

# Virtual card creation

## Lesson plan

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**Education level:** From kindergarten

**Subject:** STEAM, languages, arts

**Format:** Individual or in groups

**Duration:** Approx. 1 hour



### Introduction and lesson objectives:

As a tradition, we exchange cards for special occasions such, for example Christmas cards, with our friends. However, paper-form cards aren't environmentally friendly.

How about creating virtual cards with CoSpaces Edu instead?

You can design a vivid, animated and creative scene to share your precious blessings to your friends in a fun way. The card can even be viewed in VR or AR!

### Learning goals and student benefits:

- Develop 3D creation skills
- Develop design skills
- Foster creativity
- Train communication skills

**Activity example:**

1. Hold a class discussion on how students traditionally share Christmas prayers and blessings with their family and friends.
2. Discuss the cons of sending paper-form cards. Ask students how they could express their greetings with the help of technology.
3. Let students design their own card using CoSpaces Edu. Encourage them to use 3D text, background music and different kinds of 3D objects.
4. Ask students to add code to make their virtual card interactive and lively.

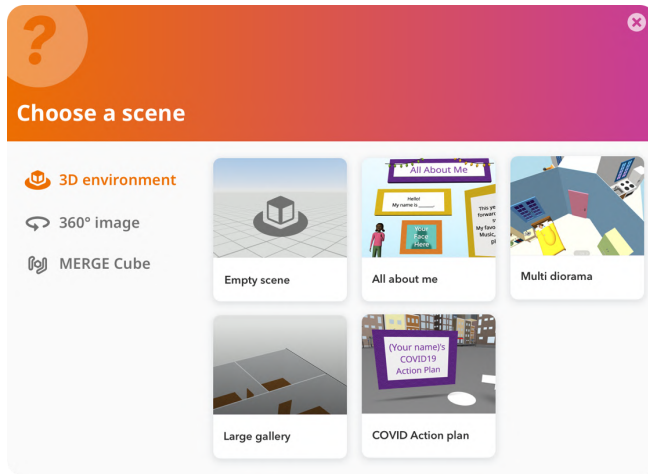
**Extension idea:**

Let students present their virtual cards in front of the class or share them with their classmates.

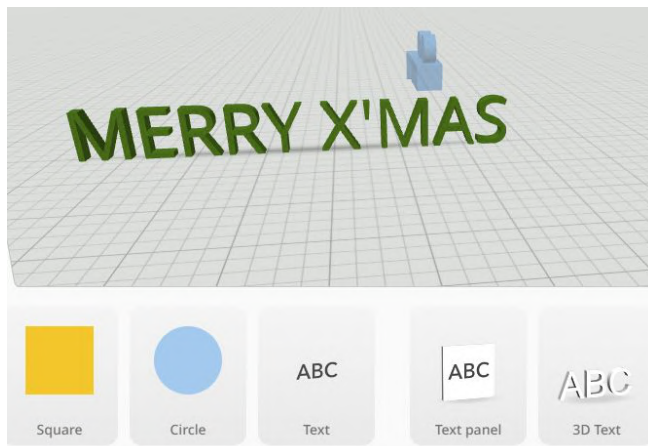
**Assessment and evaluation suggestions:**

- Have your students managed to create their virtuals cards in CoSpaces Edu?
- Did they include various elements using the different creations tools available?
- Did your students use a well thought-out design approach? Does their work show a good sense of design?

# Creation guide



Start by creating a CoSpace with an **Empty scene** in a **3D environment**.



In the CoSpaces Edu **Library**, open the **Building** category.

Drag the **3D text** to your scene.

Double or right-click it to edit the text and change its color under **Material**.

Drag the arrow to change its size and position.



In the **Library**, drag and drop some **Characters** and add decorations from the **Items** category,

Don't forget to use **Attach** if necessary. You can add **Animations** to make your scene lively!

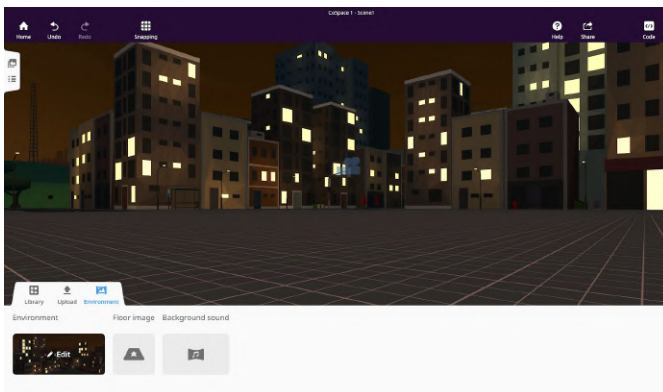


If you want to make your character ride along a path, use the **Path** item from the **Special** category.

Place Santa on top of the path and enable **Use in CoBlocks** to code its movement along the path.



Then, get the **move on path** CoBlock and program Santa to move along the path like in the code on the left, for example.



You can upload music in an MP3 sound file or make a recording to express your blessings.

Choose **Background sound** under **Environment** and upload a sound file. Your sound will automatically play when your card is opened.



Finally, choose an **Environment** to match your theme.

The City environment by night, for example, has a nice atmosphere for a Christmas card.

# Example CoSpace



Christmas Card

[edu.cospaces.io/ZBP-WXN](https://edu.cospaces.io/ZBP-WXN)