



## Project 1: XR meets Vocabulary

|                                |  |
|--------------------------------|--|
| <b>Description</b>             | Learners create Merge Cubes and virtual museums to illustrate different word fields in order to expand their German vocabulary.  |
| <b>Objective(s)</b>            | Creative revision / acquisition of word fields including visualization and pronunciation   |
| <b>CEFR</b>                    | A1 – B2  |
| <b>Digital Skills</b>          | Using digital media to create learning products, copyright, privacy, information literacy, using online dictionaries or Google Translate for pronunciation practice  |
| <b>6C</b>                      | Cooperation, Communication, Creativity, Critical Thinking, Character, Citizenship (if the word field is linked to culture)   |
| <b>Time frame</b>              | 5 – 12 hours   |
| <b>More topics</b>             | Animals, kitchen appliances, modes of transportation, types of movement, sports ... optional: creating a room / different rooms of a house inside the Merge Cube oder in a VR space and labeling all the objects you can see   |
| <b>You want to go further?</b> | Add spelling and translation   Add a quiz  |
| <b>Differentiation</b>         | Vary the types of media (more/fewer videos) and their content (words, sentences or even stories that use the words in context and  |
| <b>Devices</b>                 | Production: PC/Laptop with Chrome browser or tablet with the CoSpaces Edu app (no smartphone since coding does not work on smartphones)<br>Reception: tablet or smartphone with the CoSpaces Edu app, for VR: option to use a VR headset (Cardboard with CoSpaces Edu app or autonomous headset using the native browser that is WebVR-enabled)  |
| <b>Tutorials</b>               | Sign up for CoSpaces Edu <a href="https://youtu.be/qWXUMkauXp0">https://youtu.be/qWXUMkauXp0</a><br>Media Production, Copyright and Privacy <a href="https://youtu.be/OaRTYwpEe6g">https://youtu.be/OaRTYwpEe6g</a><br>Finding media online <a href="https://youtu.be/-SggEV-btCl">https://youtu.be/-SggEV-btCl</a><br>Cropping media content <a href="https://youtu.be/e7qUu-3jrrA">https://youtu.be/e7qUu-3jrrA</a><br>Project 1: Step by step <a href="https://youtu.be/2M815w_hlIU">https://youtu.be/2M815w_hlIU</a> |

## Preparation

### Define

- word fields (1 per learner)
- CEFR level
- how many words each learner is supposed to find (depending on the word field and their level of language proficiency) → Option A: a multiple of 6
- media content to be produced (photos + audio files or [Greenscreen] videos)
  - a mix of pictures + audio files and videos is recommended
  - make sure learners know about copyright and privacy (f.ex. right to one's own image) so they use photos they are allowed to use (→ Public Domain, Creative Commons or their own photos) and make sure that personality rights are respected
  - make sure learners know how to produce the content
- linguistic requirements
- differentiation options → mandatory and optional features

Learners sign up for CoSpaces Edu and join the project (→ class code)\*

\* the class will be prepared and will contain two tasks for learners to choose from | Option A: Mixed Reality / Merge Cube and/or Option B: Virtual Reality museum | both tasks will come with coding already prepared and a sample space

### Example

- Word field: domestic animals
- CEFR level: A1
- # of words: 12
- media content: 10 photos + audio; 2 videos
- linguistic requirements: each word accompanied by its definite article in German
- differentiation
  - mandatory
    - photo or video showing an animal + word pronounced in German with definite article
    - choose 1 task: Option A or Option B
  - optional
    - adding spelling and/or translation by programming an additional object
    - adding a quiz
    - doing both tasks: Option A and Option B

### Production I (2-4 hours)

Learners watch the relevant part of the step-by-step tutorial

Learners build Merge Cube (required for Option A)

Learners produce their media content

- photos: they find photos online or take photos
- videos: they record videos
- audio files: they write down the text they want to record later and make sure they know how to pronounce it

### Tips

- use 1:1 format when taking the photos or recording the videos or crop them before saving them so the format is 1:1 (square)
- save the files using file names that match their content (so if the photo shows a dog, name the file dog.jpg)
- in order to protect the privacy of people learners may use (Augmented Reality/AR) Instagram filters like a cartoon filter

- in order to make Greenscreen videos learners can use Instagram Greenscreen filters (if they choose to appear in their videos)
- for pronunciation practice they can use Google Translate

## Production II

### **Option A: Mixed Reality** (1-2 hour(s))

#### Learners

- log in to CoSpaces Edu, go to “Classes”, join the appropriate class (if they haven’t done so already when signing up) & pick the project they are working on
- choose the appropriate task (Option A)
- watch the relevant parts of the step-by-step tutorial and follow the instructions step by step (time code XXX)
  - upload their photos and videos
  - add source info (minimum requirements: file name, author name, license, check the box at the bottom)
  - attach the photos and videos to the Merge Cube
  - activate coding for the photos and videos
  - deactivate auto play for the videos
  - record their audio files
  - complete the programming
  - optional
    - add objects they program themselves so spelling and/or translation can be checked (refer to sample space code)
    - add a quiz to two duplicated scenes
      - copy each scene
      - add objects to program
      - study sample code and program the quiz
  - delete the sample Merge Cube

