



# The official Pro guide



Last updated: September 2020

**Go to the next level  
and become a Pro**

# Ready to become a Pro?

We're so excited that you've decided to join our growing community of educators!

Each page of this guide will take you one step closer to becoming a Pro in using CoSpaces Edu and being fully prepared to implement it in your school.

Once you've covered all you need to know, we'd like to invite you to go deeper into the world of CoSpaces Edu and introduce you to its community of educators and the various resources available online.

So sit comfortably, get your computer or tablet and let's get started!

## FREE CoSpaces Edu Pro trial!

Enter the trial code:

# COSPRO20

to test CoSpaces Edu Pro  
for 30 days with 100 seats  
(1 teacher + 99 students)

including all Pro features and add-ons!



# Table of contents

Click the links to jump to a specific chapter.

<b>Chapter 1. Getting started with Pro</b>	<b>5</b>
Tech check	6
Key concepts & lingo	7
Setting up your account	9
Upgrading to CoSpaces Edu Pro	10
<b>Chapter 2. Creating like a Pro</b>	<b>11</b>
Creating a first CoSpace	12
Setting up a first scene	13
The 3D camera	14
Creating for the MERGE Cube	15
The CoSpaces Edu Library	16
Uploading external files	17
<b>Chapter 3. Coding like a Pro</b>	<b>18</b>
CoBlocks	19
Scripting languages	21
The Physics engine	22
<b>Chapter 4. Mastering VR, AR and more</b>	<b>23</b>
Exploring CoSpaces	24
Switching between devices	25
The Virtual Reality mode	26
The Augmented Reality mode	27
The MERGE Cube mode	28

<b>Chapter 5. Pro sharing features</b>	<b>29</b>
Sharing a CoSpace	30
Publishing to the Gallery	32
Remixing a CoSpace	33
Updating a shared CoSpace	34
Recording and sharing videos	35
Exporting 360° images	36
<b>Chapter 6. Pro class management</b>	<b>37</b>
Setting up a class	38
Creating an assignment	39
Managing students	40
Adding teachers to classes	41
<b>Chapter 7. Pro resources for educators</b>	<b>42</b>
Getting started resources	43
Lesson plans	44
Classroom goodies	45
Training & PD (Professional Development)	46
<b>Chapter 8. Pro community and support</b>	<b>47</b>
The CoSpaces Edu Ambassadors	48
The CoSpaces Edu blog	49
Social media	50
The online forum	51
Support us	52

# Chapter 1. Getting started with Pro

Tech check

Key concepts & lingo

Setting up your account

Upgrading to Pro



# Tech check

To start with, let's get techy! Here's what's needed technically to use CoSpaces Edu. Make sure that you have the correct infrastructure before going further.

## How does CoSpaces Edu work?

The CoSpaces Edu web app simply works **in the browser on any computer** (including Google Chromebooks).

The CoSpaces Edu mobile app works on **iOS and Android** and lets you create and explore CoSpaces on a **smartphone or tablet**.

## CoSpaces Edu in the browser

In order to use CoSpaces Edu, you'll need a web browser that supports **WebGL**. We recommend using the most recent versions of Google Chrome or Mozilla Firefox.

## CoSpaces Edu on iOS and Android

The CoSpaces Edu app runs on iOS 8 or Android 4.4 and higher. In order to experience CoSpaces scenes in Virtual Reality, Augmented Reality or gyro mode, your device must have a built-in gyroscope sensor.

## Network access requirements

Some schools have firewalls that may block certain domains and prevent you from accessing CoSpaces Edu. In order to resolve this, it's necessary to allow all of the domains needed to access the CoSpaces Edu website and mobile app.

To learn more, view the tech check page at [cospaces.io/edu/tech-check](https://cospaces.io/edu/tech-check)

# Key concepts & lingo

Time to learn some CoSpaces vocabulary! Let's go through some of the key concepts in CoSpaces Edu and related lingo.

## License plan key (A1A1 - A1A1 - A1A1 - A1A1 - A1A1)

Every CoSpaces Edu Pro license plan has a unique **24-character alphanumeric key**, letting educators join their license plan and unlock Pro.

## Seats

Every license plan has a certain number of seats. Each user in a license plan (either teacher or student) uses a seat. Seats can be reassigned to new users anytime.

## Class code (A1A1A)

Every class in CoSpaces Edu has a unique **5-character alphanumeric code**, letting students join it.

## Login code (000 - 001)

A login code is an instant **6-character numeric code** that can be generated to simultaneously log in to the same CoSpaces Edu account from another device.

## CoBlocks

CoSpaces Edu's visual block-based coding language is named CoBlocks.

## CoSpace

A creation or a project in CoSpaces is named a CoSpace. In CoSpaces Edu Basic, the number of CoSpaces is limited to two. In Pro, it's unlimited.

## Scene

A CoSpace contains one or more scenes. The number of scenes is always unlimited.

## Share code (TBS - SAG)

Every shared CoSpace has a unique **6-character alphabetical code** to easily access it.

## Share link (edu.cospaces.io/TBS-SAG)

Every shared CoSpace can be opened using its direct share link.

## QR code

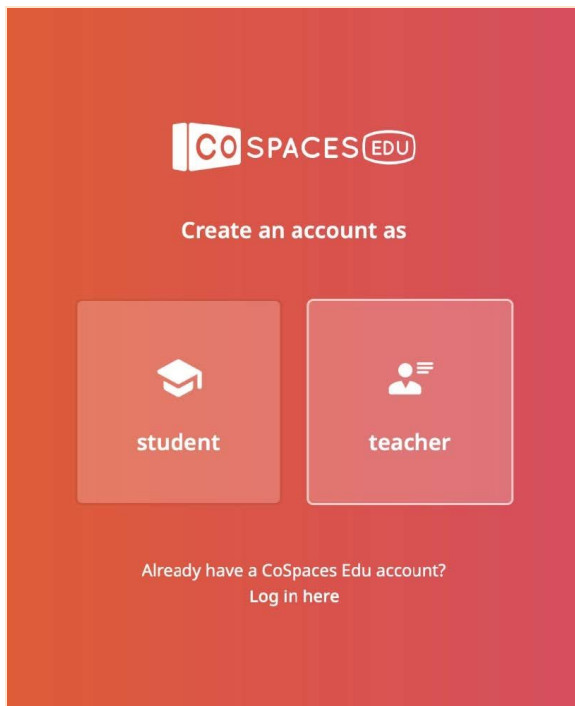
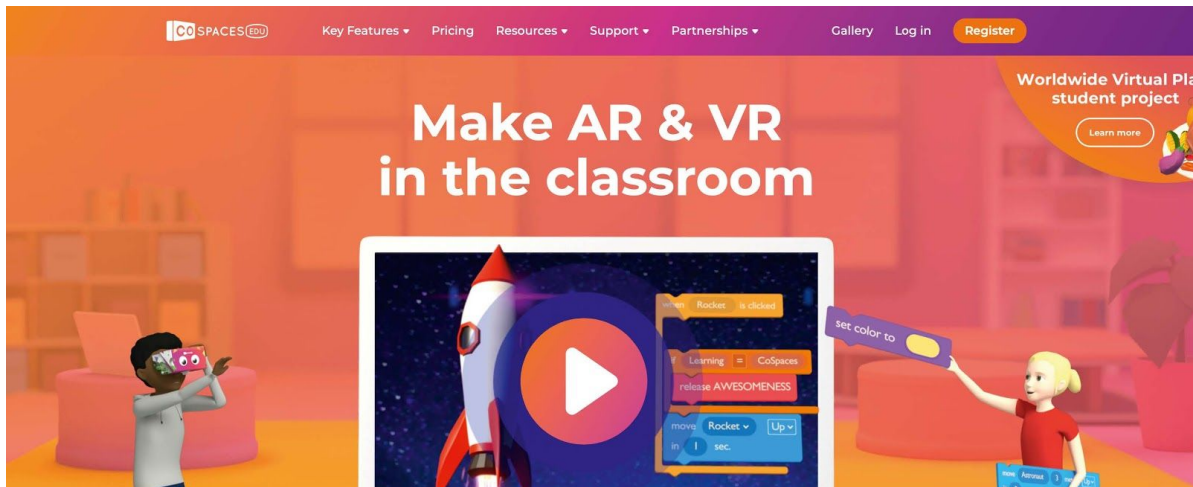
Every shared CoSpace has a unique QR code, which can be scanned to access it.



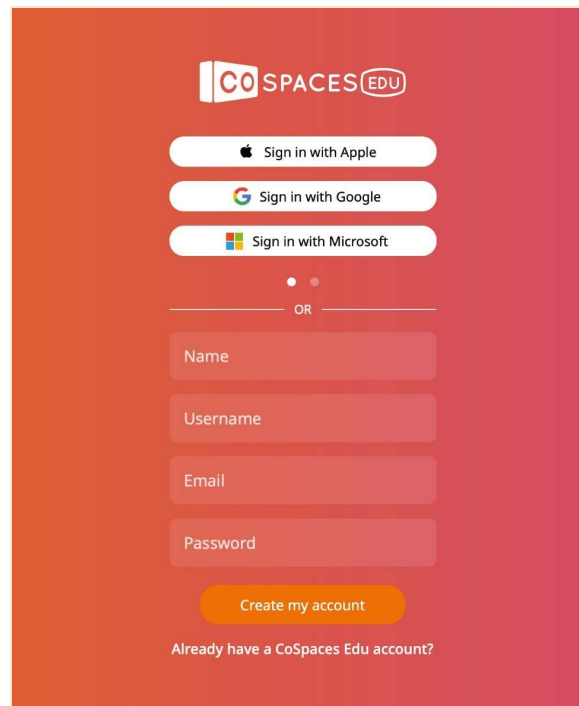


# Setting up your account

1. Go to [cospaces.io](https://cospaces.io) and click **Register** to create your CoSpaces Edu account.

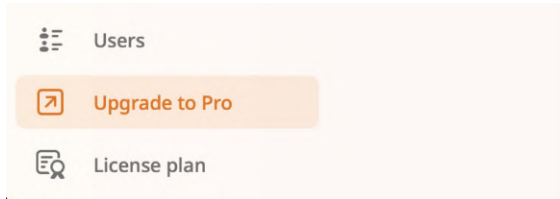


2. Create an account as a **teacher**.




3. Define your login details or sign in with **Apple**, **Google** or **Microsoft**.


# Upgrading to CoSpaces Edu Pro




From your CoSpaces Edu account, click **Upgrade to Pro**.



**Join license plan**  
Join a license plan by entering a key



**Activate trial**  
Enter a trial code to unlock your CoSpaces Edu Pro trial



**Buy license plan**  
Purchase a license plan and unlock CoSpaces Edu Pro

If you have a key to a CoSpaces Edu Pro license plan, click **Join license plan** and enter your **key**.

If you haven't used your Pro trial yet, click **Activate trial**.

To buy a license plan online and pay by credit card, click **Buy license plan** and select the **Pro plan** that fits your needs.

New Pro license plan

<p><b>PRO 5</b></p> <p>5 seats available</p> <p>USD 74.99</p>	<p><b>PRO 15</b></p> <p>15 seats available</p> <p>USD 119.99</p>	<p><b>PRO 30</b></p> <p>30 seats available</p> <p>USD 179.99</p>
<p><b>PRO 45</b></p> <p>45 seats available</p> <p>USD 249.99</p>	<p><b>PRO 60</b></p> <p>60 seats available</p> <p>USD 329.99</p>	<p><b>PRO 100</b></p> <p>100 seats available</p> <p>USD 499.99</p>
<p><b>PRO 150</b></p> <p>150 seats available</p> <p>USD 699.99</p>	<p><b>PRO 250</b></p> <p>250 seats available</p> <p>USD 999.99</p>	<p><b>PRO 400</b></p> <p>400 seats available</p> <p>USD 1499.99</p>

Valid for 365 days Taxes may apply Prices in USD ▾

Pro plans are **paid annually** and have a certain number of **seats**. Each user in a plan (either teacher or student) uses a seat. Seats can be reassigned to new users anytime.

