



Google
Cardboard



Visit Norway VR



WITHIN



INCORPORATING LITERACY AND NUMERACY THROUGH ICT

GOOGLE CARDBOARD VIRTUAL REALITY

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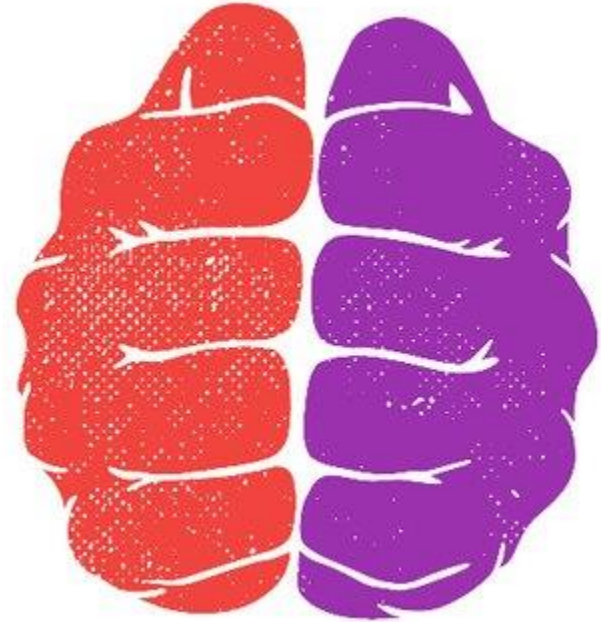
STORYTELLING



BUT HOW?



- **Numeracy-**
downloading app
- **ICT-**
Google Cardboard VR
- **Literacy-**
5 senses scaffold, to
write a descriptive
paragraph



WHY VR?

- **CHOICE:** Engagement and student driven learning
 - **GENERATION Z:** Short attention span, but are digital natives
 - **VISUAL AND KINESTHETIC LEARNERS**
 - **INCLUSIVE OF ALL ABILITY LEVELS**
-

1. Within – 147.3 MB Rated 12+



Best videos on Within for your assignment – these are quite large downloads from 500MB - 1GB:

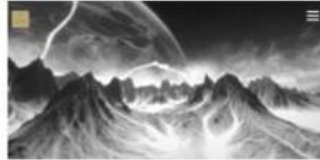
The Spacewalker – Russian Astronaut going into space – amazing scenes



The Click Effect – free divers dive down into the ocean to capture dolphins and sperm whales – features a shipwreck.



Shigeto – Amazing extra-terrestrial virtual world – uses images digitally scanned from nature to create realistic feel.



Fistful of stars – the universe through the Hubble Telescope.



NOT MOVING

1. Visit Norway VR – Fabulous mountain scenery - 23MB



Sahara Desert



Prague Castle



2. Google street view – download size 107.8MB



Palace of Versailles



Great places to search and visit:

Yosemite National Park



Great Barrier Reef





EQUITY

NUMERACY

Go to settings on your phone and look at the amount of storage available as a total

- How big is your phone storage?
- How much storage have you use?
- How much space do you have left? Round numbers to the nearest whole number to make the calculation easier.



CONTINUED

- How much space do you have left if you take away 10GB?
- How many 1 GB apps could you download?
- How many 500MB apps could you download?
- How many 10MB apps could you download?
- What percentage of your storage have they used already?
What percentage is left?

Do you have enough space to download your chosen VR app?

NUMERACY GENERAL CAPABILITIES

- 1. Understand and use numbers in context - compare, order and use positive and negative numbers to solve everyday problems**
- 1. Estimate and calculate - solve complex problems by estimating and calculating using efficient mental, written and digital strategies**
- 1. Apply proportional reasoning - solve problems using simple percentages, ratios and rates**

Learning Intentions

To understand and describe setting through the senses by using adjectives

Success Criteria

By the end of this lesson I have actively listened and participated in using Google Cardboard.

By the end of this lesson I have completed the brainstorming sheet describing the 5 senses and have written at least a paragraph about the place I have visited in VR.

