Lumination Learning Lab

Lesson Bytes
Teaching ideas for immersive learning

Deep Dive into Marine Life

Learning Area
Science

Year Level
Year 5

Introduction

In this lesson, students will explore the underwater world through immersive technologies to understand how different marine animals survive in their habitats. By diving into the depths of the ocean with the Ocean Rift app and additional VR videos, students will investigate the physical and behavioural traits that help marine animals survive. They will document their observations and create detailed representations of their chosen animals, enhancing their knowledge of marine biology.

Application

Ocean Rift

Ocean Rift offers an immersive experience that transports students into the depths of the ocean. Through vivid underwater environments, students can explore diverse marine life, from dolphins and sharks to ancient ruins and underwater volcanoes. This interactive adventure enhances learning about marine biology and ecosystems in a captivating and engaging way.

Lesson Overview

Lesson Objectives

- To understand and document the physical and behavioural characteristics of marine animals.
- To explore how these traits aid in their survival in specific underwater

VR/AR Resources on CoSpaces

- 360° Sea Lion Encounter
- Dive with Sea Lions | Ocean Rift
- Dolphin Dive VR
- Dive with Dolphins | Ocean Rift
- Turtle-y Awesome 360°

Developed by Zeinab Jafari

habitats.
- To create detailed representations of chosen marine animals.

- Dive with Green Sea Turtles | Ocean Rift

Lesson Outline

Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the Ocean Rift Essential Guide.
- Students should be familiar with CoSpaces creation. If not, assign students some tutorials, found on CoSpaces.io.
- Ensure students have been introduced to physical and behavioural characteristics of animals, and how these help their survival in the wild.
- Teachers can provide additional desired sources (age appropriate websites, articles, books, ect) to aid the HHVR Station.

During the Immersive Learning Journey

IMVR Station: Students use Ocean Rift to explore underwater environments and select an animal to study. They should take notes on their chosen animal's physical and behavioural traits and consider how they move, hunt, and interact. Peers can scribe notes to include part of their final presentation of their animal.

HHVR Stations: Students watch VR videos* on their chosen animal and take notes on what physical and behavioural characteristics they spot. They can add to their pile of facts by conducting further research online, focusing on animal characteristics and how it affects their survival.

- 360° Sea Lion Encounter (3:02)
- Dive with Sea Lions | Ocean Rift (4:26)
- Dolphin Dive VR (1:48)
- Dive with Dolphins | Ocean Rift (11:01)
- Turtle-y Awesome 360° (1:30)
- Dive with Green Sea Turtles | Ocean Rift (6:18)

*Ocean Rift videos were selected for students in case they missed some of the recorded facts in the IMVR Station.

Developed by Zeinab Jafari

**Teachers can also find other 360º videos on different animals by filtering their YouTube search with the "360º" tag.

Creation Station: Students create a detailed representation of their chosen marine animal using a medium of their choice (e.g. drawing, 3D modelling in Tinkercad). They will highlight the structural features and behaviours that their animal utilises to aid survival. They can import their models into CoSpaces or ThingLink to create a virtual presentation on their findings.

After the Immersive Learning Journey

Discussion and Reflection:

1. What unique traits did you find most interesting about your chosen marine animal, and how does it help its survival in its habitat?
2. How did the VR experiences enhance your understanding of marine life?
3. What new insights did you gain from the research station about the animal's habitat and survival?

*Teachers may need to provide a second lesson for students to complete their CoSpaces before sharing their learning with the class.

Developed by Zeinab Jafari