You can also **request a quote** to [sales@cospaces.io](mailto:sales@cospaces.io) to get a **PO** (purchase order) and pay by wire transfer or your preferred payment method.

CoSpaces Edu Pro is also available in a **Custom plan** for schools and districts. Learn more on [cospaces.io/edu/pricing](https://cospaces.io/edu/pricing).

# Chapter 2.

# Creating like a Pro

Creating a first CoSpace

Setting up a first scene

The 3D camera

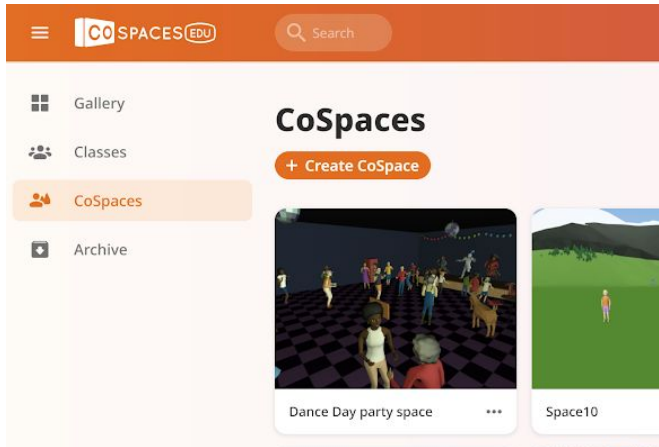
Creating for the MERGE Cube

The CoSpaces Edu Library

Uploading external files

**PRO**

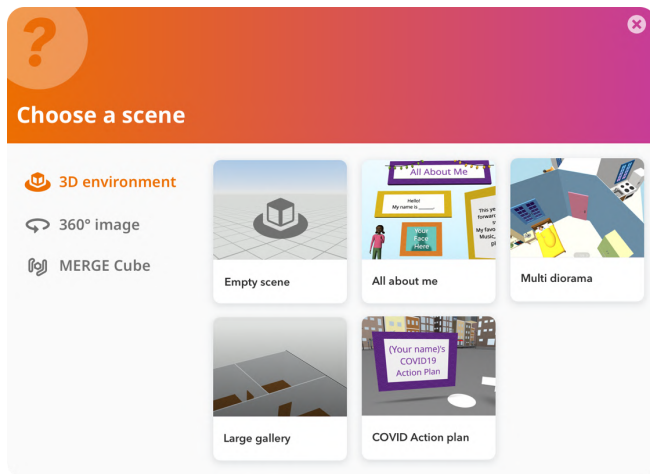
# Creating a first CoSpace



To start creating, go to **CoSpaces**.

This is where all of your creations will be stored!

You can start by exploring the **Welcome CoSpace** to get familiar with the basics. When you're ready to create your first CoSpace, click **Create CoSpace**.



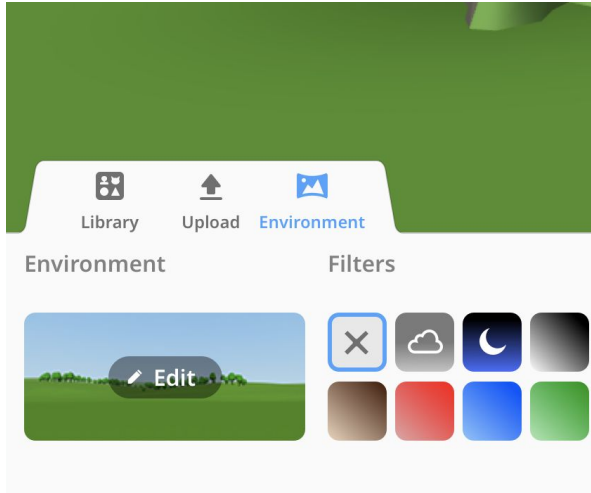
Your first step is to choose a scene to build in. You'll be able to add all the scenes you want later!

You can build in a **3D environment** of your choice. These scenes can be viewed in VR and AR.

You can also build upon a **360° image** that you choose. These scenes can be viewed in VR.

If you have the **MERGE Cube add-on**, you can also build for the **MERGE Cube** and project your creations onto the MERGE Cube!

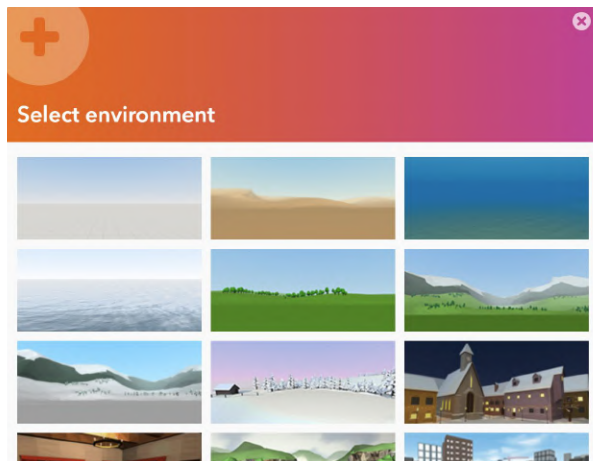
# Setting up a first scene



To create your first scene, start by selecting the **3D environment** or the **360° image** you would like to use as the background.

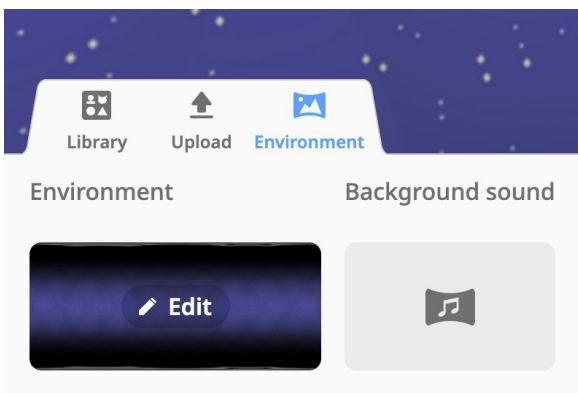
To choose an environment, click **Environment** at the bottom-left.

If you're creating inside of a **3D environment**, click **Edit** and choose one of the predefined environments.



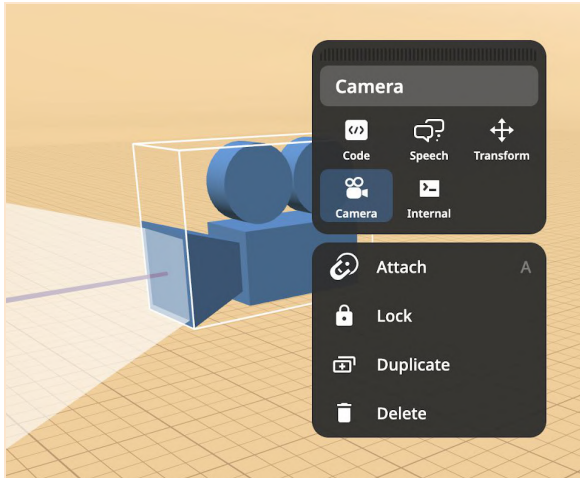
If you're creating inside of a **3D environment**, click **Edit** and choose one of the predefined environments.

You can then customize your scene further using **Filters**.



If you're building upon a **360° image**, click **Edit** and upload any 360° image you like from your device.

# The 3D camera



The **3D camera** at the center of your scene lets you define the perspective from which your scene can be explored.

If needed, you can find the 3D camera object in the Library's **Special** category.

You can also choose from several **camera movements** to change the way in which you experience your creation. To change the camera movement, click **Camera**.

## Fixed

The camera is fixed to a certain position and you look around your scene using your **mouse** or keyboard **arrows**.

## Walk

You walk in the scene using your keyboard arrows or **WASD** keys. You use your **mouse** to look around.

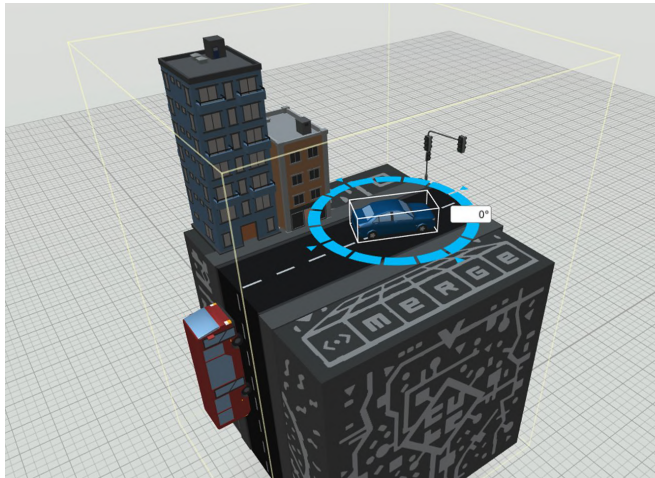
## Fly

You fly above the scene using your keyboard arrows or **WASD** and **QE** keys to change height. You use your **mouse** to look around.

## Orbit

You move in a circle on a zone that you define around the center of your scene using your **mouse**, keyboard **arrows** or **WASD** keys.

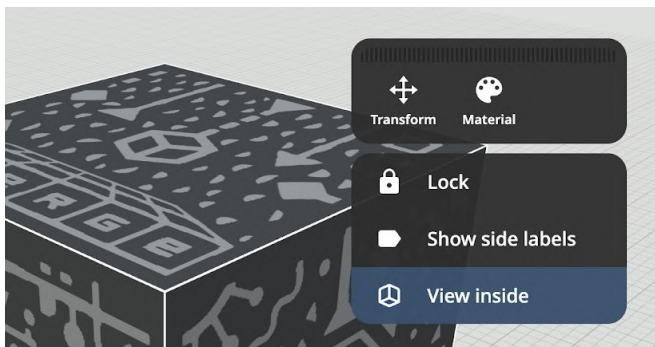
# Creating for the MERGE Cube



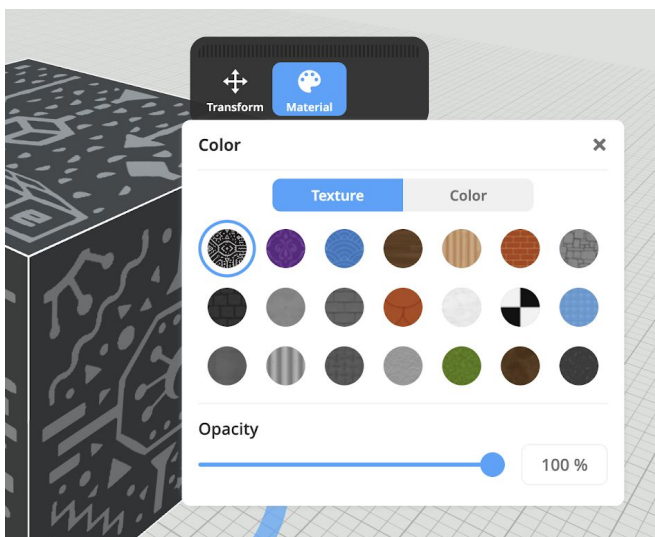
The CoSpaces Edu Pro **MERGE Cube add-on** is needed to create for the MERGE Cube.

When creating for the MERGE Cube, you'll find a virtual MERGE Cube at the center of the stage.

Build your hologram on, in, and around the 3D cube, however you want it to look once projected.

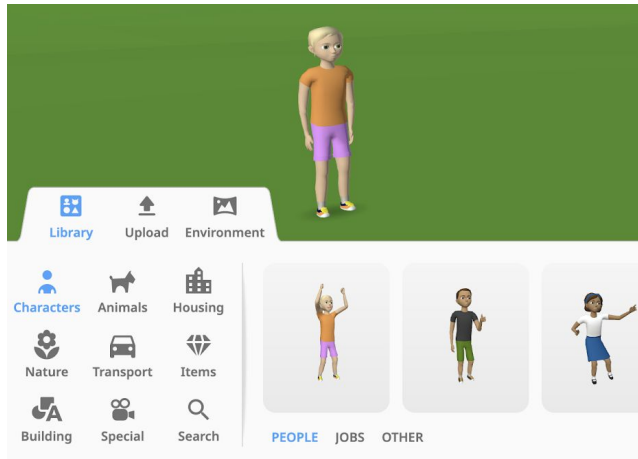


You can unlock the cube to move it around and place content anywhere you like. To create inside of the cube, click **View inside**.



