Lumination Learning Lab

Immersive Word Hunt:

Virtual Language and Culture Exploration

Learning Area(s)
Languages

Year Level
Year 9-10

Introduction

In this lesson, students will go on a virtual excursion using Google Earth VR and Google Earth Desktop to explore specific countries where the target language is spoken. This immersive experience will help students understand the geographical and cultural context of the language they are studying. They will focus on identifying and interpreting signs, words, and phrases they encounter during their virtual excursions, enhancing their language skills in a real-world context.

Application

Google Earth VR

Google Earth VR provides immersive global exploration with high-res 3D models, aerial views, and underwater adventures. It offers guided tours, Street View, and save/share options.

Lesson Overview

Lesson Objectives

- Evaluate and synthesise information, ideas, and perspectives from the target country.
- Enhance language skills by identifying and interpreting signs, words, and phrases in the target

Other Resources

- **Google Earth** (Desktop Version)

language.

Lesson Outline

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Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the [Google Earth VR Essential Guide](#) and the desktop version. Make sure students know how to get into 'Street View' mode both in VR and on desktop.
- Brief students on the lesson's objectives. They should already be familiar with several words from their target country/language.
- Students should have a list of cities or regions that they would like to visit on Google Earth, whether self-selected or assigned by the teacher.
- Prepare required materials for this lesson: IMVR headsets, computers with Google Earth Desktop installed, notebooks or note-taking apps, photo-taking devices, screen capture app, and presentation software.

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During the Immersive Learning Journey

IMVR Station: Students will explore selected or assigned cities/regions within the target country in 'Street View' mode on Google Earth VR. Focus on identifying signs, advertisements, and public notices in the target language. Take photos and notes of interesting finds. Provide the English translation of captured words.

Desktop Station: Using their respective computers, students will visit a different area or region from the same country on Google Earth (desktop). Try to view the places in 3D and in 'Street View'. Look for words and phrases with the target language and take screenshots and notes. Provide the English translation of captured words.

Creation Station: Using presentation software like PowerPoint or Google Slides, students can design and create a tour or presentation based on photos, screen captures, and notes, including translations. If there's time, students can record themselves saying the words in video or audio.

Research and Reflection Station: Students research the cultural context of their selected or assigned locations, focusing on how language is used in everyday life. Reflect on how these findings enhance their understanding of the language and culture.

After the Immersive Learning Journey

Assessment: Evaluate students' VR tours or presentations, ensuring they meet the lesson goals.

Discussion: Facilitate a discussion with students with the following guiding questions:
- What common signs or phrases did you encounter during your virtual exploration?
- How do they reflect the culture of the area?
- How did the geographical context influence the language usage in the region you studied?
- Was it helpful to see the language within real world contexts using Google Earth VR and/or desktop version?