AR & VR

BRINGING LEARNERS TO THE FRONTLINE OF CREATIVITY AND INNOVATION

15 Hours

For Educators, and STEM Teachers

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Overview

The future of learning can be found in Augmented Reality (AR) and Virtual Reality (VR). They take learners to different places and expose them to amazing experiences while they are at home or in the classroom. This tailored professional development course, enables teachers and educators to learn about AR& VR, how to use them in different lessons and engage their students in a wonderful 3D AR and VR learning experiences. This workshop includes topics in writing scenarios, Developing AR/VR experiences, and sharing them.

CPD CERTIFIED
The CPD Certification Service

AI Quintessential

	Ice-breaker activity
	Key concepts and practices (Day 1)
	Introduction to the Workshop Portfolio (A guide on how to develop a learning portfolio with examples)
	Workshop takeaways
	Artificial Intelligence-The Big Picture
	What is Artificial Intelligence?
	Artificial Intelligence Applications
	How AI is related to Data Science and Machine Learning
	Activity: Identify the Data Science and Machine Learning Skills that need to be taught for school students
	AI Curriculum Big Ideas
	Activity: AI Curriculum Big Ideas, Standards, and Learning Objectives
	Discussion: How can AI be integrated in the school curriculum in different subjects-AI & STEM
	Activity: Demonstration of examples on how to integrate AI & STEM
	Benefits of AI Education
	How AI can help students acquire different subjects' knowledge
	Activity: How can we secure the prerequisites of an AI Curriculum
	Coding for AI: Block and Hand Coding
	Update the workshop portfolio
	Wrapping up Day 1

Module 2 (Day 2)

🔓	Warm-up activity (Day 2)
📊	Key concepts and practices (Day 2)
💡	Activity: Demonstration of a virtual tour project
💬	Discussion: What are the elements of the virtual tour project
📊	The 3D camera
	Using Libraries
	Uploading external files
	Introduction to coding for AR & VR
💬	Discussion: How can I cope use coding if I have no coding skills?
📊	Introduction for Scripting Languages
💡	Activity: Create a virtual tour – Around the World Guided Project
🔒	Update the workshop portfolio
	Wrapping up Day 2

Module 3 (Day 3)

🔓	Warm-up activity (Day 3)
	Key concepts and practices (Day 3)
📊	The Physics engine
	Switching between devices
💡	Activity: The Virtual Reality mode
	Activity: The Augmented Reality mode
📊	Exporting 360° images
💬	Discussion: Sharing AR and VR Content
💡	Activity: A trip to the Space-Explore the galaxy Guided Project
🔒	Wrapping up: Finalize and submit the workshop portfolio
	Workshop Feedback