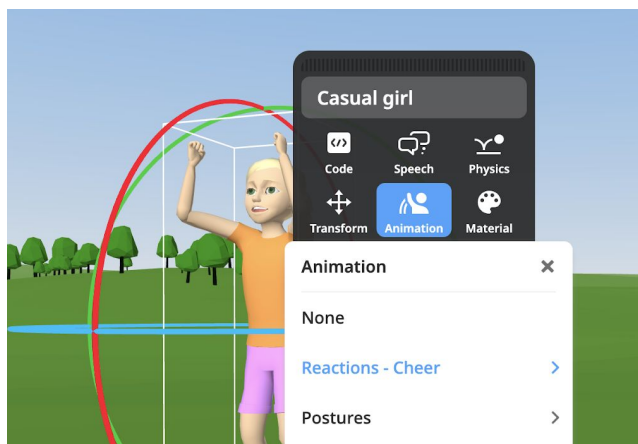
You can change the cube's **material** and **opacity** under **Material**.

# The CoSpaces Edu Library

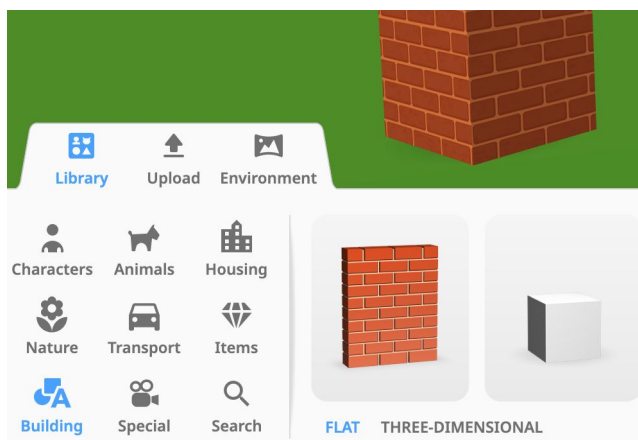


Time to start creating! In the **Library**, you'll find many **3D objects**, which you can simply drag and drop onto the stage.

Objects from the **Library** can be moved, rotated or resized, coded, and edited to change their colors.



**Characters** can also be animated under **Animation**.

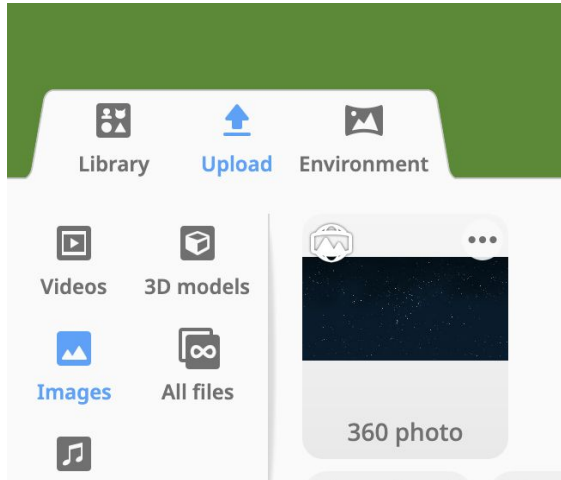


**Building blocks** are available in the **Building** category.

These primitive shapes let you create anything you want in 3D!



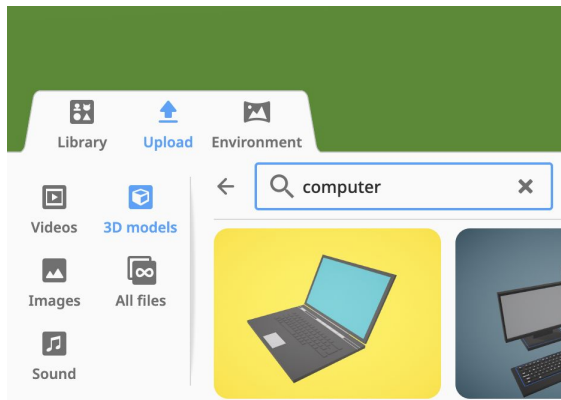
# Uploading external files



You can upload various **external files** to use in your creations. To upload an external file, click **Upload**. You can upload:

- images including GIFs and 360° images
- videos
- 3D models (in .obj, .stl, .fbx)
- sound files

CoSpaces Edu Basic is limited to 10 uploads.



You can also directly search for 3D objects from **Google Poly**.

Enter the type of object you're looking for in the **Search** bar.

Browse through the 3D models and drag and drop any object into your scene!

# Chapter 3.

# Coding like a Pro

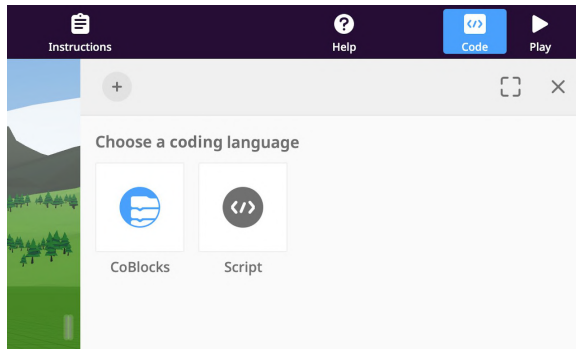
CoBlocks  
Scripting language  
The Physics engine

**PRO**

# CoBlocks

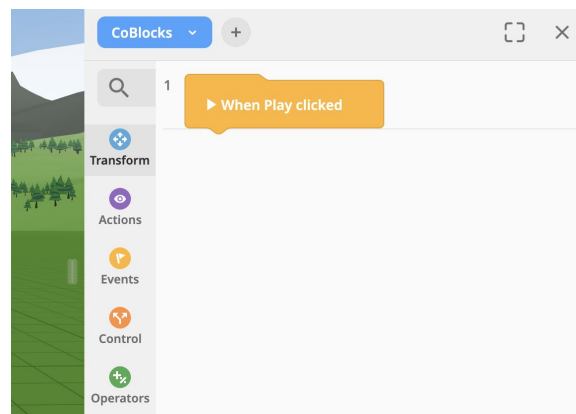
CoBlocks is a **visual coding language** that lets you simply drag and drop **CoBlocks** (blocks of code) to program your CoSpace.

A CoBlock represents a snippet of code, or **statement**, which tells CoSpaces Edu to do something like starting a specific action in your scene.



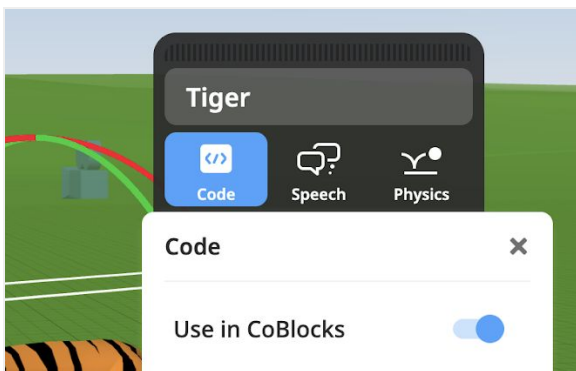
You can find the **Code** icon in the top-right toolbar.

To open the CoBlocks coding editor, click the **CoBlocks** icon.



The empty space on the right side is the **CoBlocks workspace**.

The list of CoBlocks on the left side is the **CoBlocks toolbox**.



To program an item with CoBlocks, enable its use in CoBlocks.

To do this, select the object you would like to use in your code, click **Code**, and enable **Use in CoBlocks**.

There are 2 main types of CoBlocks: **Expression** and **Statement** CoBlocks:

## Statement CoBlocks

Statement CoBlocks often perform a specific **action**. For example, you can make an item talk, using the `say` CoBlock.



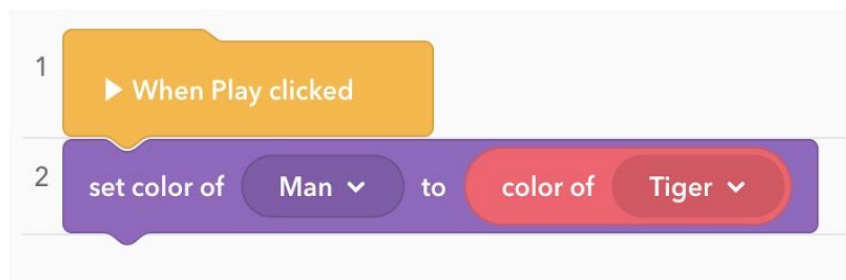
## Expression CoBlocks

Expression CoBlocks contain **values**. These values can be:

- Colors (red, green, blue)
- Numbers like 5 and 0.25
- Strings like "Hi there!"
- Other items in the scene



Expression CoBlocks can be recognized by their round shape and are always placed into other CoBlocks:

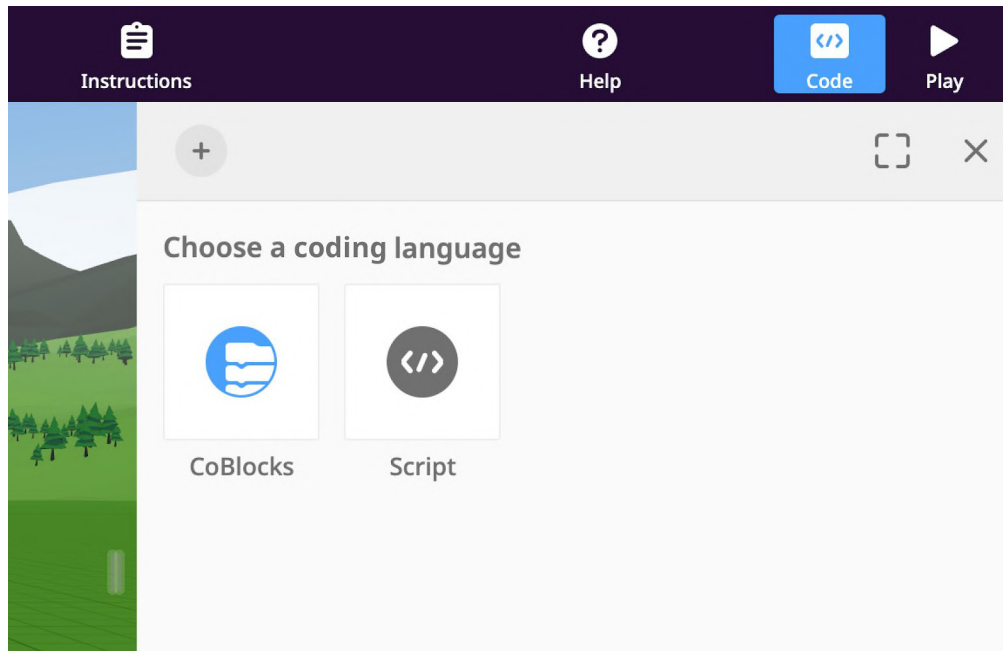


Check out the [CoBlocks reference guide](#) to learn more about coding with CoBlocks.

# Scripting languages

CoSpaces Edu Pro also lets you use scripting languages for more advanced coding. All of your CoSpaces can be coded with **scripting languages**.

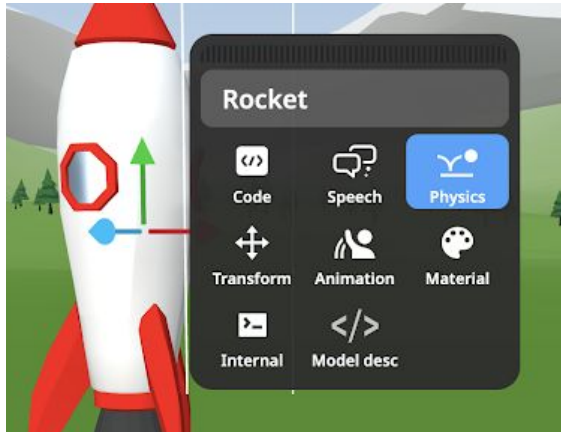
To open the **Script** coding editor, select the **Script** icon.