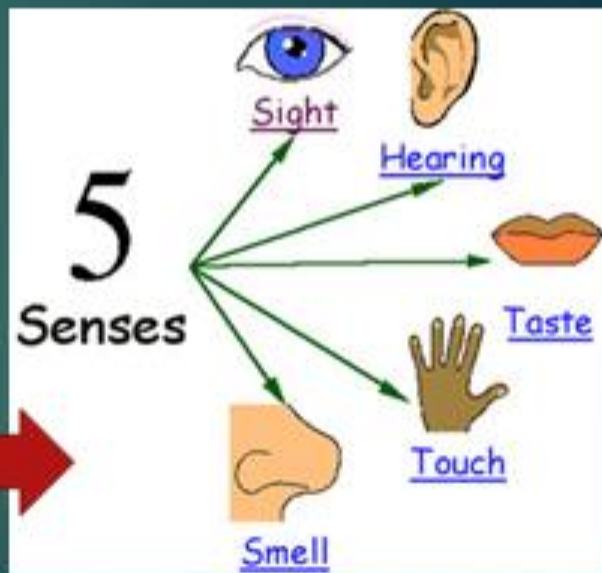


Setting

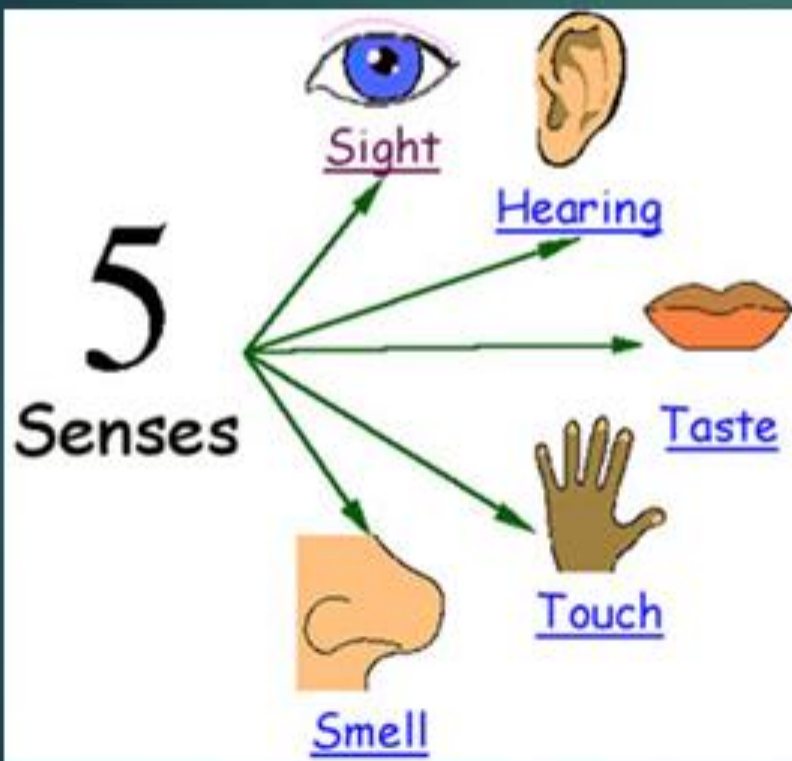
- ▶ A setting is the place or location where your creative writing takes place.
- ▶ It can be real or imaginary!

Setting

- ▶ When writing about a setting, we use lots of describing words **(ADJECTIVES)** so a reader can **IMAGINE** themselves there.
- ▶ Effective descriptions appeal to the **5 SENSES**.



Setting



- ▶ What can you see?
- ▶ What sounds can you hear?
- ▶ Is there a taste in the air?
- ▶ What can you touch? How does it feel?
- ▶ Is there a particular smell in the air?
- ▶ What other feelings might you experience?



Ideas

- Twinkling stars
- Shining moonlight
- Mirror-like reflections
- Distant horizon
- Pond-like sea
- Black space
- Colourful balloon canopy

- An eerie silence
- Whispering breeze
- Roaring burner
- Rustling of the balloon canopy
- Creaking basket
- Lapping of the water

- Cold air
- Warm metal burner controls
- Rough wicker basket
- Warm blanket

- Other feelings:
- Alone / Scared / Exhilarated
- Free / Bird-like / Escaping
- Tranquil / Peaceful

