



IMMERSIVE LEARNING PROGRAM

# Google Earth Essentials

**Duration**

60 Minutes

**IMVR Application Link**

[Download Here](#)

## App Overview

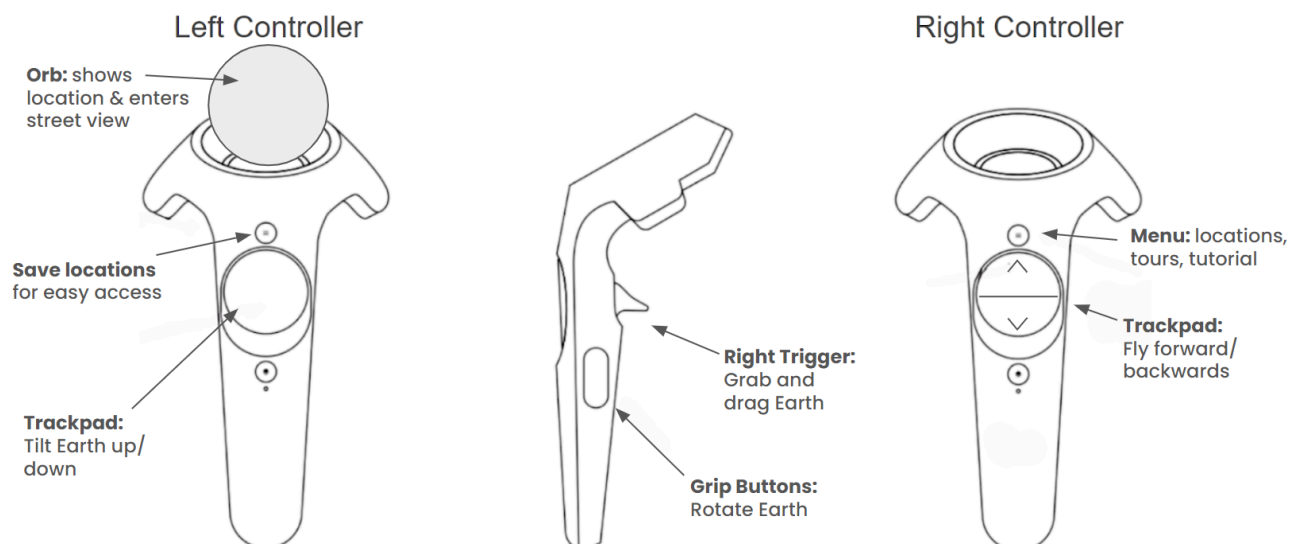
Google Earth VR is an innovative educational tool that allows users to explore global geography in virtual reality. It offers experiences like aerial city views, mountain vistas, and underwater explorations with high-resolution 3D models. The app features guided tours, Street View integration for detailed ground-level exploration, and the ability to save and share favourite locations.



## Objectives

For students to explore the basic functionalities of Google Earth VR by visiting various locations around the world. Students will also conduct some research on chosen destinations to learn interesting facts about them.


## Basic Controls





### Resources

**Student Resources:** [Student Digital Notebook - Google Earth](#)

**Safety Poster:**  Lumination Safety Poster.pdf

### Top Tips

#### Elements and Features of the experience to be aware of:

- There is an **internal tutorial** in this experience. To access, use the right controller to open the menu, select the 3 dots in the top right corner, and “start tutorial”. This will only take 2 minutes to complete.
- You can **change the time of day** (sunrise, midday, sunset, ect) by grabbing the sun, using the right trigger, and dragging it across the sky.
- The **search function** in the menu allows you to type in any address to visit.
- You **can fly forward and backwards at double speed** if the right trackpad and trigger are held down at the same time.

### Learning Sequence

Start all students on their [Student Digital Notebook - Google Earth](#). Provide a basic run through of their tasks and explain that they will be completing the sections of the notebook at their own pace, independently or with a partner.

There are about 40 minutes worth of tasks in this digital notebook, which will require access to the internet for research purposes. Please review and adjust content to best suit your cohort of students.

As students get started, begin calling up the desired number of students/groups to begin their exploration of the experience.

#### IMVR Station: Google Earth VR

Assign students in desired groups (2-3 students is recommended). Each student will be given **5 minutes** to explore Google Earth VR. Depending on the number of students and IMVR stations, you may choose to allocate a longer explore session per student.

Nominate students to be responsible for the following jobs:

- **Timekeeping:** ensuring each student adheres to the provided time limit
- **Safety:** ensuring that the safety guidelines are being followed correctly
- **Headset Switcher:** they will swap the devices and controllers for each student

When in the experience, you may either ask students to complete the app’s internal tutorial (will take roughly 2 mins), or you may ask them to complete the following actions (as found on slide 3 of their Student Digital Notebook):

1. Use the Menu button to choose a city.
2. Fly forwards and backwards over your city.



3. Choose a second location, and walk the streets using the orb.
4. Search your school's address and look around.
5. Change the time of day by dragging the sun across the sky.
6. Optional: experience a tour from the menu.

These actions have been specifically designed to expose students to the app's navigation and features.

### Troubleshooting

- With Google Earth VR holding so much content/information, the first time it is loaded on stations the experience can be blurry and take a long time to load. To avoid this with students, please run the program once or twice per station, after the installation, prior to bringing in your class.

### Lesson Bytes

1. [Earth Lit Up: Exploring Earth's Nightscapes](#) (Year 5)
2. [Exploring Asia: A Virtual Geography Journey](#) (Year 5 - 7)
3. [Volcanic Ventures: Discovering Earth's Explosive Forces](#) (Year 8 - 9)
4. [Liveability Explorers: Delving into Australia's Diverse Environments](#) (Year 7 - 8)

*\*For more Lesson Bytes, please visit our [Lumination Education Centre](#).*