Each method contains a code sample and a demo project.

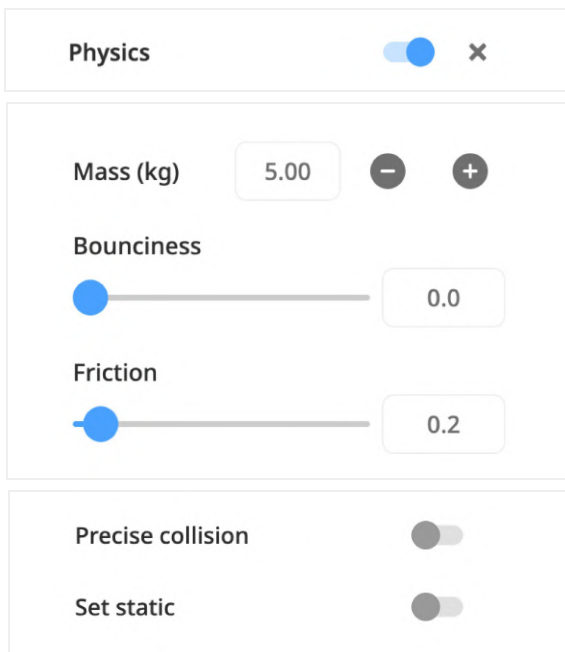
The API documentation can be found on [cospaces.io/api](https://cospaces.io/api)

# The Physics engine



CoSpaces Edu Pro has a built-in physics engine, letting you use real world physics in your CoSpaces.

To use the physics feature, right click on an object and then click **Physics**.

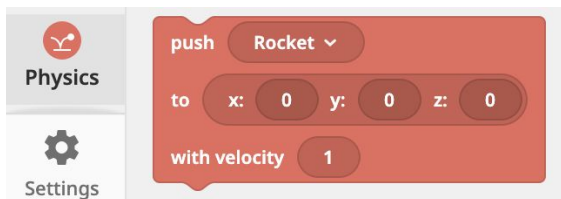


Enable real world physics for your objects by turning on the **Physics** switch.

You can define the **physics properties** of any 3D object in your scene.

These include object **Mass**, **Friction** and **Bounciness**.

You can also play with more advanced physics properties like objects' **Collision precision** and define whether an object should be **Set static**.



To go further with Physics, use the CoBlocks from the **Physics** category.

# Chapter 4. Mastering VR, AR and more

Exploring CoSpaces  
Switching between devices  
The Virtual Reality mode  
The Augmented Reality mode  
The MERGE Cube mode

**PRO**

# Exploring CoSpaces

The magic with CoSpaces Edu is that you can explore your creations in many impressive ways, including VR, AR and even projecting onto the MERGE Cube!



## Play mode

The **Play mode** lets you easily explore a CoSpace and move around it on any device. Simply open a CoSpace and click **Play**.

To move **on a computer**, use your mouse and the arrows or WASD on your keyboard, like you would in a video game.

To move **on a tablet**, use touch with one finger on the arrow.



## Gyro mode

You can explore a CoSpace with the Gyro mode using a **tablet** or a **smartphone** and the **CoSpaces Edu app**. This lets you move your device to look around your CoSpace through the screen.

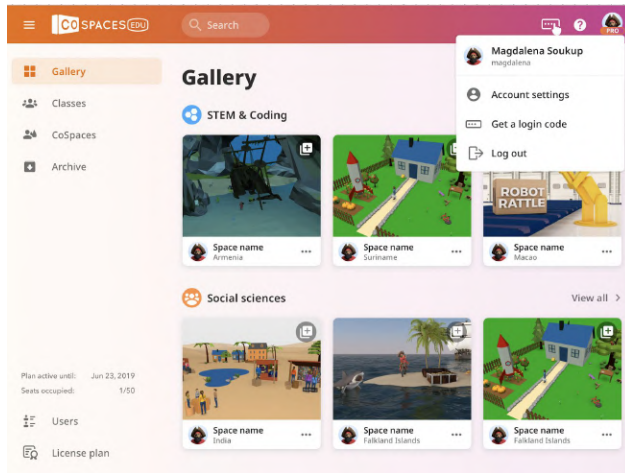
Open a CoSpace in **Play** mode and click the **Gyro** icon.



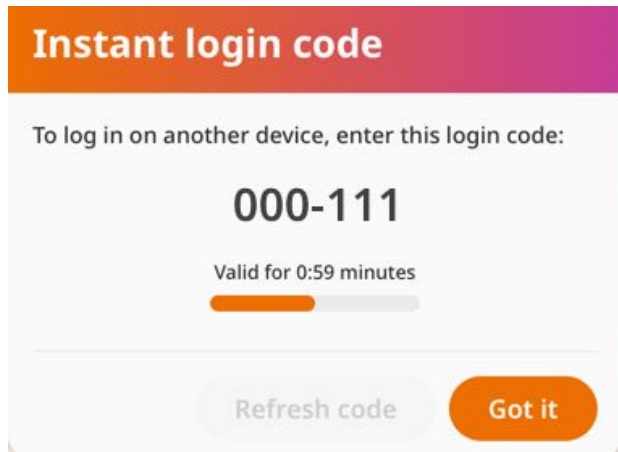
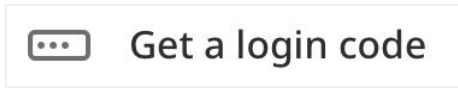


# Switching between devices

Instant **login codes** enable seamlessly logging into the same account from multiple devices, without the need to enter your complete login details again.

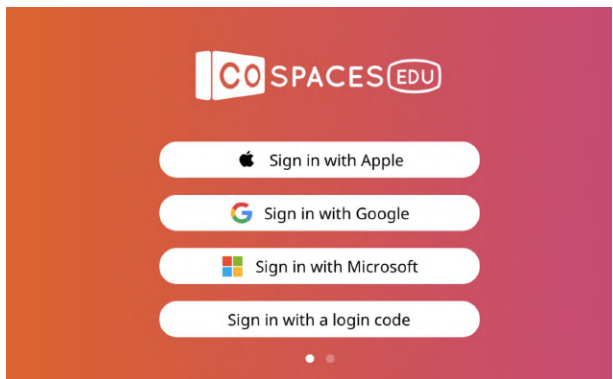


In your CoSpaces Edu user menu, click **Get a login code** to generate an instant login code.



Your instant login code will let you easily log into your account from another device during a minute.

You can generate instant login codes and use this option as often as needed.



From the other device you want to log into, click **Sign in with a login code**.

You'll then be able to type in your instant login code to join your account.

# The Virtual Reality mode

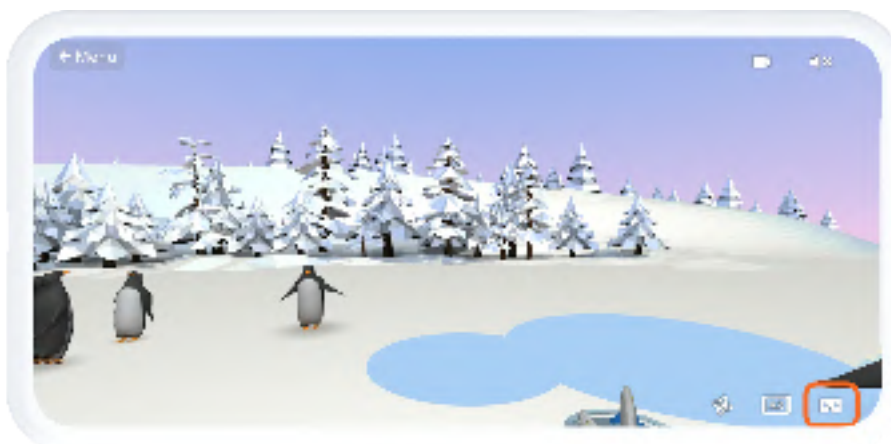
3D creations are even more fun when you explore them in VR! You'll quickly realize the power of VR and the dimension it adds to student learning.

CoSpaces can be experienced in VR with **ClassVR** headsets or with any mobile VR headset such as the **Samsung Gear VR**, plastic viewers and cardboard viewers like the **Google cardboard**.

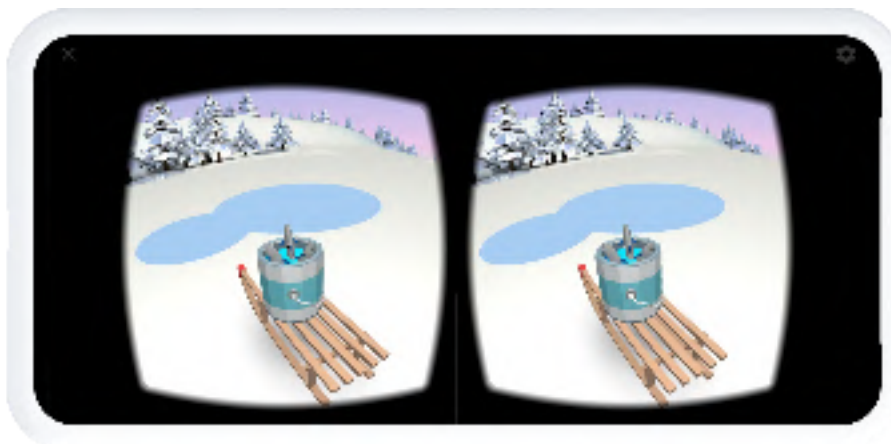


## Mobile VR

To explore CoSpaces with mobile VR, open the **CoSpaces Edu app** on your Apple or Android smartphone, open a CoSpace and click **Play**.



Click the **VR goggles icon** at the bottom of your screen:

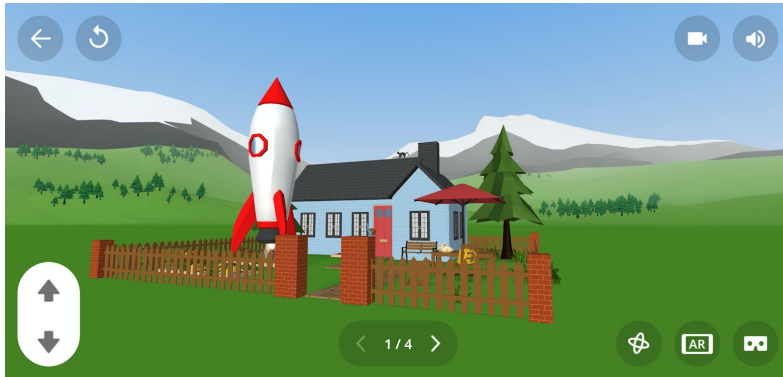


CoSpaces are ready to be viewed in VR when it shows 2 screens, one for each eye.

Place your phone in your mobile VR headset and dive in!

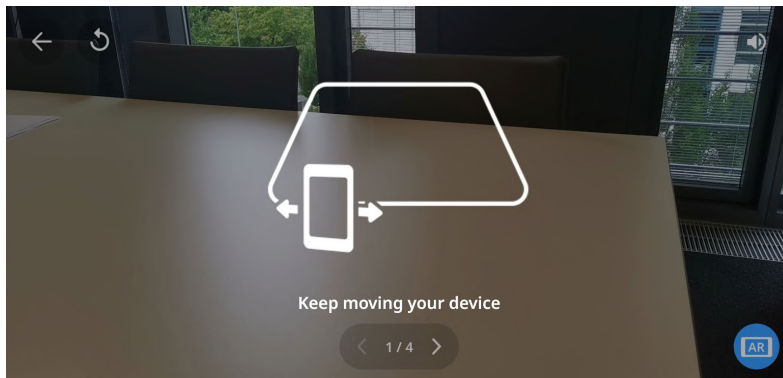
# The Augmented Reality mode

CoSpaces Edu creations can be projected onto the real world with AR!



