

Choosing a VR Activity Template

Note to Teachers: This document can help you choose a relevant VR activity for your learning objectives. You can also use this as a planning template to identify the equipment needed and procedure in executing your chosen VR activity.

Lesson Title: _____

Grade/Level: _____

Subject: _____

Time: _____

Learning Goal(s)

Note: The goal of this section is for you to start thinking about how VR activities can be used to supplement your lesson to achieve the learning goals.

As a starting point, you can search our website for [ready-made lesson plans](#) that might be relevant to your learning goals.

To look for possible VR activities, you can check and search the listed websites in the [Primary Places to Discover and Download Games](#).

Learning Goals	How will they be met?	What type of VR activities can be used to supplement your lesson to achieve the learning goals?
Content Specific Goal(s)		
Technology-based Goals (NETS-S) <ul style="list-style-type: none"> - Empowered Learner - Digital Citizen - Knowledge Constructor - Innovative Designer - Computational Thinker - Creative Communicator - Global Collaborator 		
Other Goals		

Lesson Overview

Note: Use this section to focus on how the possible VR activities or lesson plan you find can help you meet the learning goals.

Lesson Overview: How will the VR activity or VR lesson plan play a role in meeting the learning goals?

Choosing the Right VR Experience

Note: Use this section to assess the possible effectiveness of your chosen VR activity.

Engagement in Learning	Yes (2)	Somewhat (1)	No (0)
Can the VR activity allow students to focus on the learning with less distraction?			
Can the VR activity cause a shift in students behaviour, from more passive to active social learners (co-use)?			
Enhancement of the Learning Goals	Yes (2)	Somewhat (1)	No (0)
Can the VR activity allow students to develop or demonstrate a more sophisticated understanding of the learning goals (possibly use higher-order thinking skills)?			
Can the VR activity provide support (scaffold) students to make it easier to understand concepts or ideas?			
Extending Learning Goals	Yes (2)	Somewhat (1)	No (0)
Can the VR activity allow students to build authentic life skills, which they can use in their everyday life (soft skills)?			
Can the VR activity connect learning goals with real- life experiences?			
Meeting Students' Diverse Needs and Abilities			
Can the VR activity provide students with different ways to express themselves?			
Can the VR activity provide support to students with a range of abilities and needs?			
Reading the Results 14 - 16 Points: Exceptional potential 11 - 13 Points: Strong potential 8 - 10 Points: Average potential (re-evaluate does it enhance and/or extend learning goals in significant way) 7 Points or below: Low potential (possibly rethink if activity should be used at all)	Total: _____ / 16		

Classroom Setup

Note: Use this section to help you set up your classroom.

Name of VR Activity (include the VR platform or Application)	
Equipment Required	
How is the VR activity going to be executed?	<input type="checkbox"/> Individual <input type="checkbox"/> Pairs <input type="checkbox"/> Teams <input type="checkbox"/> Other
How much space will be needed?	

Procedures

Note: Use this section to plan minute-to-minute activity that will be happening during the VR activity.

Activity	Time	What is the teacher going to say?	What are the students going to do?
Explain the Schedule			
Safety Reminders			
Execute VR Activity			
Student Reflection			