



Lesson: Creating your own Virtual Classroom using CoSpaces.io

Artform: Visual Art and Technology – Lesson Two of Three

Skill Level: High

Teaching Artist: Janalyn Peppel

LEARNING OBJECTIVES

Create a virtual environment using CoSpaces online VR program

- Students will design a virtual classroom
- Begin design in CoSpaces.io using elements from their ideas

BACKGROUND INFORMATION AND RESOURCES

Introduce CoSpaces.io website. This website is not a .com, type: CoSpaces.io only

What is CoSpaces Edu?

Adaptable to any subject and grade, CoSpaces Edu lets students build their own 3D creations, animate them with code and explore them in Virtual or Augmented Reality.

Designed for schools that want to empower their students to become creators and prepare them for their future. CoSpaces Edu develops 21st Century learning skills and digital literacy, enhances creativity and fosters collaboration in the classroom.

Create an account using your classroom email.

Use this class code to receive a grade - 14SK2

Follow directions carefully to receive extra credit.

MATERIALS

- paper
- pencil
- computer or mobile device
- mouse
- Login information for CoSpaces.io account

ACTIVITIES

Students begin using CoSpaces new project.

- Create a new design in CoSpaces
- Join class with class code **14SK2 = one, four, S, K, two**
- Add elements from your ideas to an actual CoSpaces design

1. Have the students use the list created in the previous lesson to begin designing their virtual classroom.

2. Begin adding elements.

3. For this session you must add at least 10 elements and arrange them properly.

List of items

- Desks
- Chairs
- Igloo
- Flowers
- Friends
- Dolphin
- Crab
- Fence
- Rocks
- Plants
- Bushes
- Environment = water

4. Elements include people, objects, decorations such as plants or artwork and background environment.

ACCOMMODATIONS FOR INCLUDING ALL CHILDREN

Students can illustrate or write findings on paper

Help assist with the computer with hand over hand on mouse or keyboard

Allow students to watch and identify steps if unable to write or use a computer.



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