Augmented Reality (AR)

Method, instruction strategy

Blended learning / Flipped classroom.

Used features

Corinth Classroom:
- Interactive 3D model manipulation: highlighting of specific parts
- Animated models - manipulation with the animation
- Introduction
- My Notes

Lifeliqe:
- AR - Take Screenshot - Swap camera, Mirror image
- AR - Record Video

Key learning objectives

Reasoning, Use of ICT, Teamwork. Presentation, Roleplay, Public Speaking

Standards

Common Core

CCSS Ela-Literacy

CCRA.SL.1   Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.

CCRA.SL.4   Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience.

W.9-10.2   Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.

1. Introduction

The Augmented Reality (AR) function it's not just fun, it's engaging! So how can this feature help you teach? AR helps to personalize every discussed topic, even the difficult ones, and therefore makes it more accessible for the students of all ages. Also, it helps you create engaging stories about any subject you need to teach. In this lesson plan we will give you practical tips about how to use AR to get most of it.

2. How does this work?

You'll find the AR feature when you open any single model of Corinth Classroom on Lifeliqe (with exception of Deep Zooms and videos). Just click on **"AR"** button.
The model will appear in the camera feed.
You can choose either:

- Selfie Mode

- Or use the **Swap camera** button for the reverse mode:

You can use AR to bring different kind of activities to different age groups. It allows you to place different models of animals or plants right into their habitat, like when you go out and put a model of bee on the flower, or you can shoot a volcano right on your back yard! You can capture the experience by:

- **"Record Video" function**, that will allow you to prepare a lifelike AR video easily and in advance to show to your classroom, or let your students make their own videos about the nature!
- **AR screenshots which you can put to your** PowerPoint or Keynote **presentations**, or any other type of classroom materials, including Lifeliqe Books! Just like in the following exercise.

3. Exercise : *AR*ole play

Regarding the subject matter you'd like to teach, divide your students into **different groups**. Each group will be represented by one particular category (e.g. Animal Biology - Classes: Mammals, Birds, Reptiles; Chemistry - Chemical compounds: Oxygen, Carbon, Hydrogen; Human Biology - Blood Components: Erythrocyte, Leukocyte, Thrombocyte etc.)

For making this exercise funnier, let student **invent their own name** for the group, some kind of modification of the initial name (for example **Thrombocitizens**) and let them take a funny **AR Selfie** with their "mascot" - just open any model, select AR function by clicking on the "AR" button, aim the front camera on the student and use your fingers to adjust the size and position of the model. (Use one finger to rotate the model, use two fingers to hold the model to place it properly. You pinch it to change the size of the model).When you're ready,
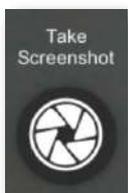
just click on the **"Take Screenshot"** button on the right and your screenshot will save automatically to the Photos folder in your device. If the AR function is not working, check your settings - you have to allow the application to use your device's camera.

Let them investigate. What is their main function? What do they look like? Where do they live? What is their relationship to human? What are they good at? They can find basic information right within the Lifeliqe app by opening any model and reading the **"Introduction"** texts. Allow students to use internet resources or textbooks to find more details. They can write down their findings right into the app using **"My Notes"** function (It can be found by clicking on **"Introduction"** button in the model).

By using **AR function** within the representative model of their group, Take an **AR screenshot** of their mascot in a specific position, activity, or environment.

Create a presentation and present it to your peers. Groups will have to summarize their key findings in a presentation including the photo with their mascot, and then present it to their peers as group. They can also create a **video presentation** of the interaction with the AR model by activating the AR mode and clicking on the **"Record Video"** button:

After each presentation, **open a discussion** with your students. Let them discuss, ask questions and then broaden the subject matter with your own explanation.