher with a checklist - included (Google Classroom)
- Kahoot questionnaire about the wonders of the world that are mentioned in the scenario - included (**Kahoot quiz**).

Before the program begins (preparatory work for teacher):

- Familiarize yourself with the project and learn about the Wander app
- Prepare a presentation of the project for students
- make sure the VR glasses and remote controls are fully charged
- Teach students how to use VR and how to take a photo in their glasses and send it to a teacher (if you use Oculus Quest glasses, it is a good idea to make a special account on Facebook for the teaching that students can send pictures to in Messenger)
- Set up the project in Google Classroom (copy for each pair) and invite students (see list of structures at the bottom of the program)
- Prepare to divide students into work groups, couples
- Prepare a Kahoot quiz game with the items on the list (is included in scenario)

The main part of the scenario (amount of lessons):

<u>Lesson plan:</u>

First part (two lessons 2x60min)

Lesson 1 & 2

- The project explained to the students
- Admission from the teacher about the project, division of tasks and the role of students
- The teacher divides the students into pairs that work together, one computer and one VR per pair
- Students get VR glasses, go to Wander and test the app, see how it works (Good to start by allowing both students to find their hometown or house)
- Students log in to the Google Classroom and download the work document
- Couples begin their work; student 1 searches for the first structure on the list online, enters the requested information and fills out the document. Student 2 searches for the same structure in Wander app, takes a photo in VR and sends it to the teacher through Messenger. Students take turns using the computer and the VR.

Summary with students after the first two lessons.

- How is the project and the collaboration going?
- Does everyone understand the project and what is it meant for?
- What do students want a teacher to start with next time?
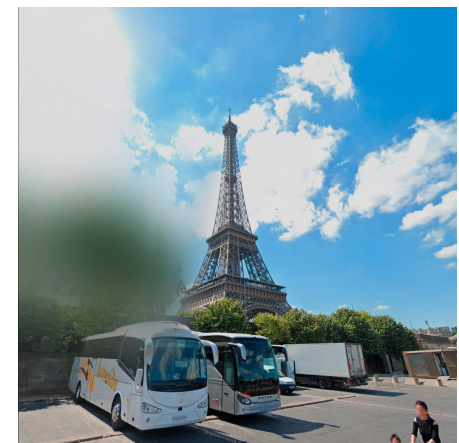
Second part (two lessons 2x60 min)

Teacher preparation

- View photos from students on Messenger and mark which items have come from which pair
- How is the pair work going?
- Need to change the schedule for the next lesson?
- Make a list of the apps in VR that students can choose when they complete the project

If a teacher has received suggestions from students, he begins the lesson with those reflections.

- Students continue to look at the structures on the list and fill in until all are done.
- Those who complete the list take turns using the VR glasses, get to choose a project from a list from the teacher, apps that have been downloaded in the VR and the teacher wants the student to choose. For example is the app **Puzzling Places** a good choice here, it is also using some wonders of the world.

Summary with students after second part

- What is the status of the project?
- Did you get enough time to work it out?
- How was the pair work?

Third part (one lesson 60 min).

Teacher preparation:

Have a prepared **Kahoot quiz** game about the structures on the students list.

Lesson 5

It is assumed here that all groups have submitted to the Google Classroom a completed list of all the structures, no longer time is expected for that work.

- Class discussions;
    - Which structures did you find most interesting and why?
    - Are there any structures you think are missing from the list and why?
- The second part of the lesson is working in **Kahoot,** about some of the great wonders of the world.

At the end of the project, the teacher reviews the submitted documents from the students, evaluates their work and returns them feedback in Google Classroom.

Teacher evaluate - each student

Name:_____

	Outstanding	Very Good	Good	Need practice	Significantly deficient
Responsibility and interest	Takes full responsibility of the subject and shows a lot of interest.	Takes responsibility for the subject and shows interest.	Takes some responsibility for the subject and shows interest.	Takes a little responsibility for the subject and shows a bit of interest.	Takes no responsibility for the subject and shows no interest.
Work rate	Activity in class exemplary	Activity in class was good.	Activity in class was quite good	Activity in class was not good enough.	No activity in class
Behavior	The student was always polite and considerate. Exemplary behavior.	Student was polite and considerate. Good behavior	Student was quite polite and considerate. Behavior was quite good.	Was quite rude and did not show other students considerate. Behavior was not good enough	Was rude and did not show other students considerate. Behavior was bad.
Knowledge and understanding	Very good knowledge and understanding of the subject.	Good knowledge and understanding of the project	Quite good knowledge and understanding of the project	Little knowledge and understanding of the project	Very little knowledge and understanding of the project
Documentation	Has searched for a variety of sources. Sources are reliable.	Has searched for good sources and relevant information.	Has searched for several sources and little information.	Has looking for little information and is having a hard time finding sources and processing them.	Has made little effort to search for sources and it's very difficult to obtain and process sources.
Organization and finishing	The content is well organized and the finishing is very good.	The content is organized and finishing is good	The content is organized and finished quite well.	The content is not well organized and the finishing is not good.	Layout and finishing are bad.
Self - assessment	Very good work put into self assessment	Good work put into self assessment	Quite good work put into self assessment	Small work put into self assessment	None work put into self assessment

A few wonders of the world - the list:

1. **The Great Wall of China - China**
   a. City:
   b. Description - what does it look like?:
   c. Picture from WANDER:
2. **Machu Piccu - Peru**
   a. City:
   b. Description:
   c. Picture from WANDER:
3. **Taj Mahal - India**
   a. City:
   b. Description:
   c. Picture from WANDER:
4. **Christ the Redeemer - Rio de Janeiro**
   a. City:
   b. Description:
   c. Picture from WANDER:
5. **Petra - Jordan**
   a. City:
   b. Description:
   c. Picture from WANDER:
6. **Chichen Itza - Mexico**
   a. City:
   b. Description:
   c. Picture from WANDER:

7. **Colosseum - Rome**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜
8. **Great Pyramid of Giza - Egypt**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜
9. **Stonehenge - England**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜
10. **Acropolis - Greece**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜
11. **Haga Sophia - Turkey**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜
12. **Angkor Wat - Cambodia**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜
13. **Moai - Chile**
    a. City:
    b. Description:
    c. Picture from WANDER: ⬜

14. **Timbuktu - Mali**
    a. City:
    b. Description:
    c. Picture from WANDER:

15. **Alhambra - Spain**
    a. City:
    b. Description:
    c. Picture from WANDER:

16. **Red Square - Russia**
    a. City:
    b. Description:
    c. Picture from WANDER:

17. **Kiyomizu-dera - Japan**
    a. City:
    b. Description:
    c. Picture from WANDER:

18. **Neuschwanstein - Germany**
    a. City:
    b. Description:
    c. Picture from WANDER:

19. **Statue of Liberty - USA**
    a. City:
    b. Description:
    c. Picture from WANDER: