Kindergarten tour Lesson plan

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Education level: From middle school

Subject: STEM, Maths, Sciences, Art

Format: Individual

Duration: Approx. 1 hour

Introduction and lesson objectives:

Introducing parents to their child's new school is usually done through a paper pamphlet that's handed out with information on what their new school will look like. Why not create an entire tour of their school with CoSpaces Edu? Not only will the parents get to see the important areas that their children will be learning in, but you can place fun little games in the presentation so their kids will want to keep playing.

The template provided gives you all the tools you need to create a dynamic 3D tour with video, sound and interactive components to make an engaging intro tour for your school.

This lesson builds on the idea of 3D tours with a game element that students can add to, while developing their tour. On a beginner level, the 360-degree images can be swapped out and replaced with their own school images. On a more advanced level, entire pieces of the code or 3D design can be changed to suit the design needs for that area of the school. Especially in these unknown times, 3D tours are a great way to deliver a safe viewing experience for your students.

Learning goals and benefits:

- Prototyping, testing and reflecting on a design idea
- Learning through visual space

- Can be weaved into multiple subject areas
- Creating a tour that can be used and updated for years to come

Activity example:

1. Start by going through the tour at **edu.cospaces.io/JFJ-KHW** (see if you can get all the letters!)
2. Once you've tried the tour, break the creation of your own tour up into two levels.

Beginner:

3. Start by following the video at **youtu.be/eIdTlIqHV4s** to upload 360° photos into your CoSpaces scene.
4. Once you have all of your photos, you can start replacing the photos in the example scene you were given with the images from your school.
5. You can make more simple changes to the scenes like placing your own voice in the scene to talk about your school.
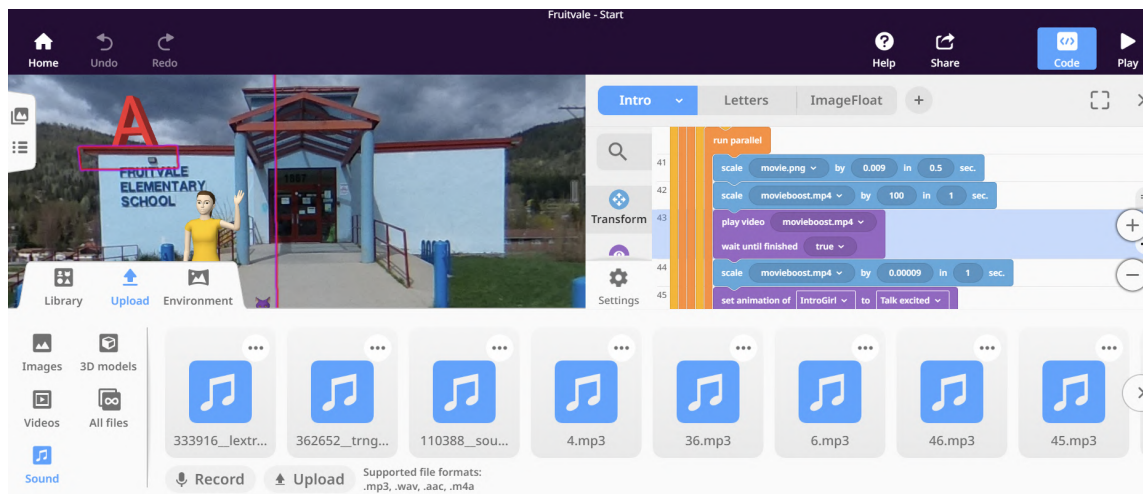

6. Or you can film yourself and place your own movie into the scene.
7. Another great way to alter your scene is to change the appearance of your character. Right click your character and try changing its materials.
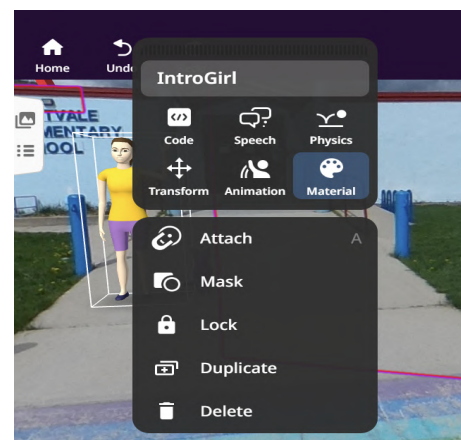
8. Items can easily be swapped out for your own models. Take this dragon for instance, you could place a rhino in there if you liked.
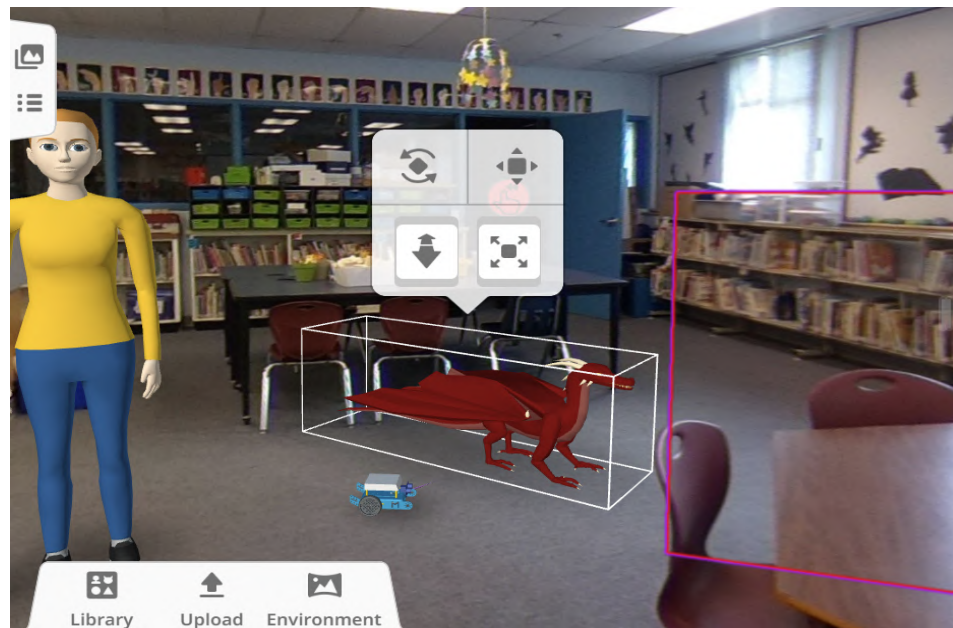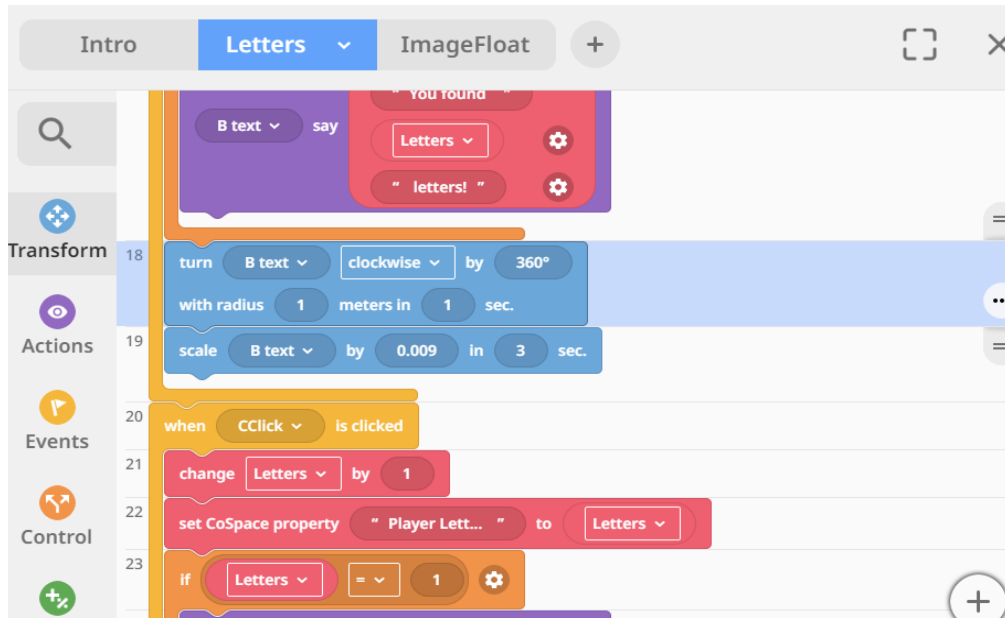