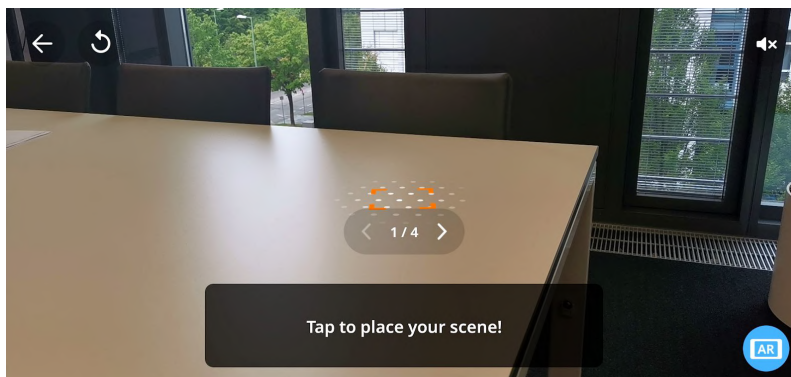
To explore CoSpaces in AR, open the **CoSpaces Edu app** on an **AR-compatible device**, open a CoSpace and click **Play**.

Click the **AR** icon:



Scan your surroundings with your device to detect a surface to project your scene on.

Use a flat surface and avoid plain colors and shiny surfaces!

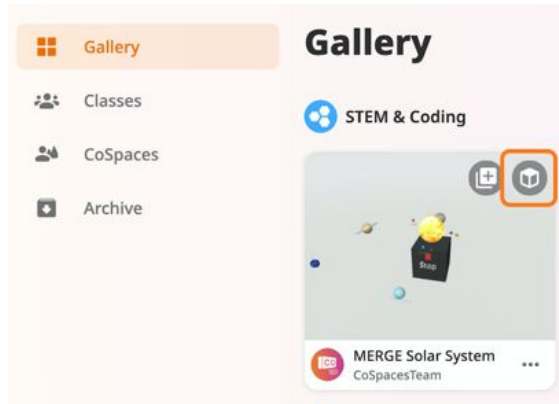


Then, tap to place your scene!

You can then resize the scene or rotate it and move around it with your device.

# The MERGE Cube mode

You can project onto the MERGE Cube in AR (Augmented Reality) using the **MERGE Cube mode**.



**MERGE Cubes** in the CoSpaces Edu Gallery are indicated by this icon:



To view a CoSpace on the MERGE Cube, open it with the **CoSpaces Edu mobile app**, using your **smartphone or tablet**.

Open a CoSpace and click **Play**.

You'll automatically be in the **MERGE Cube mode**.

Holding the MERGE Cube in one hand, place it in front of your device's camera.

You may have to move the MERGE Cube around before it gets detected by your device.

# Chapter 5.

# Pro sharing features

Sharing a CoSpace

Publishing to the Gallery

Remixing CoSpaces

Updating a shared CoSpace

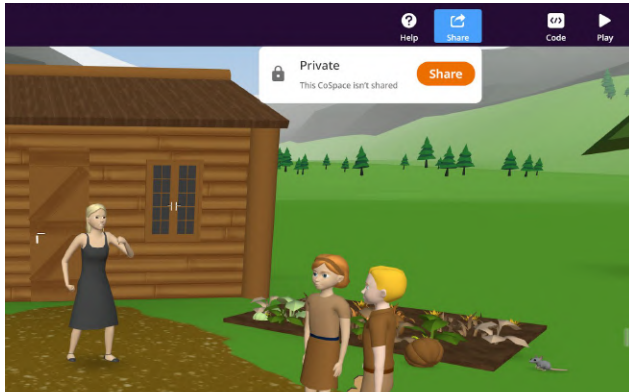
Recording and sharing videos

Exporting 360° images

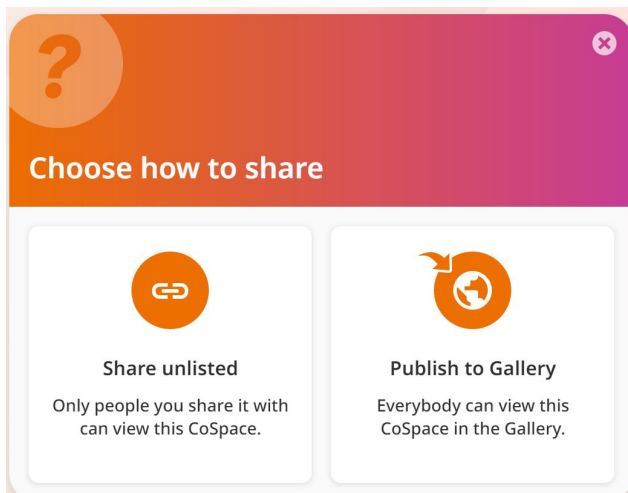
**PRO**

# Sharing a CoSpace

Pro CoSpacers can easily share their CoSpaces with others, whether they have CoSpaces Edu or not!



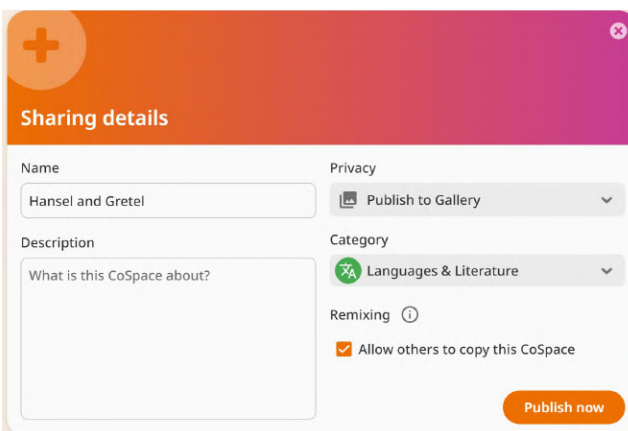
To share your CoSpace, open it and click **Share**.



Choose how you want to share your CoSpace with others.

Click **Share unlisted** to share your CoSpace with specific people.

Click **Publish to Gallery** to let everybody view it in the public **CoSpaces Edu Gallery**.



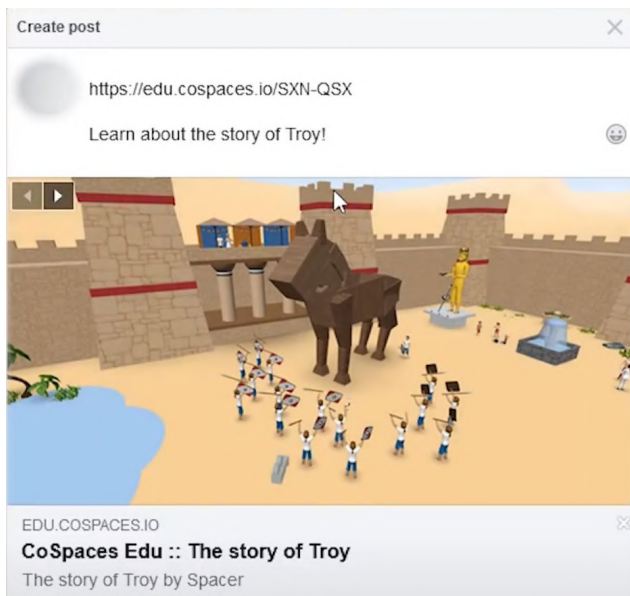
Type in a **name** for your CoSpace and a **description** introducing it.

Then, enable **remixing** if you want to allow others to be able to copy your CoSpace and edit it into their own version.



Every CoSpace can be shared and accessed using a simple **share code** or a **share link**.

Each shared CoSpace also has a unique **QR code**, which can be scanned with a smartphone or a tablet to easily access it.



You can also easily share your CoSpace on your favorite social media channels!

Click a **social media share icon** to create a post including your CoSpace.

Personalize it and share it with your friends and followers.

## CoSpaces Edu for language learning



*CoSpaces Edu was featured as part of an "Immersive Language Learning" online workshop introducing various EdTech tools to language educators.*



Inside the "Spot the difference: Zoo" created with CoSpaces Edu: [cospac.es/2xUP](https://cospac.es/2xUP)

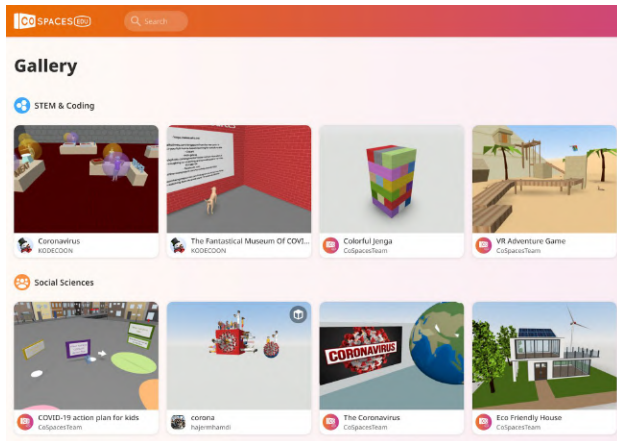
You can also add your CoSpace to a website using the **embed code**.

Simply copy and paste the embed code to add it wherever you like.

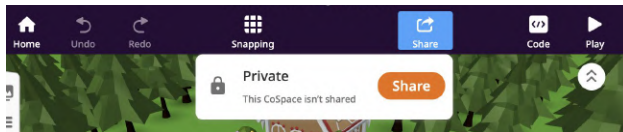
This will place your CoSpace on your page inside a viewer, ready to be explored!

# Publishing to the Gallery

Pro teachers are able to publish to the CoSpaces Edu Gallery, where CoSpacers share ideas and get inspiration!



The CoSpaces Edu **Gallery** features many examples of CoSpaces organized by fields of application and shared by educators who use the platform.



To publish a CoSpace to the Gallery, open the CoSpace you want to publish, click **Share** and **Publish to Gallery**.



### Sharing details

<p><b>Name</b></p> <input type="text" value="Hansel and Gretel"/>	<p><b>Privacy</b></p> <p> Publish to Gallery</p>
<p><b>Description</b></p> <p>What is this CoSpace about?</p> <div style="border: 1px solid #ccc; height: 60px; width: 100%;"></div>	<p><b>Category</b></p> <p> Makerspaces &amp; Arts</p> <p><b>Remixing</b> ⓘ</p> <p><input type="checkbox"/> Allow others to copy this CoSpace</p> <p style="text-align: right;"><b>Publish now</b></p>

Enter details for your CoSpace, choose the category which it should appear in and whether to allow remixing or not.

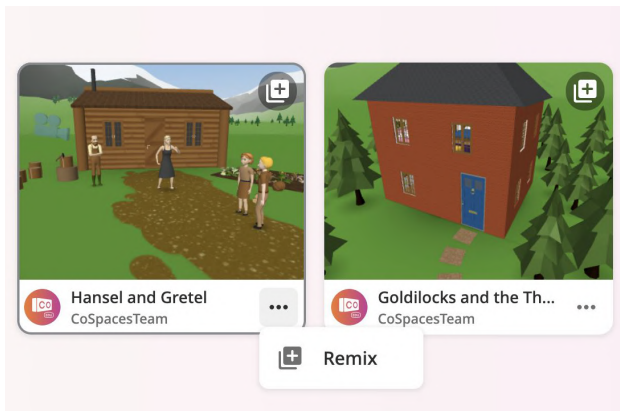
When you're ready, click **Publish now**.



# Remixing a CoSpace

Pro teachers are able to remix shared CoSpaces into their own creations!

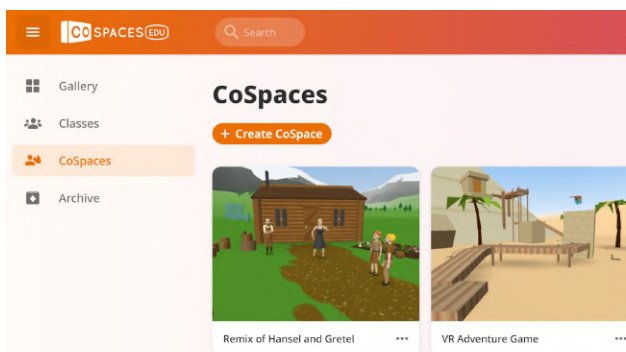
There are lots of CoSpaces in the Gallery that can be remixed.



