

3D infographics design

Lesson plan

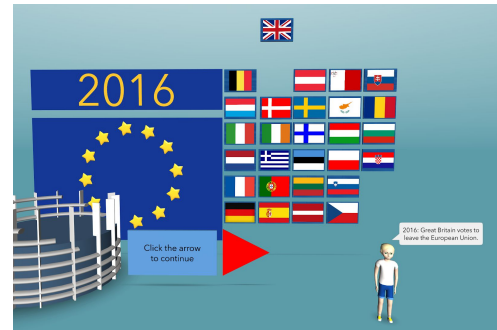
Created by the CoSpaces team

Education level: From kindergarten

Subject: Adaptable to any subject

Format: Individual or in groups

Duration: Approx. 1 hour



Introduction and lesson objectives:

Enable your students to create virtual infographics in CoSpaces Edu and let them benefit from all of the possibilities that a 3rd dimension brings!

Infographics can be nice visual support for class presentations in various formats like charts or tables, graphs and even timelines.

Learning goals and student benefits:

- Develop research skills
- Improve spatial skills
- Develop creativity
- Develop design skills
- Develop critical thinking
- Learn how to display information

Activity example:

1. Show examples of infographics to the class and discuss them together.
2. Animate class discussions or ask your students to write about why infographics can be useful and in what type of contexts.
3. Assign a topic to your students individually or in groups and ask them to research information on this topic on the web and collect data to be included in their infographic.
4. Give your students some time to create their own infographic in CoSpaces Edu, based on the information they previously collected online and selected.
5. Encourage your students to share their CoSpaces with their classmates and discuss why they chose to display the information as they did.

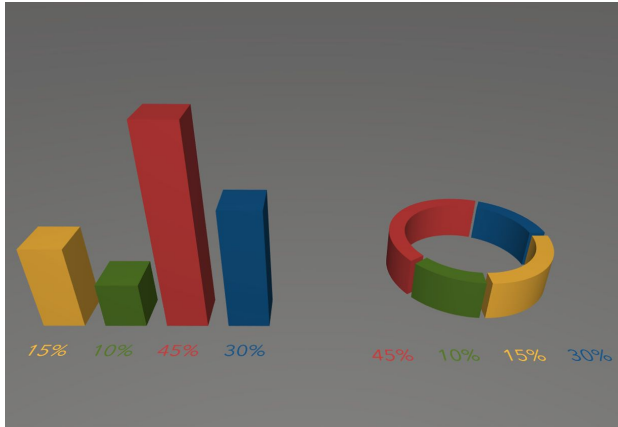
Extension idea:

Ask your students to do an individual or group presentation to the class to introduce and describe the infographic they've created.

Assessment and evaluation suggestions:

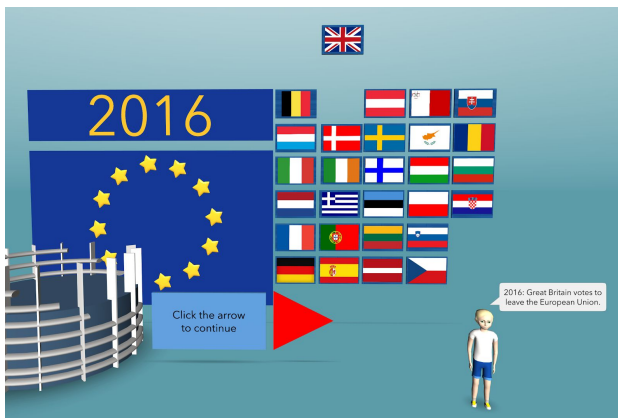
- Have your students designed an infographic that demonstrates an understanding of how to use CoSpaces Edu?
- Is their infographic informative and based on relevant information?
- Is the information provided based on research well conducted and with sources?
- Is the information displayed clearly using a thought-out design approach?

Creation guide



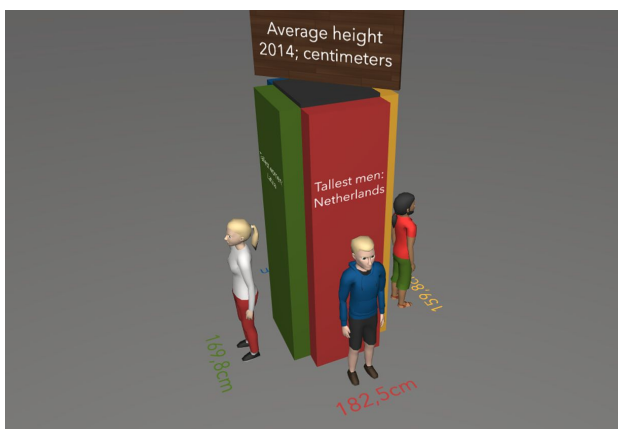
You can create charts using the various **building blocks** available in the [Library](#).

