

## What's on your Virtual Plate? Lesson plan

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**Education level:** From

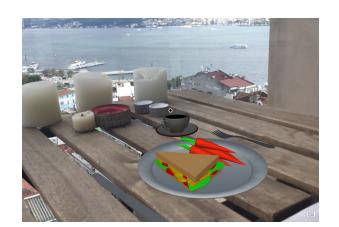
kindergarten

**Subject:** STEAM, social sciences,

humanities, geography, diversity

Format: Individual activity

**Duration:** Approx. 30 minutes



### Introduction and lesson objectives:

"What's on your Virtual Plate?" is a global student collective resource where all participants re-create, using VR, the last meal they ate - to be shared with the world!

The larger goal is using this education technology to create connections and collaborations globally without the barrier of physical distance.

## Learning goals and student benefits:

- Learn 3D creation skills
- Learn basic coding skills
- Develop design skills

- Develop communication skills
- Foster collaboration
- Create international conversations



### **Activity example:**

- 1. If you wish, start by showing your class the Virtual Plate tutorial.
- 2. Have your students take a photo of their last meal from the day before.
- 3. Ask your students to break down the ingredients of their meals.
- 4. Give them some time to research where their food came from.
- 5. Ask your students to think about what a similar student in another part of the world might have eaten for the same meal. Let them view other plates in VR.
- 6. Discuss how we are the same and how we are different as a class.
- 7. Ask students to each write a script stating their first name, grade, school name, city, country, the name of their meal, its ingredients, and who made this meal.
- 8. Let your students recreate their own Virtual Plates based on their meal.

#### **Extension idea:**

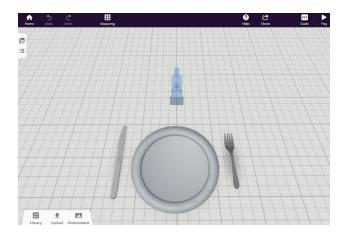
- Students can model their own objects to create their meal with using tools such as Tinkercad and upload these 3D objects to CoSpaces Edu.
- Students can include closed-caption text or video of themselves explaining the meal into their CoSpaces.

## Assessment and evaluation suggestions:

- Have your students managed to recreate the last meal they ate?
- Did your students manage to make it look close to the real meal by being resourceful and experimenting with various objects?
- Did your students think about what the last meal they ate was, what ingredients were part of it and where the food came from?
- Have your students shown interest in discovering other meals from students around the world?

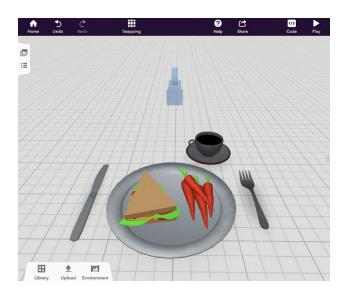


## **Creation guide**



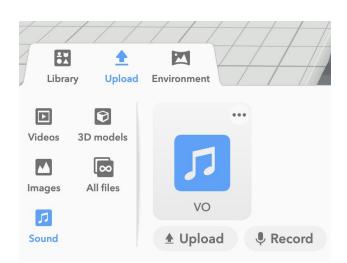
Start by creating a **3D environment** CoSpace scene.

In Upload, go to 3D models and Search for a plate, a fork and a knife.
Place each item under the camera and press Play to preview. Use your mouse to look down at the plate that will appear on the table in front of you once you project it in AR.



Recreate the last meal you ate. Search for 3D models under Upload to find food portions of the meal or create your own using the building blocks in the Library under Building.

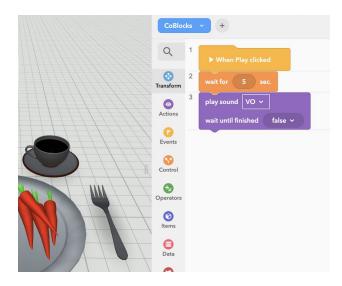
**Scale**, **rotate** and **drag** your 3D objects around and place them to recreate your meal.



Let's now add the voice-over from the script prepared before creating this experience. This script describes this meal to others!

Go to **Upload**, click **Sound** and **Record** your voice over.

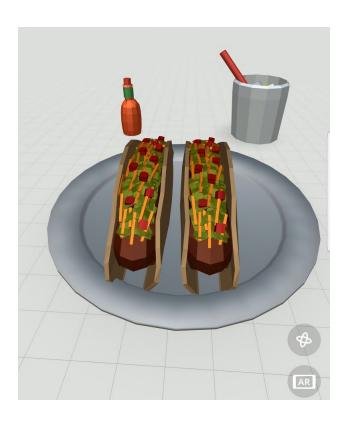




Now some very quick programming, go to Code and click CoBlocks.

Click Control and drag over the wait for \_ seconds CoBlock. Update the wait time to 5 seconds. Go to Action and drag over the play sound \_\_\_ wait until finished false CoBlock.

Your experience will wait for 5 seconds after the viewer presses play, and then play your voice over!



Now that your Virtual Plate is finished, be sure to test it out before sharing it with the world!

Open the **CoSpaces Edu mobile app** on your device, open your CoSpace, and click **Play**.

In the lower-right corner, click the AR icon to start the AR mode.

Keep moving your device over your desk, until it has mapped it and placed an area for you to **tap to place** your plate.

You're now viewing your plate of food in AR!

This step is the same way you'll view plates of food from 1000s of other people around the world.

Let's share it with them!

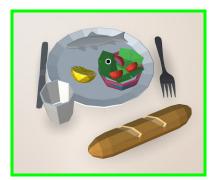


Take a screenshot of your plate projected in AR onto a table.

Make sure that your plate is visible and that the photo is taken from an angle that gives a realistic perspective.

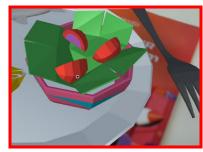












Not placed correctly

Too many objects

Taken too close



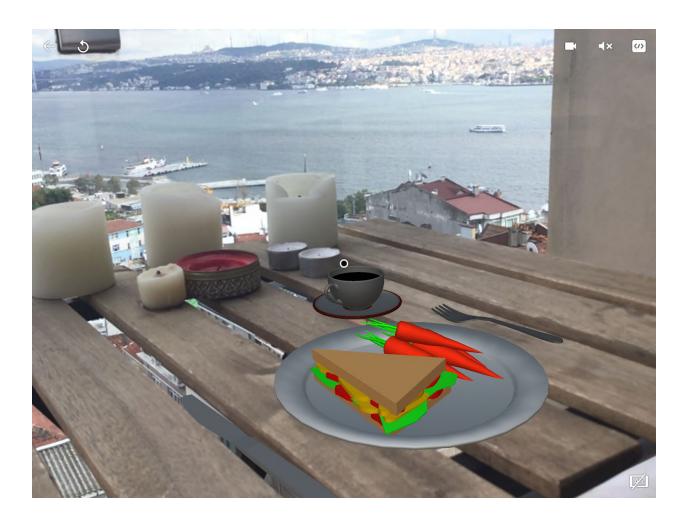
The last step is to share your Virtual Plate with the world!

Back in creation mode, click **Share** and **Share now**. Then, copy your **Share link**.

Go to <u>bit.ly/VRPlate</u> and fill in the form to add your CoSpace to an online resource of other Virtual Plates from all around the world!



# **Example CoSpace**



Clint's lunch in Istanbul, Turkey

edu.cospaces.io/JZA-JJC