

# ANCIENT CIVILIZATIONS: ANCIENT EGYPT

Exploring the tomb of King Tutankhamun

## BC Curriculum Connection: Social Studies (Grade 7)

- Explore core beliefs and practices of Ancient Egyptians
- Explore traditions, religion practices, and fine arts of Ancient Egyptians

**Learning Goal:** To explore what we can learn from ancient civilizations based on artifacts we have found

**Classroom Set-up:** One HMD with gaming computer in the classroom: Set-up in the back corner of the class with a 2.0 m x 2.0 m playing space marked out with classroom desks as a physical boundary

**Headset:** HTC Vive or Cosmos

**Application:** [Discover™ Egypt: King Tut's Tomb](#)



## Before Going into King Tut's Tomb

Learners have explored the political and religious structure of Ancient Egypt. This experience will give them a visual understanding of the structure of tombs in Ancient Egypt, alongside some of the artifacts kept in tombs to accompany the pharaoh. Students will be put into groups of 4 to complete the VR simulation throughout the day over the course of one week. Other classroom activities and learning will take place while students are in VR.

To set up your classroom and safely prepare students, refer to the [Get Ready](#) section of our website.

### Suggested Schedule:

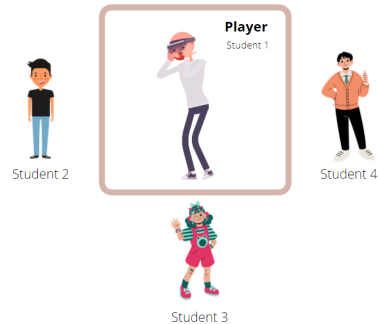
Below is a suggested schedule for a group of 4 students. Allow students at least 15 minutes to experience the VR activity.

Session	Player	Safety Spotters
9:05- 9:15	Actively Listening for Instructions (teacher-led) <ul style="list-style-type: none"><li>● Explain set-up, safety, and activity</li><li>● Distribute headsets and conduct demonstration for proper use and access to program</li></ul>	
Session 1 9:15 – 9:30	Student 1	Student 2, Student 3, Student 4
Transition Time (5 minutes): Sanitize, Students 1 and 2 switch.		
Session 2 9:35 – 9:50	Student 2	Student 1, Student 3, Student 4
Transition Time (5 minutes): Sanitize, Students 2 and 3 switch.		
Session 3 9:55 - 10:10	Student 3	Student 1, Student 2, Student 4
Transition Time (5 minutes): Sanitize, Students 3 and 4 switch.		
Session 4 10:15 - 10:30	Student 4	Student 1, Student 2, Student 3
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## Immersive Experience

**Step 1:** Student 1 plays while group members ensure Student 1's safety. The other students can be working on a classroom learning engagement while monitoring the student who is in VR.



**Step 2:** The student who is playing will enter into a loading screen with audio options and game play options. The student should select Discovery Mode. This game requires audio to learn about the artifacts, so a headset for the player is recommended.



**Step 3:** The game will provide a brief tutorial on the controls for the game.



**Step 4:** Students will see information panels above artifacts. They will need to reach with their left hand into the artifact and click it with the trigger to learn more. There are 3 rooms to discover.

**Step 5:** After 15 minutes, students rotate following the schedule and sanitize headset and controllers between players.

**Step 6:** Have the next group of students complete the learning engagement during the next available learning block. Continue until all students have completed the simulation or have watched a player go through the simulation with audio coming from the computer and not the headset if they are uncomfortable with the experience themselves.





## After VR Experience

### Learning Experience Reflection

#### Student Self-Reflection

- Engage students in a discussion to explore their experiences and learning from this activity. Ask some of the following questions:
  - What did you notice about the artistic style in the tomb?
  - Were there any artifacts that were interesting to you? Why?
  - What surprised you when you were in King Tut's Tomb?
- Teachers can ask students to reflect on their VR experience by completing a [student questionnaire](#).

#### Teacher Self- Reflection

- Teachers are encouraged to answer [teacher self-reflection questions](#) that they feel are relevant to their learning goals. To help build our community, teachers can share their self-reflection by leaving a comment on the different sections found on our [Discussion](#) page.
- Teachers are encouraged to share their experience and perspectives of this program by commenting on the application post for [Discover™ Egypt: King Tut's Tomb](#).

## Assessment for Students' Post-Experience

### Quiz for Students' Post-Experience

To determine students learning from the experience, provide the following quiz. Encourage students to elaborate in their descriptions.

1. Based on what you have learned so far, what do you think is the purpose of the tomb?
2. Why was jewelry buried in the tomb?
3. Describe the artistic design on the walls of the tomb.
4. Match the name to the description:

<b>Name</b>	<b>Description</b>
Neck Rest	Helps a spirit move into the afterlife
Coffin	An ancient rattle to help a person's spirit exit their body
Model Boats	A pillow used to support the head of royalty and engage in purposeful dreams
Sistrum	An encasement for the pharaoh

## Rubric for Student Learning

**Note for Educators:** This rubric is following the new BC curriculum assessment plan:

**Extending:** The student can advocate for how they have surpassed the learning expectations with extensions or work quality above grade level

**Proficient:** The student can successfully accomplish the task independently at grade level

**Approaching:** The student can successfully accomplish the task with some support at grade level

**Developing:** The student requires significant support to accomplish the task

**Note for Student:** If you believe your learning is *Extending*, fill in the column with how you went beyond the expectations of this assignment. For example: broader connections beyond the VR experience, connecting prior knowledge, creating predictions to further my analysis, etc.

Criteria	Developing	Approaching	Proficient	Extending
<b>Identifying Key Artifacts</b>	I can identify some of the artifacts in the tomb	I can identify most of the key artifacts in the tomb	I can identify the artifacts in the tomb	
<b>Purpose</b>	I need more time to fully understand the purpose of the tomb	I mostly understand and can somewhat explain the purpose of the tomb	I understand and can explain the purpose of the tomb	
<b>Religious Significance</b>	I need more time to fully understand the religious significance of the tomb	I mostly understand and can somewhat explain the religious significance of the tomb	I understand and can explain the religious significance of the tomb	
<b>I can justify my responses with examples I saw in the VR experience</b>	I need support to justify my answers.	My answers are justified with some details I saw in the VR experience	My answers are detailed, providing information I learned during the VR experience	