You can, for example, use the [Cuboid](#) building block in different heights to create a chart like a histogram that displays distributions or the [Tube](#) that can be cut into a pie chart.



For the text, you can add markers, information panels, give a speech bubble to an object or give it a name.

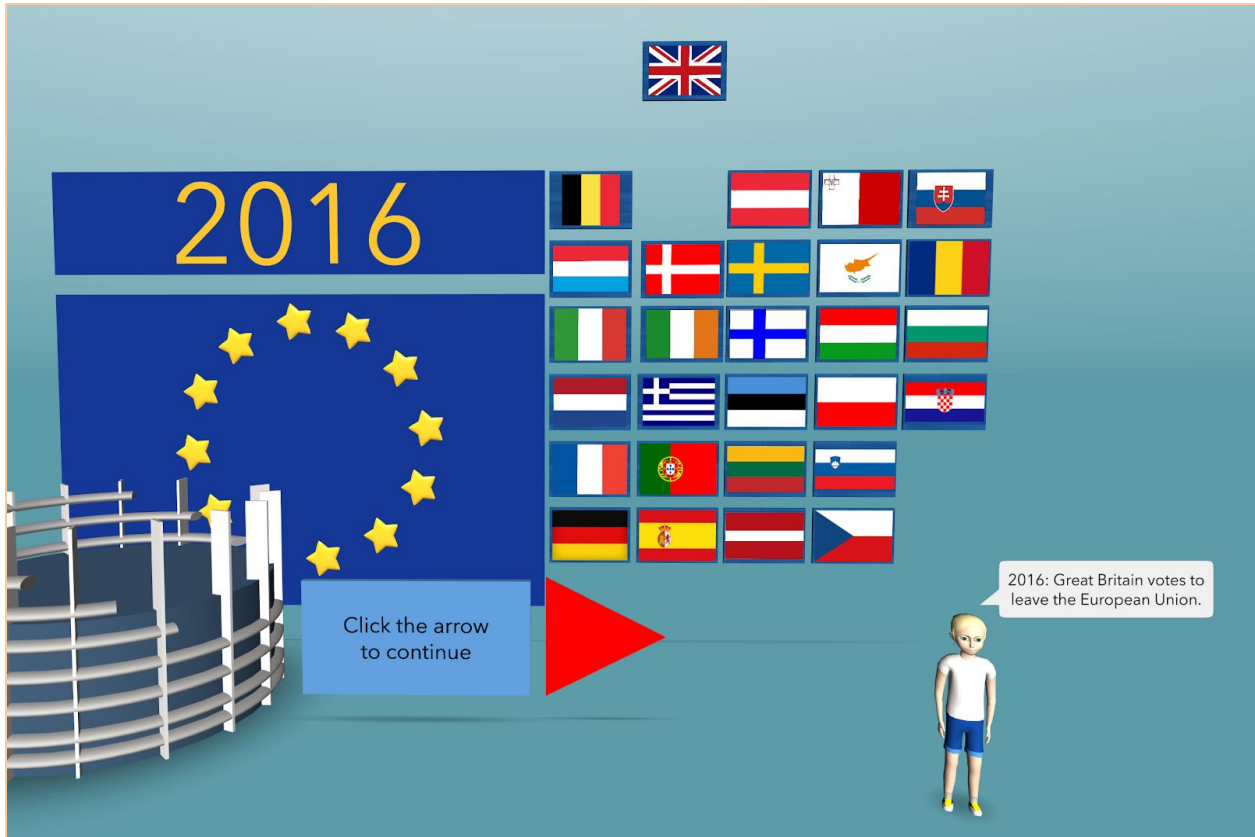
Markers and text panels can have a different color and size and will always keep their position no matter which angle you look at them from.



If you're designing for VR, ensure that the objects are facing the camera and that you don't hide elements behind objects that might block the view.

You can also position your objects in a circle around the stage and place the camera in the centre. In VR, you'll then be able to look up, down and around all the information on display.

Example CoSpace



European Union

edu.cospaces.io/NAB-JZY