- Salty sea air
- Burning fuel
- Food / Snack

- Burning gas
- Salty sea air
- Freshly varnished basket
- Metal polish



Choose one (1) option -

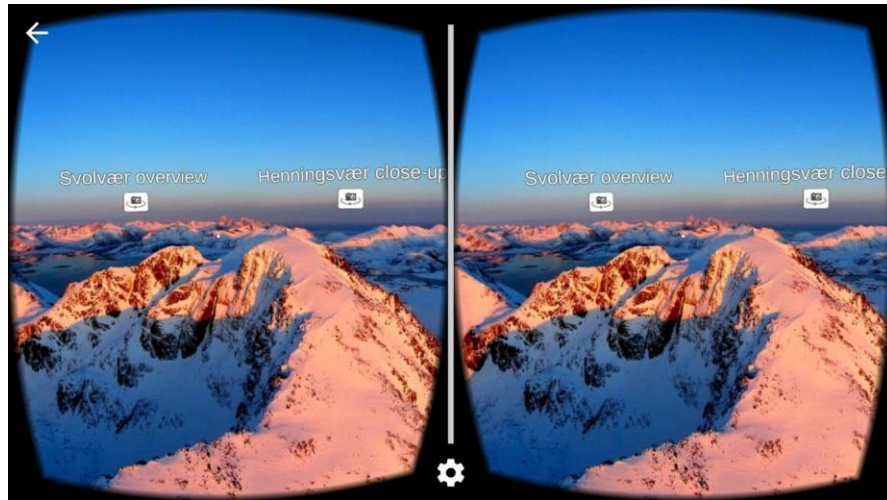
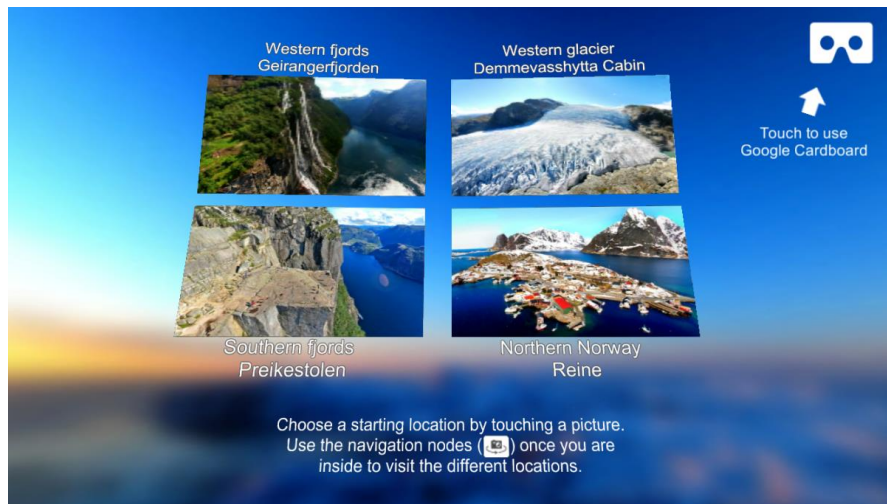
1. Explore your chosen place.
2. Brainstorm adjectives to describe the 5 senses.
3. Write a paragraph using these adjectives to describe the place, so that a reader can imagine they are experiencing it themselves.

1. Explore your chosen place.
2. Brainstorm adjectives to describe the 5 senses.
3. Write 2 paragraphs using these adjectives to describe the place, so that a reader can imagine they are experiencing it themselves. Include similes in your

description

1. Explore your chosen place.
2. Brainstorm adjectives to describe the 5 senses.
3. Write 3 paragraphs using these adjectives to describe the place, so that a reader can imagine they are experiencing it themselves. Include similes and metaphors

in your description



ICT GENERAL CAPABILITY

- 1. Select and use hardware and software**
- 2. Generate ideas, plans and processes**







BEFORE:

One morning Stella decided to go to the markets with her dad, to help him sell his vegetables. (he looked like he could use a hand), he was juggling things everywhere. So she helped him load everything in the truck. ~~Once they had loaded everything into the truck,~~ Once they had loaded everything into the truck, they set off towards the markets. They were about half way there when they heard a ratteling noise in the back coming from the back of the truck "its probably nothing" dad said. but just as he said it the all of the vegetables ~~to~~ went tumbling off the back of the truck ~~at the time~~ ~~from~~ "quick chase after them" Dad said ^{very} as they started rolling towards the town.

AFTER:

I Was Standing at the peak of the mountain
looking down , Wow I thought to myself thats
a long way to fall.. Then I looked at
all of the amazing things surrounding me
I Saw Icy cold water glimmering in the sunlight
and a beautiful Forrest like a Sea of greenery.
I heard birds singing in the near distance
but the sound was rather faint as the
wind was blowing in my ears. I bent down
and felt the soft white snow so cold that
it was making my hands numb. I Smelled
the salty Sea water. as I tasted the crisp cold
air, I Felt Free and I knew this was the
Norway I came to see.



