Explore Australia's Natural Wonders

Learning Area
Geography

Year Level
Year 4-6

Introduction

In this lesson, students will explore the importance of various environments, including natural vegetation and water sources, to people and animals in Australia and another continent. Using immersive virtual reality (VR) experiences, students will reflect on the significance of these environments. They will create their own digital representations of these environments using CoSpaces. This hands-on approach will help students appreciate the ecological and cultural significance of natural landscapes.

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

- Understand the importance of natural environments to people and animals.
- Explore diverse Australian landscapes and their ecological and cultural significance.
- Create digital representations of

VR/AR Resources

- ▶ 360, The Great Barrier Reef, Au… (4:21)
- ▶ 360° Outback | Western Austral… (10:18)
- ▶ 8K VR180 WATERFALL into CA… (2:44)

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natural environments using CoSpaces.
- Develop an appreciation for the conservation of natural resources.

- ▶ AWESOME!! 360 [VIRTUAL REA… (2:08)
- www.CoSpaces.io

Lesson Outline

Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the Google Earth VR Essential Guide.
- Ensure that all VR equipment (headsets, controllers, sensors) and software (applications, simulations) are properly set up and functioning.
- Teachers should preview the VR videos and ensure they meet the needs of their students and context.
- Review basic concepts of natural vegetation, water sources, and their significance to ecosystems.
- Distribute CoSpaces logins to students.

During the Immersive Learning Journey

IMVR Station: Students use Google Earth VR to visit significant Australian Natural Wonders, such as The Great Barrier Reef, The Daintree Rainforest, Uluru, Twelve Apostles, ect. They will take observational notes and

HHVR Station: Students watch the selected VR videos to explore different natural environments. They take notes on the unique features and importance of each environment.

Creation Station: Students use CoSpaces to create interactive digital representations of natural environments they have learned about. They include elements like vegetation, water sources, and animals in their creations. They can record or display facts they have learnt about the significant places.

Research Station: Students research the ecological and cultural significance of the environments they have explored. They reflect on how these environments impact the lives of people and animals.

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After the Immersive Learning Journey

Reflection Questions:

1. How do the VR experiences help you understand the importance of natural environments?
2. What did you learn about the significance of vegetation and water sources in supporting life?
3. How can we contribute to the conservation of these environments?
4. What was the most interesting thing you learnt today?

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