

Title:

Bringing Delaware History to Life with Virtual Reality

Materials Needed:

360-degree camera

Tripod

VR glasses (Google cardboard viewer)

Tour Creator: <https://arvr.google.com/tourcreator/>; <https://www.thinglink.com/welcome>

Cell phone with Google Expedition app

Optional: Wifi network (group tours)

Learning Outcomes:

Students will develop historical knowledge of major events and phenomena in the world, the United States, and Delaware history.

Subject(s) of Project:

Social Studies

Cross-curricular

Short Project Description

Educators can incorporate Delaware history, culture, and geography in their existing curriculum by creating their own virtual reality resources. The complexity of each “tour” is flexible and only requires a 360-degree camera and a VR Tour Creator tool. The first step is to photograph a location and upload the image(s) to the Tour Creator. The desired text, image overlays, and audio are added and then the project is ready to publish. Teachers have the ability to act as a tour guide with the entire group or allow students to explore the virtual space independently. These VR experiences will connect Delaware students to the rich history of their communities and hopefully inspire them to explore the State’s many resources.

Long Project Description

Pre COVID idea:

The original intent of this project was a work-based learning experience for Teacher Academy students which combined their CTE expertise and volunteering in the community. For this project, the Delaware Agricultural Museum was the selected site. Student groups are assigned a building located in the Loockerman Landing exhibit. This village illustrates life in rural Delaware in the 1890s (General store, farmhouse, train station, church, blacksmith & wheelwright shop, mill, and the barbershop). Each group will then examine the existing research that exists on their building and compare it to existing structures in DE.

When the research phase is completed - student groups should begin the planning process.

The VR activity is intended to serve as a supplemental resource to an existing lesson taught by a Polytech staff member (an extension of the content or application of a specific concept). TA students would co-teach this lesson with their assigned staff member.

This activity would also be adapted and used in TA student teaching internships (various placements K-8). The student would work with their mentor teacher to incorporate the experience into the existing curriculum.

With 19 Teacher Academy programs throughout the state, these experiences would provide needed volunteers to many Delaware heritage sites while providing students with meaningful

WBL experience. Access to the resources would be open - allowing educators across the State to use and modify to fit their grade level and content area.

COVID:

Teachers can create their own experiences to create a more engaging remote learning experience. All tours can be viewed in 360 on student laptops without the use of VR headsets.

Sample VR screen - The School at the DE Agriculture Museum



Other Community Expertise/Participation Need:

Staff at historical/cultural sites