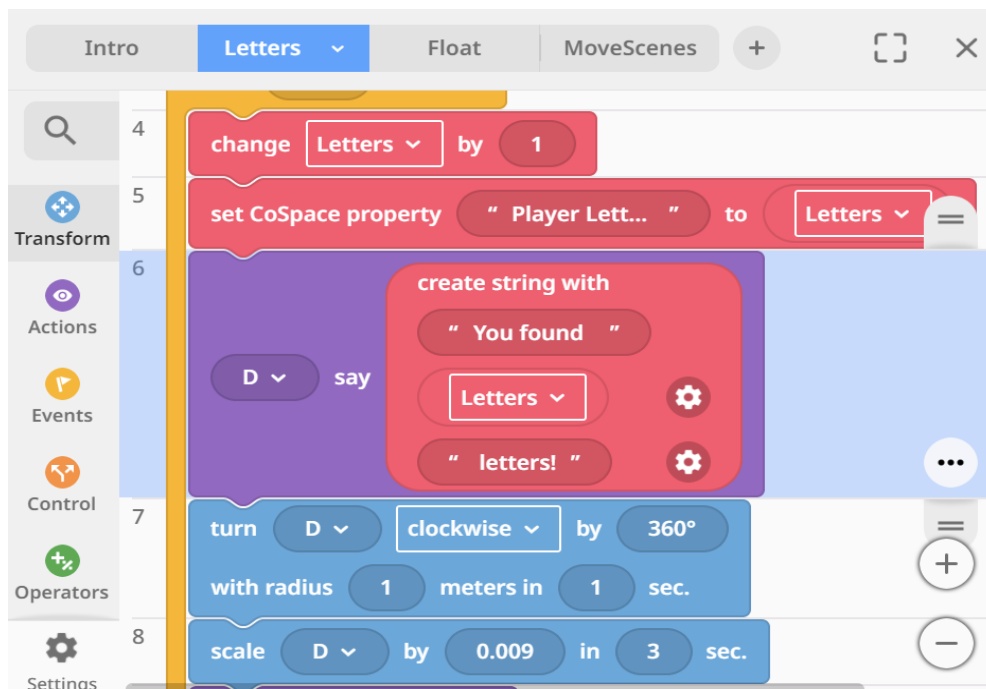**9.** Feel free to bring your own navigation icons into the scene!
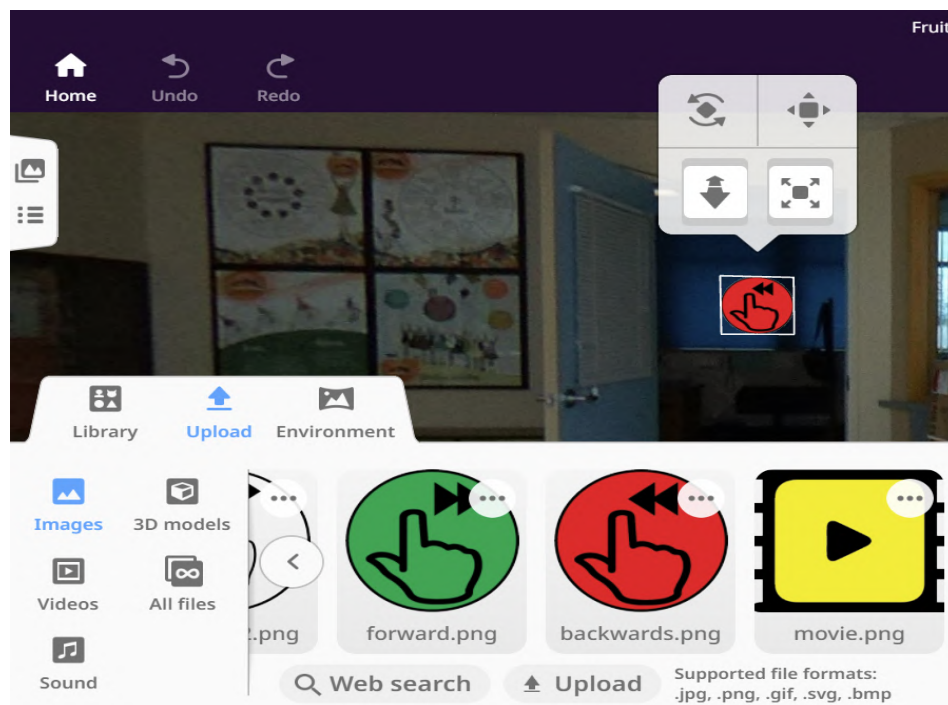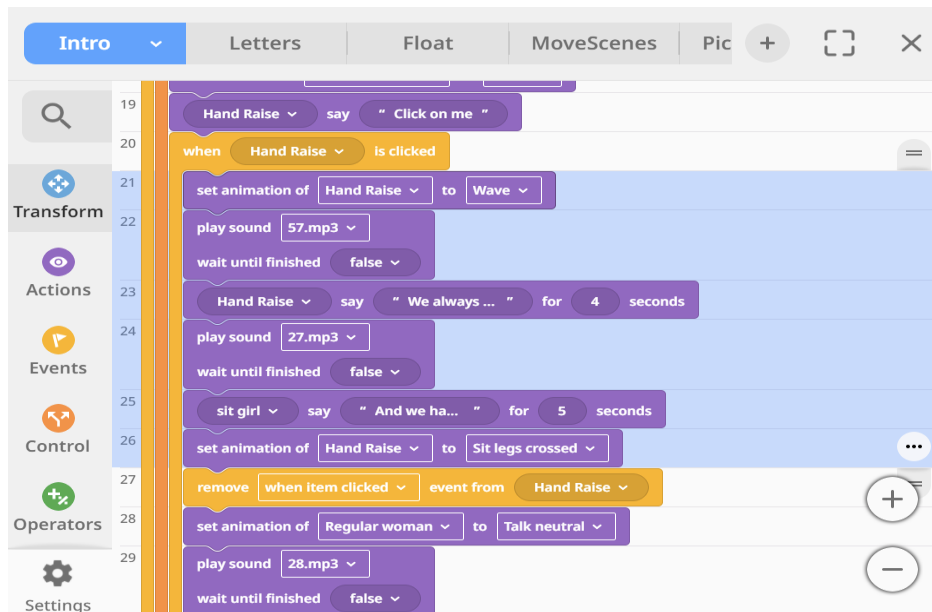
Advanced:

