

Literature interpretation

Lesson plan

Created by the CoSpaces team

Education level: From elementary

Subject: Languages, literature, ELA

Format: Individual activity

Duration: Approx. 1 hour



Introduction and lesson objectives:

Literature classes can be visually engaging! With CoSpaces Edu, your students can bring novels to life and make them vivid and relatable.

You can get your class to study literature in 3D in numerous ways: have your students create a book summary, for example, reducing a piece of literature to several simple, exemplary scenes or even condense the plot and represent into just one scene.

Creating 3D environments is also ideal for theatre performances. Students can create stage designs and then get immersed in VR. They can even re-build the structure or the location of a novel!

Finally, students can use CoSpaces Edu to portray character relationships and map them in a character constellation. Using VR, it's even possible for kids to take on a specific character's point of view!

Learning goals and student benefits:

- Learn 3D creation skills
- Develop creativity
- Develop critical thinking
- Foster unique thinking
- Study and connect to literature
- Practice displaying information

Activity example:

1. Introduce the piece of literature to be studied to your students.
2. Explain what they'll be working on: a summary, creating a 3D setting or mapping the relationships between the story's characters.
3. Ensure that your students have a clear understanding of the piece of literature.
4. Provide a different scene of the story to each student and let them recreate it.

Extension idea:

Allow some time for students to share, view and evaluate each others' work.

Assessment and evaluation suggestions:

- Have your students managed to create a scene connected to the piece of literature they've studied?
- Does their work show a good understanding of what they've read?
- Have they shown original and critical thinking in their approach of the piece of literature they've studied?

Additional notes:

The main challenge with literature interpretation is creating a concept. This is why it's very important that students understand what they've read. A good understanding of the text will help translate literature into 3D scenes.

With set-building, it's the other way around: it's a lot easier to come up with a place and create it in detail.

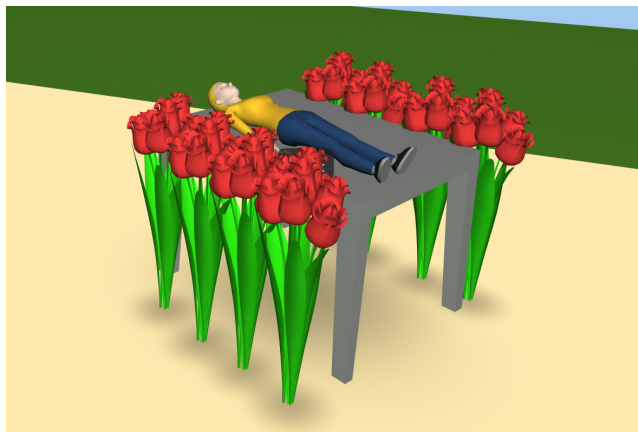
Literature plays with different perspectives. The same can be done in CoSpaces Edu. For example, the hidden secret part of a story can be visually represented by having something hidden in a box. Characters that don't interact well within the story can be placed back to back in a 3D character constellation.

Creation guide



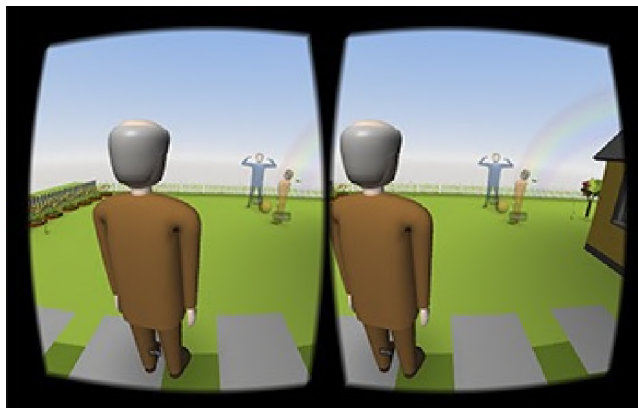
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Once you have a good understanding of the text, create your scene layout.



Add 3D objects to represent elements of the story.

Since some 3D objects might not be available in the Library, you can create your own by assembling primitive shapes using the **building blocks** from the **Building** category in the **Library**.



Think about how you could use Virtual Reality to explore different characters' perspectives in the story.

Example CoSpaces



Romeo and Juliet

edu.cospaces.io/NTU-AZP