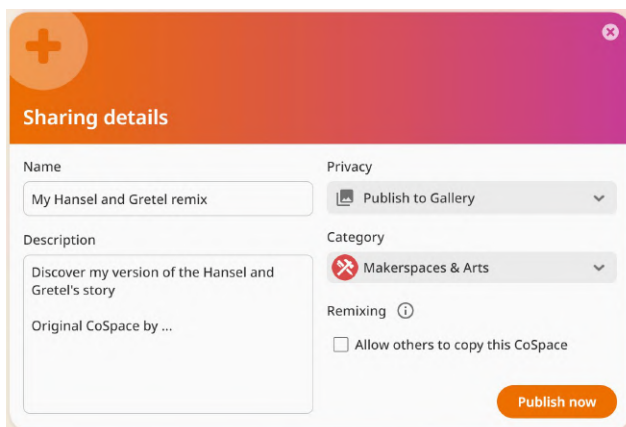
You can remix CoSpaces that are shown with the **Remix** icon:



To remix a CoSpace, select it and click **Remix**.



You'll get your own editable copy on this CoSpace under your **CoSpaces**.



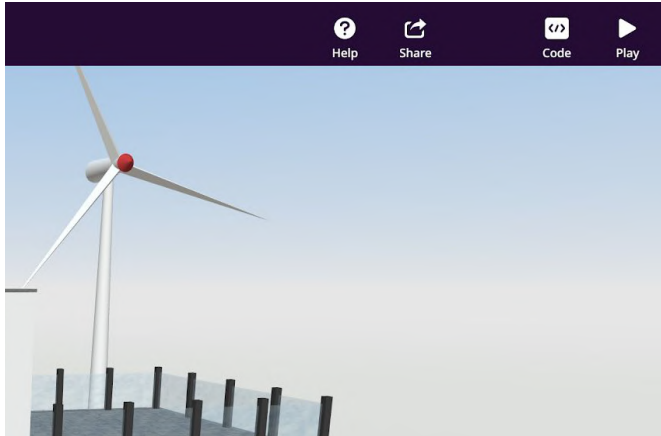
Remixed CoSpaces can also be shared in their edited versions.

When sharing a CoSpace that was remixed, please mention the name of the CoSpacer who originally created it.

You can simply include it in your CoSpace's description.

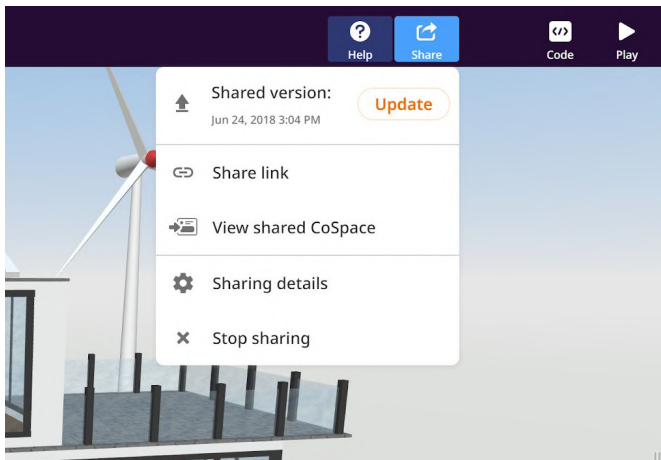
# Updating a shared CoSpace

The CoSpaces that you've shared can be easily updated anytime!



You can, at any time, update the CoSpace you've shared.

Click **Share** to change your sharing options or to update your shared CoSpace.



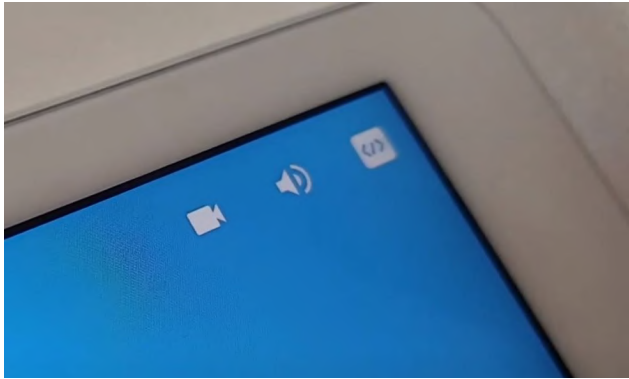
After you've made your edits, click **Update** to update your shared CoSpace.

You can always see the **last update date** of the last version you shared.

If you no longer want to share this CoSpace, simply click **Stop sharing**.

# Recording and sharing videos

Another fun way to share your creations is to make videos of your CoSpaces!



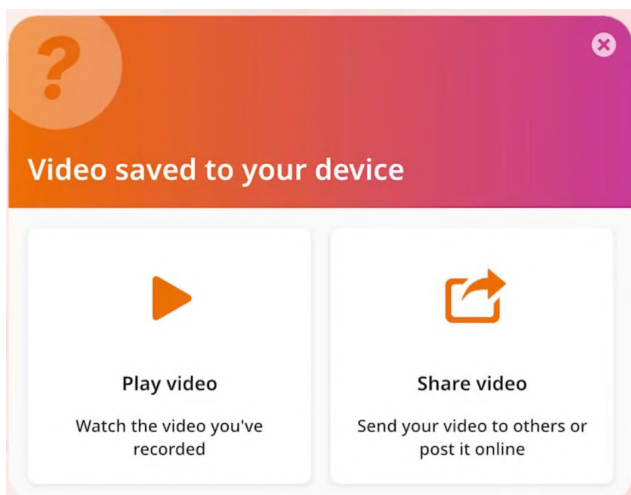
From a phone or a tablet in the CoSpaces Edu mobile app, **Play** the CoSpace you want to share.

Then, click the **camera icon** to make a video of this CoSpace.



Click the **red record button** to start recording your screen.

When you're done, click the **stop button** to end the recording.



Your video file will be automatically saved onto your device.

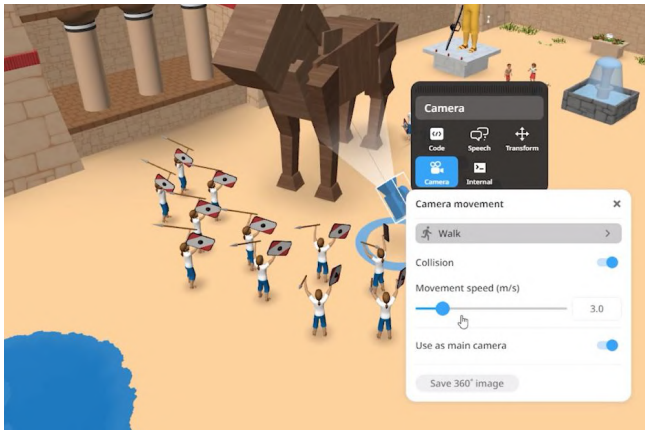
You can then watch it, send it to others or share it on online platforms such as Seesaw and FlipGrid.

# Exporting 360° images

Another great way to share your creations is with 360° images of your scenes!



To export a 360° image of one of your CoSpaces' scenes, double or right click on the **camera object**.



Click **Camera** and **Save 360° image**.

A **360° image of your scene** will be automatically exported and saved to your **downloads**.

You can then send this image to others to let them explore your scene or even dive into it in VR!

# Chapter 6.

# Pro class management

Setting up a class

Creating an assignment

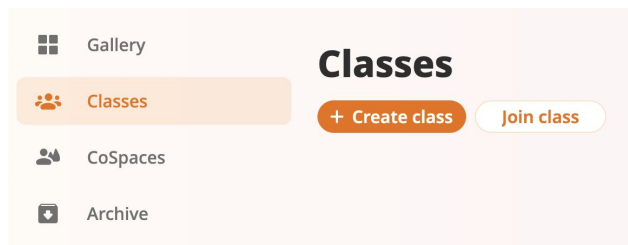
Managing students

Adding teachers to classes

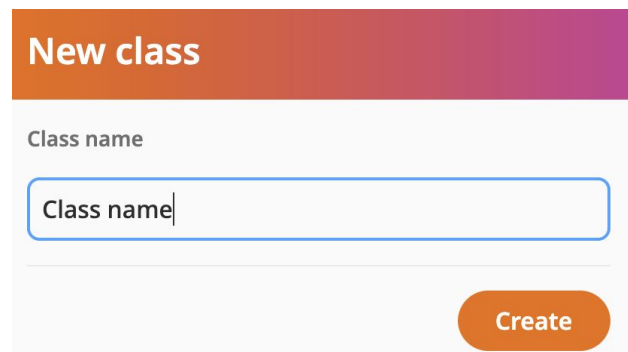
**PRO**

# Setting up a class

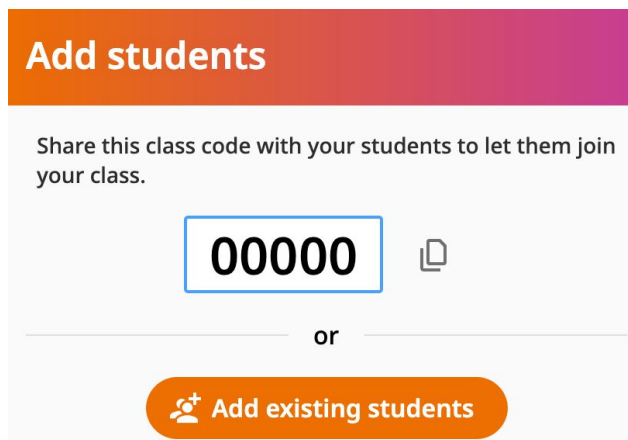
The first step to implement CoSpaces Edu in your classroom is, in all logic, to create a first class!



Go to **Classes**, and click **Create class**.



Enter a name for your class and click **Create**.

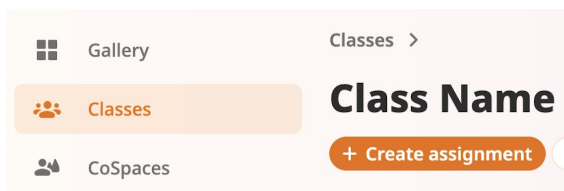


When you create a class, a **class code** is automatically generated.

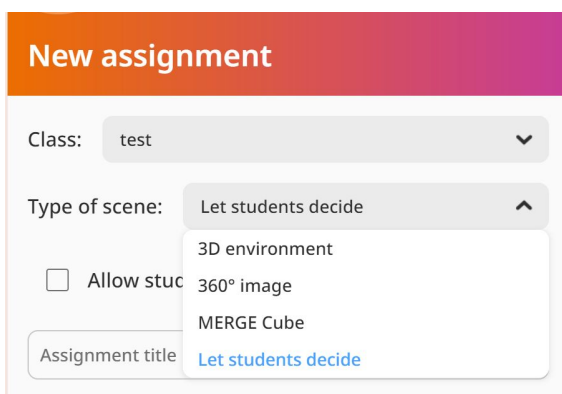
Share your class code with your students to let them join your class.

To add students who are already connected to your license plan, click **Add existing students**.

# Creating an assignment

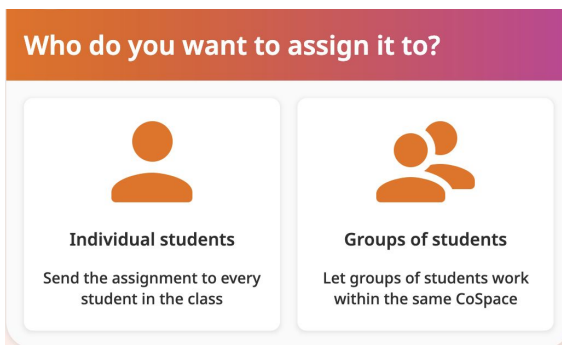


To create an assignment, go to your class in **Classes** and click **Create assignment**.