10. Start by playing around with how the letters behave by changing the Transform CoBlocks.
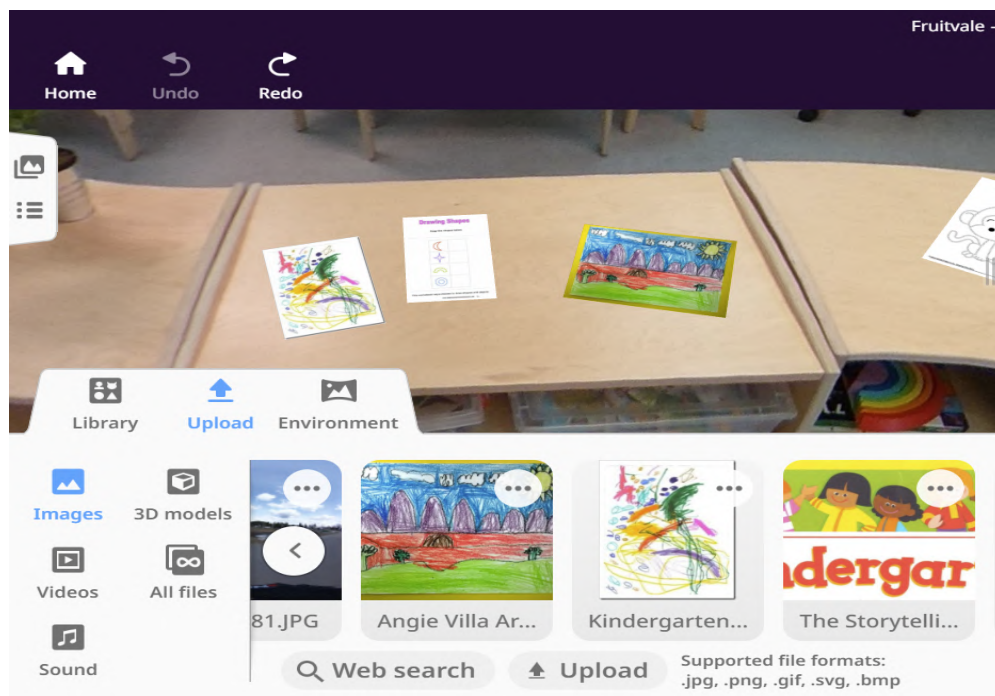

