Lumination Learning Lab

Virtual Settings:

Crafting Stories Inspired by Virtual Landscapes

Learning Area
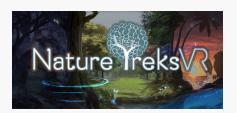English

Year Level
Year 5 - 10

Introduction

In this immersive lesson, students will embark on a creative journey inspired by virtual reality and storytelling. They will explore a variety of environments in Nature Treks VR to craft their own narrative scenes, drawing on literary devices and language features encountered in virtual texts. They will utilise CoSpaces to create a detailed setting, and begin their virtual storytelling.

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

- To create inspired and detailed virtual settings for creative narratives.
- Utilise technology (CoSpaces) for creative expression and virtual story creation.

VR/AR Resources on CoSpaces

- Hansel and Gretel
- The Lion and the Mouse Fable
- Goldilocks and the Three Bears

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 CoSpaces creation. If not, assign students some tutorials, found on CoSpaces.io.
- Provide desired sources (age appropriate websites, articles, books, ect) for the Research Station.

During the Immersive Learning Journey

IMVR Station: Students will explore various environments on Nature Trek VR and study their details, effectiveness on the audience, and potential storylines that may occur with the environment as the setting. They can reflect on the 'mood' created by adjusting the 'setting' using the interactive Orbs.

HHVR Stations: Students to view the following virtual stories, reflecting on the settings in each (Were they detailed enough? What would you add to the setting to enhance the story? ect). They are to also consider how the animations, coding and scenes have been used to retell a story.
- Hansel and Gretel
- The Lion and the Mouse Fable
- Goldilocks and the Three Bears

Creation Station: Students create detailed virtual settings for a narrative in CoSpaces, taking inspiration from their observation in Nature Trek VR. After completing their setting, students can watch this introductory video to CoSpaces Storytelling to begin coding their storyline.

After the Immersive Learning Journey

Students can discuss and share their virtual settings that they created on CoSpaces in small groups.
Class discussion:
- How did the varied settings provide a variety of moods if they were to be used in a story?
- How can virtual reality enhance a storyline?

*May need to provide a second lesson to complete CoSpaces.