I see water, falling and freezing in the chilly winds
of Norway. I hear the rushing wind ^{and} ~~and~~ the soft
"plunk" the ice makes when it hits the water.

The whiteness of the landscape is like a
canvas, I feel like i've been freshly drawn onto the
canvas of dreams.

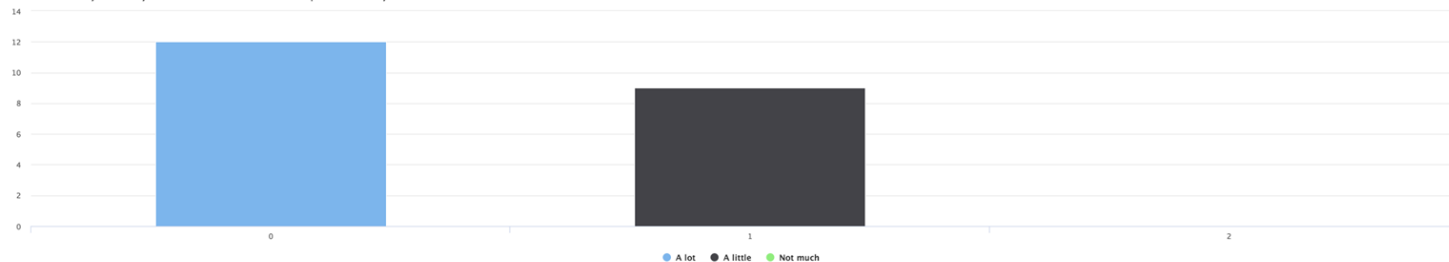
CREATIVITY



STUDENT FEEDBACK:

Q1)

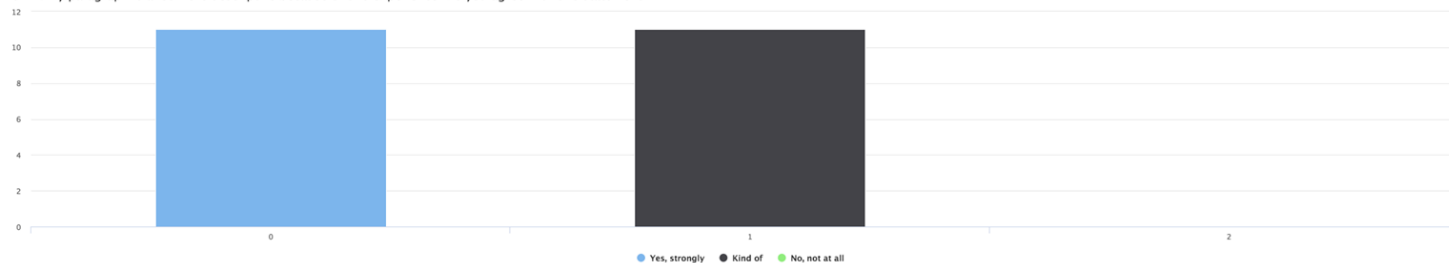
How much do you feel you learnt about the landscape of Norway?



[Export CSV](#) [View All Responses](#)

Q2)

I think my paragraph is a lot more descriptive because of this experience. Do you agree with this statement?



Did you enjoy visiting Norway in Virtual Reality? What was your favourite part?

Response ?

I did enjoy it because I like using VR and see Norway.

I think it was a good idea because it helped us to describe it , because we had a visual image of what Norway looked like.

My favorite part was looking around Norway using VR. I feel like it made writing a descriptive paragraph more exciting.

My favourite part was the fact that there were so many places to explore and we got freedom to do and write what we wanted.

I enjoyed it, because it actually the first time I have used a VR headset, and I enjoyed it. It was really fun. My favourite part was probably just being in the VR head

Probably seeing things i don't usually see in Australia. I also saw a train that went through a tunnel through the ground.

Writing the paragraph about what we saw

i loved the whole experience but i really enjoyed picking my location/landscape.

I did enjoy it. My favourite part was having the experience to actually feel like your in Norway.

I did, But they should add more sites and places to visit

If there was anything you would change about this activity, what would it be?

Response ?

I don't think there was anything to change but i think we should have had a bit more time and we could have seen more place in

I would have liked to have had a bit more time to be in the landscape of Norway, to get a better visual image in my head.

Nothing. I liked it all.

Maybe we could explore a VR experience of our own. (Just the same activity but a different location.)

The app could have been better.

When you move it moves on the VR.

The way we recorded our senses.

doing all the locations because it was so fun!!