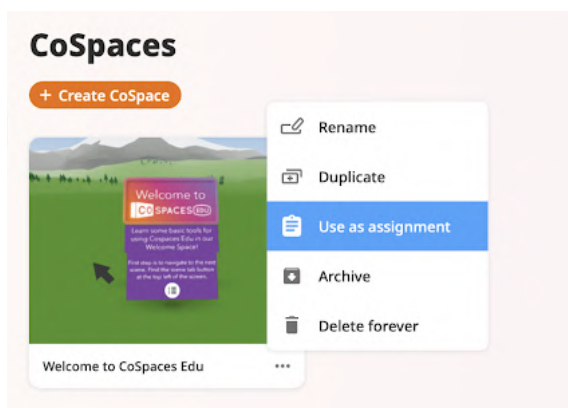
Select the **type of scene** to create and enter a **title** and **instructions**.

If you have access to templates, you can also choose whether to **Allow students to use templates** for this assignment.



You can send the same **individual** assignment to every student in your class.

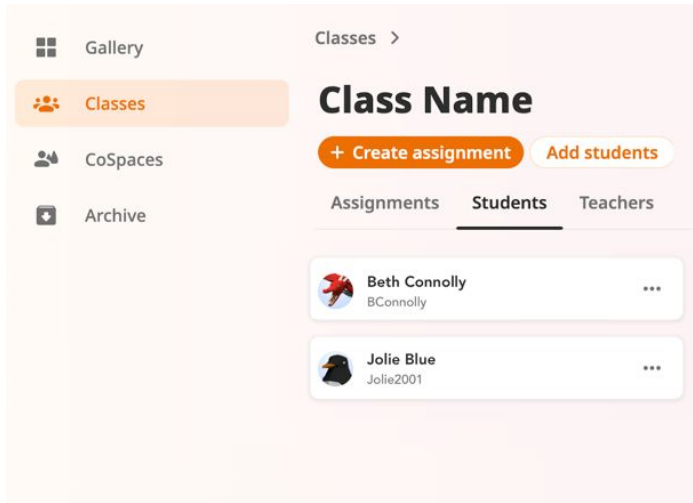
You can send **collaborative assignments**, letting each **group of students** work together within the same CoSpace.



You can also send assignments based on existing CoSpaces that you've created or remixed from the Gallery.

To do this, choose the CoSpace you want to use and click **Use as assignment**.

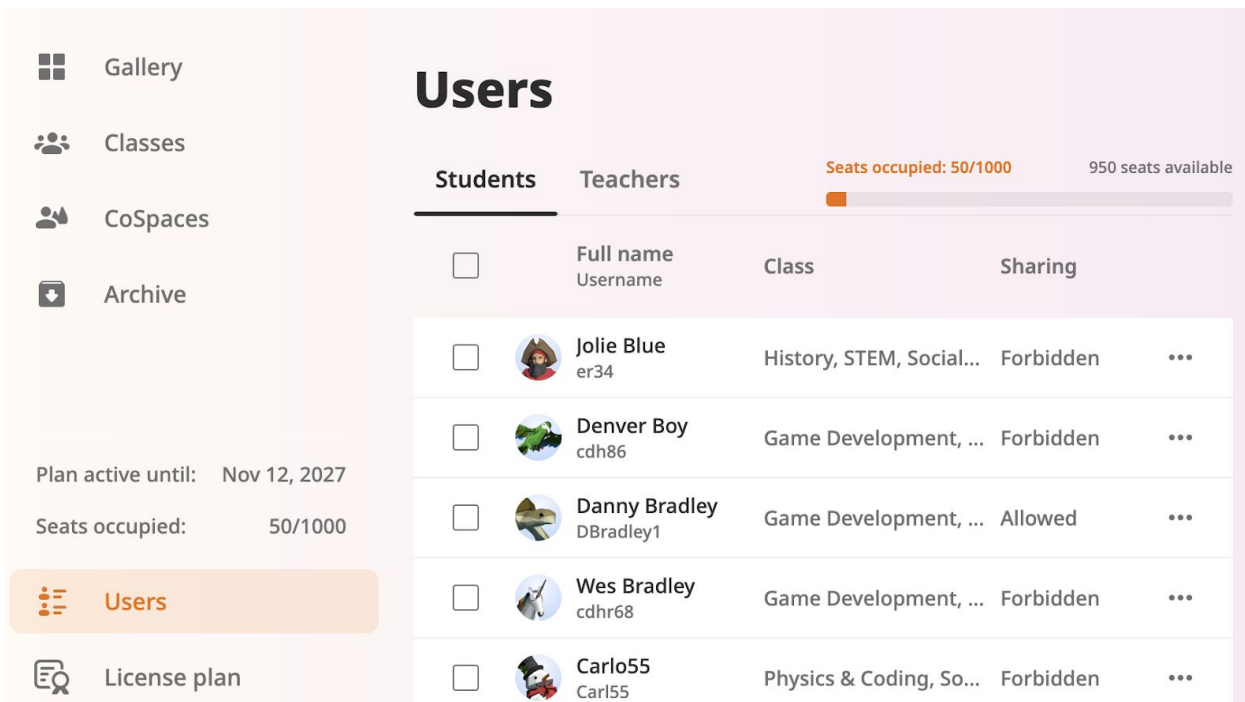
# Managing students



To view the students in your class, open your class and click **Students**.

Click on your students to view their work once they're done or even in real time!

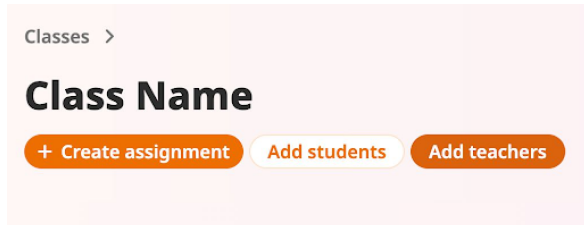
Here, you can help you students **change their password** or **remove students** from your class.



In the **Users** dashboard, you can manage your students' **sharing permissions**, defining whether they can share their creations with others.



# Adding teachers to classes

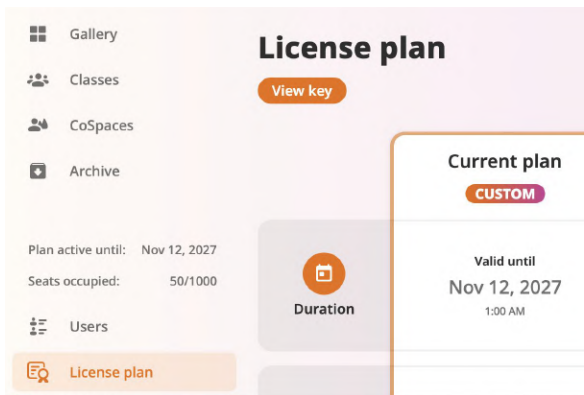


You can share your classes in CoSpaces Edu with other teachers. To add a co-teacher to your class, enter your class and click **Add teachers**.



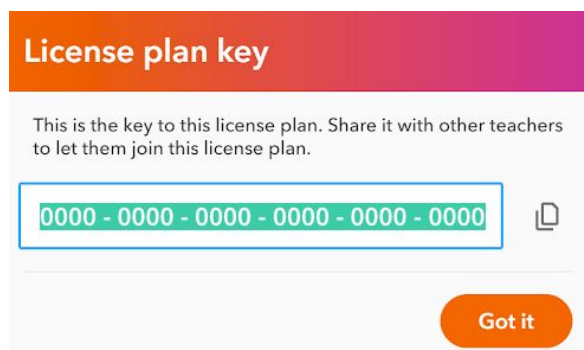
Select the teachers you want to add as **co-teachers** and click **Add to class**.

Co-teachers can manage everything within a class, except deleting it. To be added to your class, teachers must be in your CoSpaces Edu Pro license plan.



You can let other teachers join your CoSpaces Edu Pro license plan by sharing your key with them.

To view your key, click **License plan** and **View key**.



Copy your **key** and give it to the teachers you want to invite to join your license plan.

They'll be able to enter your key from their CoSpaces Edu account and will be added to your license plan.

# Chapter 7.

# Pro resources for educators

Getting started resources

Lesson plans

Classroom goodies

Training & PD

**PRO**

# Getting started resources

CoSpaces Edu offers several resources to help you get started!

**Getting started**

**Onboarding resources**  
Just getting started with CoSpaces Edu? You're at the perfect place to learn the basics and how to use it in your school.

- Getting started kit**  
Starter kit  
Everything you need to get started  
[Download pdf ↴](#)
- Teacher & student checklists**  
Checklists  
A teacher checklist and a checklist to give to your students  
[Download pdf ↴](#)
- Shortcuts & controls**  
Shortcuts  
A cheat sheet of useful shortcuts and controls  
[Download pdf ↴](#)
- VR in Education guidelines**  
VR best practices  
Recommendations for implementing Virtual Reality in the classroom  
[Download pdf ↴](#)

**Beginner video tutorials**  
Learn the basics of CoSpaces Edu and teach others with these introductory tutorials

- CREATING WITH COSPACES EDU
- EXPLORING WITH COSPACES EDU
- FIRST CLASS WITH COSPACES EDU
- GETTING STARTED FOR TEACHERS
- GETTING STARTED FOR STUDENTS

**Teachable online course**  
This FREE online course teaches educators all the basic knowledge needed to implement CoSpaces Edu and use it in the classroom.  
[Learn more >](#)

The Getting started page on the CoSpaces Edu website

[cospaces.io/edu/onboarding](https://cospaces.io/edu/onboarding)

is the best place to start!

You'll find many onboarding resources to help you easily implement CoSpaces Edu in your classroom.

In the main navigation, click **Resources**. In the drop-down menu, click **Getting started**.

The Getting started page includes beginner resources like a Getting started kit, student and teacher checklists and much more.

# Lesson plans

The CoSpaces Edu website also offers many lesson plans that can be easily adapted.

**Lesson plans**

**Adaptable lesson plans**  
Find a lesson plan to easily implement CoSpaces Edu in your classroom!

**STEM & Coding** View more >

- Dream place
- Maths museum
- Newton's laws

**Social Sciences** View more >

- US Presidents exhibition
- 360° virtual tour
- Infographics

**Literature & Languages**

- Storytelling
- Virtual exhibitions
- Interactive art

**Makerspaces & Arts** View more >

- Creating with building blocks
- Presentation space
- Name tag challenge

The Lesson plans page on [cospaces.io/edu/lesson-plans](https://cospaces.io/edu/lesson-plans) provides full lesson plan documents ready to be printed out!

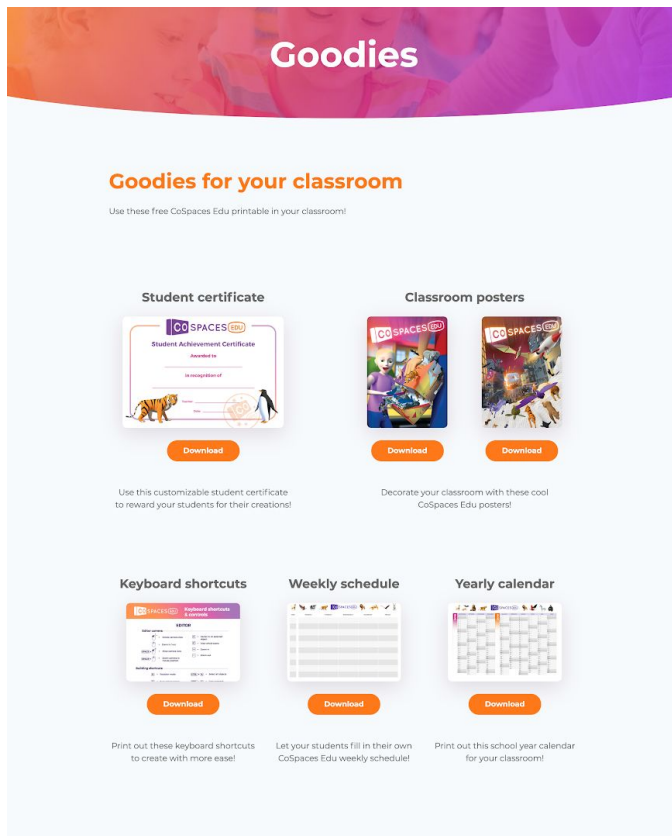
Most lesson plans can easily be adapted to fit many different school subjects and grades.

In the main website menu, click **Resources**.

Then, in the drop-down menu, click **Lesson plans**.

