

An E-card for someone special

Lesson plan

Created by Geoff Bentley, CoSpaces Edu Guru Ambassador & Training Partner

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](https://www.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 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/

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)

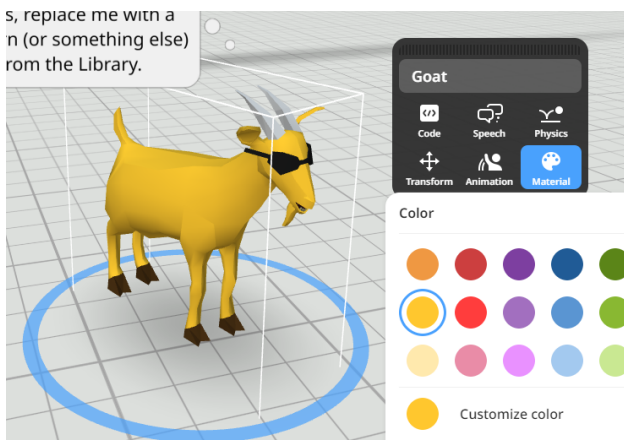


Remix the E-card template at edu.cospaces.io/GPF-VNM

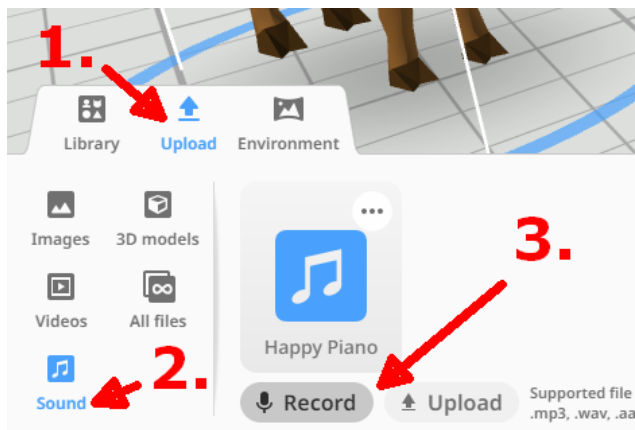
- There are several card options in different scenes - click the  icon in the top left corner of the editor
- Follow the instructions to customise your card



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

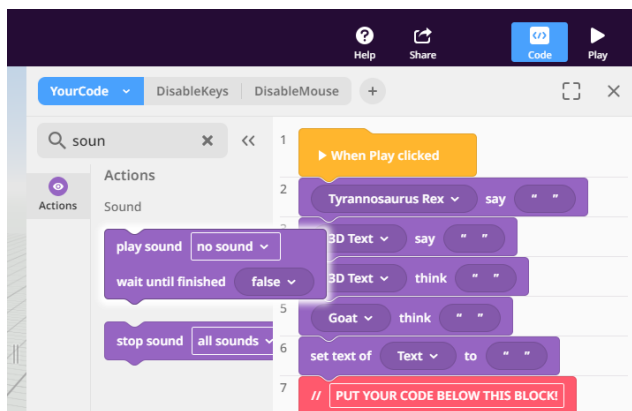


Click **Material** to view and select a new colour for your item.



Record a special message in **Upload** > **Sound** > **Record**.

You could also record or upload other sounds or music.

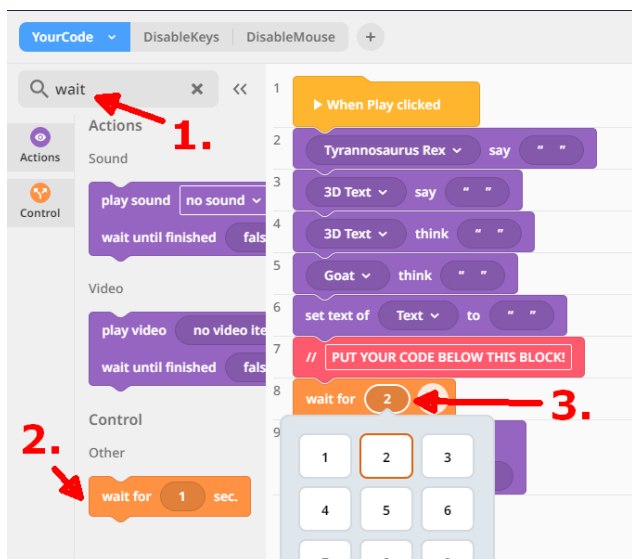


Time to code!

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



E-card template

edu.cospaces.io/GPF-VNM