



A Knock-on Effect

Exploring Idioms using Gadgeteer

Learning Area

English

Year Level

Year 5/6

Introduction

In this lesson, students will explore the concept of cause and effect through the idiom "a knock-on effect" in a unique and engaging way. Using the Gadgeteer VR app, students will build intricate chain reaction machines that visually represent cause-and-effect sequences. They will then translate these visual experiences into written narratives, creatively linking the physical chain reactions they've built to a storyline that explores the ripple effects of a single action.

Application

Gadgeteer

Gadgeteer is a physics-based VR puzzle game where students can build chain reaction machines to solve puzzles. The game allows students to create complex sequences of events that demonstrate the concept of cause and effect.



Lesson Overview

Lesson Objectives

- Understand and apply the idiom "a knock-on effect."
- Explore and write narratives that illustrate cause-and-effect relationships.
- Connect visual experiences in VR with creative writing tasks.



Lesson Outline



Before the Immersive Learning Journey

- View the [Lumination Safety Poster.pdf](#)
- Teachers and students should familiarise themselves with the IMVR experience using the [Gadgeteer Essential Guide](#).
- Prepare a brief explanation of the idiom "a knock-on effect" and examples of cause-and-effect scenarios in literature or everyday life.
- Have a basic understanding of cause-and-effect relationships. Bring a notebook to jot down ideas during the VR experience.



During the Immersive Learning Journey

IMVR Station:

Students will use Gadgeteer to build a chain reaction machine. Encourage students to focus on how each gadget's action leads to the next, creating a continuous chain of events.

Creation Station (Narrative Writing):

Students will write a short narrative inspired by their Gadgeteer machine. The narrative should explore the concept of cause and effect, particularly focusing on how a small action can trigger a series of events (a "knock-on effect"). Encourage students to think creatively about how their machine's chain reaction could be metaphorically represented in their story.

Diff: Offer a variety of narrative stimulus as listed in the [Narrative Stimuli](#) document.

Research and Reflection Station:

Students will research examples of "a knock-on effect" in literature or real life. They will then reflect on how these examples relate to their own narrative and the machine they created in Gadgeteer.

Diff: Students could have the option of illustrating their writing instead of this station.



After the Immersive Learning Journey

Discussion Questions:

1. How did your Gadgeteer machine demonstrate the concept of cause and effect?
2. What challenges did you face in translating a physical chain reaction into a written narrative?
3. How does understanding cause-and-effect relationships enhance your storytelling skills?