# Classroom goodies

You'll find several resources on the CoSpaces Edu website, including material to get started and lesson plans that can easily be adapted to fit the curriculum.

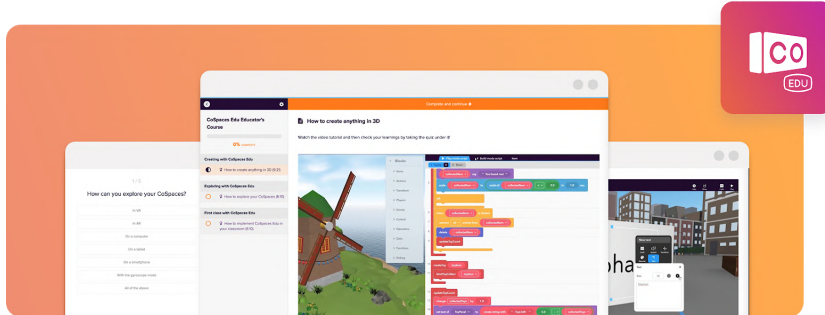


The Goodies page [cospaces.io/edu/classroom-goodies](https://cospaces.io/edu/classroom-goodies) offers multiple free classroom goodies that you can print out for your class!

In the main website menu, click **Resources**.

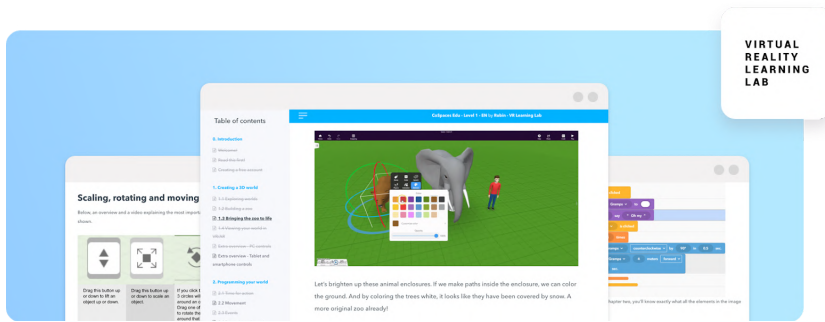
In the drop-down menu, click **Goodies**.

# Training & PD



The **free** educator's **Teachable** course by *CoSpaces Edu* gives all the basic knowledge needed to use CoSpaces Edu in the classroom.

Enroll on [cospaces-edu.teachable.com](https://cospaces-edu.teachable.com)



The **free** CoSpaces Edu **online course** by the *Virtual Reality Learning Lab* will teach you how to create your own interactive 3D worlds using CoSpaces Edu.

Enroll on [academy.vrlearninglab.nl/cospaceslevel1](https://academy.vrlearninglab.nl/cospaceslevel1)

# Chapter 8.

# Pro community and support

The CoSpaces Edu Ambassadors

The CoSpaces Edu blog

Social media

The online forum

Support us



# The CoSpaces Edu Ambassadors

## Our Ambassadors

### Meet the CoSpaces Edu Ambassadors!

Click the flags to view our Ambassadors by regions.

**USA**

---

Adam Samuels  
EdTech & Learning Support Specialist

@adamtsamuels

Amanda Fox  
STEM Leader & Teacher

@amandafox

Amy Brownlee  
K-12 Technology & Innovation Teacher

@ambrownlee

Brian Cauthers  
Science Teacher

@bcauthers

Brian Costello  
Digital Innovation Specialist

@briancostello

Darren Alcalá  
STEM/CT Technology Coach

@darrenalcala

Jaime Donally  
Author & Speaker / Consultant

@jdonally

James McCrary  
Director of Technology

@jammccrary

**Canada**

---

Isabella Liu  
Teacher

@isabellaliu

Jeff Hennigar  
Teacher

@jeffhennigar

Marie-Eve Lapolice  
K-12 Teacher

@marieevelapolice

Mario Eleftheros  
STEM Tech Integration Specialist

@marioeleftheros

**Egypt**

---

Achraf Soliman  
Project Teacher / Researcher & Technology Teacher

@achrafsh

Asmaa Moustafa  
Head of Computer Department

@asmamoustafa

Lamees Gouda Armeen  
English Teacher

@lameesgouda

Mai Mohamed  
Science Teacher

@maimohamed

**Hong Kong**

---

Heung Yuk Mu  
Training Specialist

@heungyukmu

Ho Spike  
Head of IT in STEAM & Computer Subject Panel Head

@spikeho

James Haworth  
Lead Teacher Learning Technologies

@jameshaworth

Kin Kong Fung  
Teacher

@kinfung

The **CoSpaces Edu Ambassadors** are CoSpaces Edu experts and supporters of the platform who are selected to represent CoSpaces Edu around the world.

They support CoSpaces Edu in many ways and offer their help to other users.

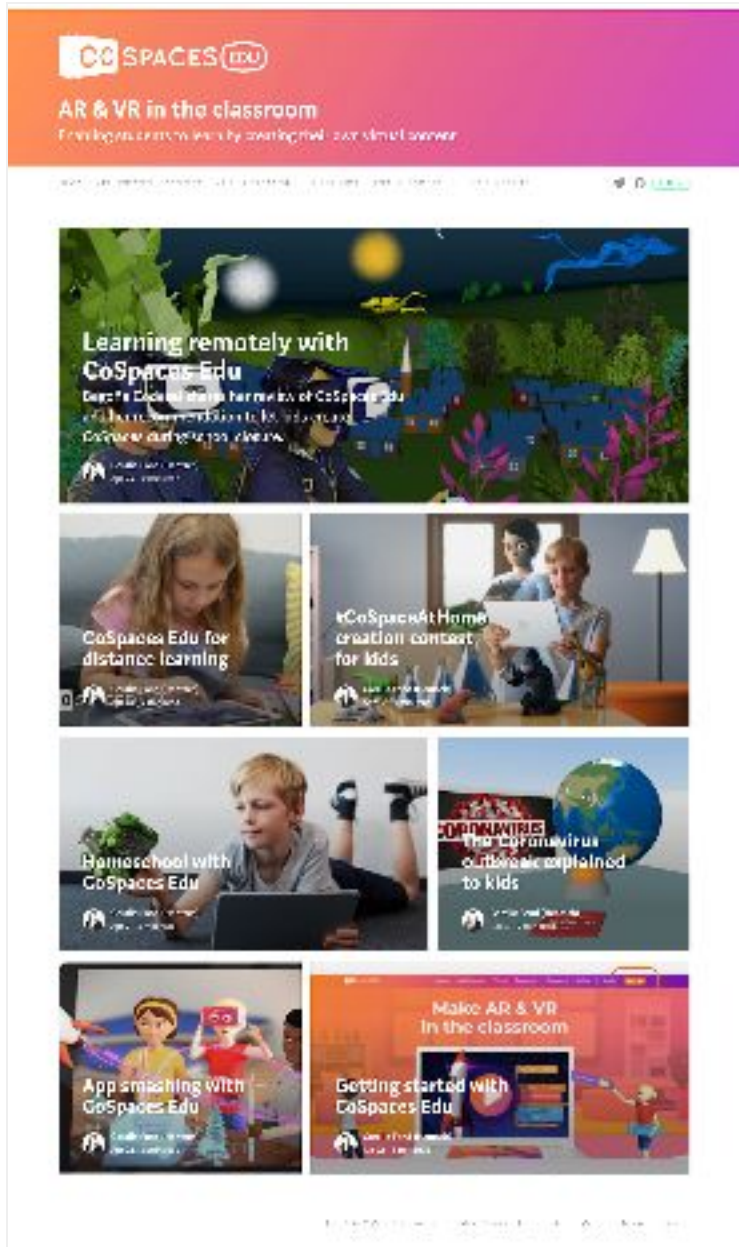
Don't hesitate to connect with them on [Twitter](#) and to reach out to them for support!

Learn more about them on the [Ambassadors page](#):

[cospaces.io/edu/ambassadors](https://cospaces.io/edu/ambassadors)



# The CoSpaces Edu blog



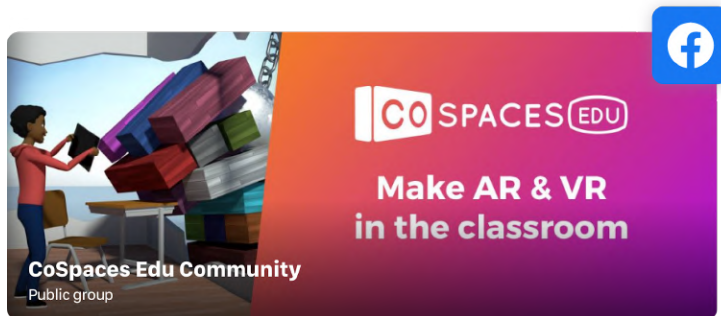
The CoSpaces Edu blog at [blog.cospaces.io](https://blog.cospaces.io) showcases real-life stories of teachers and students who use the platform as well as guest posts by our Ambassadors.

We always welcome stories of educators and schools who have found a successful way of integrating CoSpaces Edu or AR and VR in the classroom.

Interested in getting featured on the CoSpaces Edu blog?

Send us your story idea to [programs@cospaces.io](mailto:programs@cospaces.io)

# Social media



The [CoSpaces Edu Community](#) Facebook group connects many educators using CoSpaces Edu in their schools. Grow your PLN and come exchange ideas!



The [CoSpaces Edu Facebook page](#) is the official page of the platform, managed by the company and provides news and announcements.



The [CoSpaces Edu Twitter channel](#) features a mix of company news and featured posts showing how educators use CoSpaces Edu around the world. Use [@cospaces\\_edu](#) to connect with CoSpaces Edu and the hashtag [#cospaces\\_edu](#) to get featured!

# The online forum

The **CoSpaces Edu online forum** is open to anyone looking to get support or share ideas with other educators.

Category	Topics	Latest
<b>Announcements</b> Welcome to the CoSpaces Edu forum!	6	Advanced rotation direction with Z-axis CoBlocks 7h
<b>General</b> Are you looking for general information about CoSpaces Edu? Then this is the thread for you! You can use this section to post your own questions if they haven't already been asked, discuss different features and their many possibilities or simply connect with other educators around the world! Accounts Hardware Licenses Classroom	213	Hello, I'm having a little problem with priority of key presses CoBlocks 1d
<b>Building, Viewing and Sharing</b> Here you can find the answers to building-related questions, like how do I resize an object, can I import my own 360 images or is it possible to use external objects such as .stl files. Assets Import MERGE Cube	278	Carry Score over Coding 1d
<b>Coding</b> CoSpaces Edu is a great tool for coding! With the use of CoBlocks and script languages, you and your students can make your virtual creations come to life. In this thread, you'll find the answers to many different coding topics, from the basics of writing scripts to coding collision detection. Wheth... CoBlocks	480	Making CoSpaces Edu more inclusive 16 3d
<b>Tutorials</b> Welcome to the CoSpaces Edu tutorial thread - a place where the community and the CoSpaces Edu team can post guides and tutorials, learn more about the tools that CoSpaces Edu has to offer and demonstrate how they code their virtual worlds!	49	Add Pro teachers to a class Licenses 3d
		Continuing music into the next scene Coding 3d
		Testing for education 0 3d
		How to become pro 0 3d
		360° photo environment character scaling Building, Viewing and Sharing 4 4d

To join the forum, go to: [forum.edu.cospaces.io](https://forum.edu.cospaces.io)

# Support us

CoSpaces Edu is all about expanding imagination and offering new ways to let kids express themselves and learn in a more fun and engaging manner.

## Why does CoSpaces Edu exist?

Our goal is to provide easy-to-use educational creation tools that empower students to become creators and prepare them for the future.

We hope to help reinvent and improve the learning experience, enhance creativity and foster collaboration in the classroom, while equipping kids with the digital literacy skills that will become crucially important in the years to come.



## Do you share our vision?

We're always looking to connect with like-minded people and organizations who can help us reach our goals and improve student learning worldwide.

Don't hesitate to connect with us through our various online channels.

Happy CoSpacing!