VR (Virtual Reality) in English Class
CoSpaces EDU: Coding Scenes from *Animal Farm*

Background: One of my goals this year was introducing VR (virtual reality) into my classes. Over the last few years, I have been focusing on the ISTE (International Society for Technology in Education) standards, and I want to incorporate more meaningful technology into my lessons. I liked the idea of Google Expeditions, but I wanted my students to be able to create their own content.

Holly Caudill teaches at Lakeland Union High School in Minocqua. Contact her at caudill@lakelandunion.org

Purpose: I had done some research and explored ways I could introduce computer science to my students, in an effort to bridge the computer science gaps across our content areas. Introducing students to future ready skills is necessary for their success in today's workforce.

Directions: I found a program called CoSpaces EDU that would allow my students to use coding to create their own VR projects. At the time, we were reading Orwell's *Animal Farm*, and I thought about having students choose significant scenes from the novel and create them in VR. The project started out as a simple coding lesson, but I quickly saw how I could incorporate standards from my own content areas. Students chose "scenes" from the book, re-created them in CoSpaces and included details and analysis as well. After students were finished with their scenes, they were able to view each other's creations using VR!

Conclusion: Overall, it was an engaging lesson for students, and it forced me to learn how to code! CoSpaces EDU uses Blockly, an easy program for beginners, so don't be intimidated – you can do it! Your students will love it too!

Resources: If you're interested in VR, and you don't know where to start, follow Michael Fricano II on Twitter @EdTechnocation or read his blog at EdTechnocation.com! I used his lesson template which can be found on his blog!

CoSpaces EDU
My Lesson

Students presented their projects on our interactive board too. They were able to explain their scenes and evidence from the novel.

CoSpaces allows students to view each other's "scenes" in VR. This allows an authentic audience--students love this format!

Another example of a project where students could use coding skills to make the scenes come alive! You can't see the movement in the picture, but it was a great example of advanced coding.

Students using CoSpaces and Blockly to code scenes. Text markers allow students to use textual evidence to highlight the scenes.