### **Option B: Virtual Reality** (1-2 hour(s))

#### Learners

- log in to CoSpaces Edu, go to “Classes”, join the appropriate class (if they haven’t done so already when signing up) & pick the project they are working on
- choose the appropriate task (Option B)
- watch the relevant parts of the step-by-step tutorial and follow the instructions step by step (time code XXX)
  - upload their photos and videos
  - add source info (minimum requirements: file name, author name, license, check the box at the bottom)
  - attach the photos and videos to the walls of the museum
  - activate coding for the photos and videos
  - deactivate auto play for the videos
  - record their audio files
  - complete the programming
  - optional
    - decorate the museum
    - add objects they program themselves so spelling and/or translation can be checked (refer to sample space code)
    - add a quiz
      - add objects to program
      - study sample code and program the quiz
  - delete the sample museum

## Reception (1-2 hour(s))

### Learners

- watch the relevant parts of the step-by-step tutorial and follow the instructions
- share their spaces (unlisted) and add their first name to the title
- post their space on the Padlet in the appropriate column by
  - Option A: downloading the QR code and sharing it along with the share code in one post
  - Option B: copying the URL and sharing it as a link (not in the text of the post)
- Check out their peers' spaces

### Attention

- if the licenses available will be reassigned to different learners in the near future, it is recommended that teachers copy learners' tasks to the admin account and share them to the Padlet themselves because otherwise the shared spaces will no longer work once the learners have been deleted from the license plan

## Reflection (1-2 hour(s))

Learners watch the relevant parts of the step-by-step tutorial and follow the instructions

Learners leave written feedback in German on the Padlet for at least 3 posts using the following sentences:

- Ich mag / finde gut, dass ... - positive feedback
- (Ich würde mir wünschen, dass ...) – a complaint, something that is missing
- (Wie wäre es, wenn Du ...) – a constructive suggestion how to make up for what is missing

As an option and for evaluation purposes learners may

- record feedback for the project in German any way they want (audio, video)
- write a little story in German using the words of any space they have looked at and record the story as an audio file using the voice recorder Padlet provides

& post them in the appropriate column of the Padlet following the guideline in the first post

## Student checklist

### Production I

- watch step-by-step tutorial
- build Merge Cube (for Option A)
- produce/find media content
  - 10 photos
  - 10 texts for the 10 photos
  - 2 (greenscreen) videos
- Check pronunciation

#### Tips

- use 1:1 format when taking the photos or recording the videos or crop them before saving them so the format is 1:1 (square)
- save the files using file names that match their content (so if the photo shows a dog, name the file dog.jpg)
- in order to protect the privacy of people you may use (Augmented Reality/AR) Instagram filters like a cartoon filter
- in order to make Greenscreen videos you can use Instagram Greenscreen filters (if you choose to appear in their videos)
- for pronunciation practice you can use Google Translate

### Production II

#### **Option A: Mixed Reality**

- log in to CoSpaces Edu, go to "Classes", join the appropriate class (if you haven't done so already when signing up) & pick the project you are working on
- choose the appropriate task (Option A)
- watch the relevant parts of the step-by-step tutorial and follow the instructions step by step

- upload photos and videos
- add source info (minimum requirements: file name, author name, license: CC BY-SA, check the box at the bottom)
- attach the photos and videos to the Merge Cube
- activate coding for the photos and videos
- deactivate auto play for the videos
- record audio files & save (using appropriate names like "dog")
- complete the programming

#### optional

- add objects you program yourself so spelling and/or translation can be checked (refer to sample space code)
- add a quiz to two duplicated scenes
  - copy each scene
  - add objects to program
  - study sample code and program the quiz
- delete the sample Merge Cube

#### **Option B: Virtual Reality**

- log in to CoSpaces Edu, go to "Classes", join the appropriate class (if they haven't done so already when signing up) & pick the project they are working on
- choose the appropriate task (Option B)
- watch the relevant parts of the step-by-step tutorial and follow the instructions step by step

- upload photos and videos
- add source info (minimum requirements: file name, author name, license: CC BY-SA, check the box at the bottom)
- attach the photos and videos to the walls of the museum
- activate coding for the photos and videos
- deactivate auto play for the videos
- record audio files (using appropriate names like "dog")
- complete the programming

#### optional

- decorate the museum
- add objects you program yourself so spelling and/or translation can be checked (refer to sample space code)
- add a quiz
  - add objects to program
  - study sample code and program the quiz
- delete the sample museum

### Reception

- watch the relevant parts of the step-by-step tutorial and follow the instructions
- share your spaces (unlisted) and add your first name to the title
- post your space on the Padlet in the appropriate column by
  - Option A: downloading the QR code and sharing it along with the share code in one post
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- Check out your peers' spaces

### Reflection

- watch the relevant parts of the step-by-step tutorial and follow the instructions
- leave written feedback in German on the Padlet for at least 3 posts using the following sentences:
  - Ich mag / finde gut, dass ... - positive feedback
  - (Ich würde mir wünschen, dass ...) – a complaint, something that is missing
  - (Wie wäre es, wenn Du ...) – a constructive suggestion how to make up for what is missing

#### optional

- record feedback for the project in German any way you want (audio, video)
- write a little story in German using the words of any space you have looked at and record the story as an audio file using the voice recorder Padlet provides

& post them in the appropriate column of the Padlet following the guideline in the first post