



Immersive Poetry:

Harnessing the Power of VR for Inspiration

Learning Area

English

Year Level

Year 5 - 7

Introduction

In this lesson, students will immerse themselves in stunning virtual environments using Nature Treks VR and complementary VR videos. They will explore and reflect on what they see, hear, and feel in these environments to help them write imagery-rich poetry. In doing so, students will harness the immersive power of technology to enrich their creative expression and reflect on how their poem will immerse the reader.

Application

Nature Trek VR

Nature Treks VR offers a serene and immersive virtual reality experience, allowing you to explore vibrant and tranquil natural environments. Wander through lush forests, tranquil beaches, and other stunning landscapes, all while enjoying the calming sounds of nature.





Lesson Overview

Lesson Objectives

- Reflect on immersive virtual experiences to inspire creative expression.
- Use sensory details to enhance poetic writing.

VR/AR Resources

-  360° Victoria Falls - The Devil's ...
-  Home Turf: Iceland - Kayak Ove...
-  Predators vs. Prey On The Africa...
-  Return from the Okavango in 36...
-  Atmospheric Beach Chill Sunset ...
-  Malibu Sunset VR 360 Timelapse



Lesson Outline



Before the Immersive Learning Journey







- Teachers and students should familiarise themselves with the IMVR experience using the [Nature Trek VR Essential Guide](#).
- Students should be familiar with the concept of imagery and how it enhances poetry.
- Teachers need to provide students with desired subheadings (i.e. what I see, what I hear) for students to take notes on their sensory observations.
- VR videos have been provided for three scenes in Nature Trek VR, White Waterfalls, Red Savanna and Orange Sunset. If teachers allow students to explore any of the 15 scenes, relating 360° videos should be provided.



During the Immersive Learning Journey

IMVR Station: Students will use Nature Trek VR to explore an environment of their choice (360° videos provided for White Waterfalls, Red Savanna and Orange Sunset). Their peers will scribe their sensory experiences and imagery observation.

HHVR Stations: Students will watch at least two 360° videos related to their chosen scene, and add additional notes to their observations, ready for their poetry.

-  360° Victoria Falls – The Devil's Pool | National Geographic (1:49)
-  Home Turf: Iceland - Kayak Over a Waterfall in 360-Degrees (2:48)
-  Predators vs. Prey On The African Savanna (1:49)
-  Return from the Okavango in 360 - Ep. 4 | The Okavango Ex... (6:20)
-  Atmospheric Beach Chill Sunset 8k VR 360 stereo (20:27)
-  Malibu Sunset VR 360 Timelapse (0:17)

Creation Station: Students will reflect on their knowledge of their chosen scene, and add dot points to their sensory observations. They will begin drafting their poem, and making decisions for their poem (will it rhyme?, etc). Students can utilise this station to find the precise vocabulary to transform their readers, or utilise rhyming dictionaries to begin their draft.



After the Immersive Learning Journey

Discuss and share poems in small groups.
Reflect on how the immersive experiences influenced their writing.

Discussion/Reflection Questions:

1. How did the virtual experiences help you visualise your poem?
2. Which senses were most vivid for you during the VR experiences?
3. How can your words immerse the reader and make them feel like they have witnessed the scene in person?
4. How can you use these sensory details to enhance other types of writing?