11. It doesn't have to be letters the students find. Perhaps it's food or animals that they need to locate in the scenes.
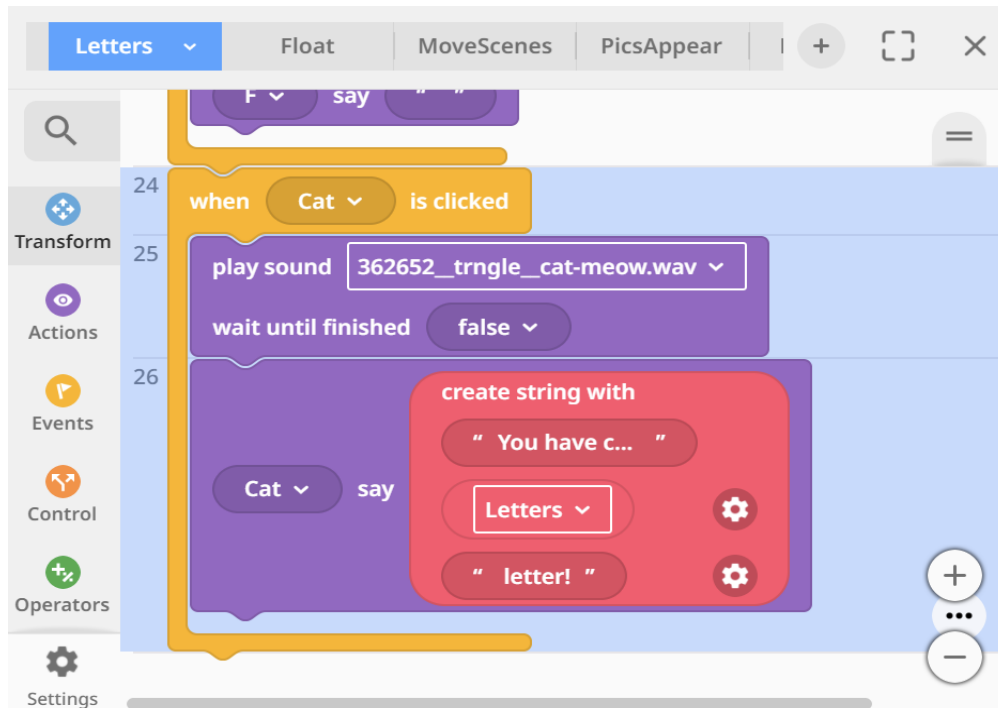
12. Entire pieces of code can be customized to change animations, text and sound. Experiment and have fun!

13. Try swapping out images for your own drawings to add artwork into your scene.

14. We use a cat in this example but why not change that for another mascot?

15. In our gym scene, the ball follows a path but you can create your own path and have the ball move wherever you like!