

## 3D infographics

**Lesson complexity:** Intermediate/Challenging

**Grades:** Kindergarten and up

**Subjects:** Any

**Created by:** CoSpaces Edu

### Introduction:

Enable your students to create virtual infographics in CoSpaces Edu and let them benefit from all of the possibilities that a 3rd dimension brings!

Infographics can be nice visual support for presentations in various formats like charts or tables, graphs and even timelines.

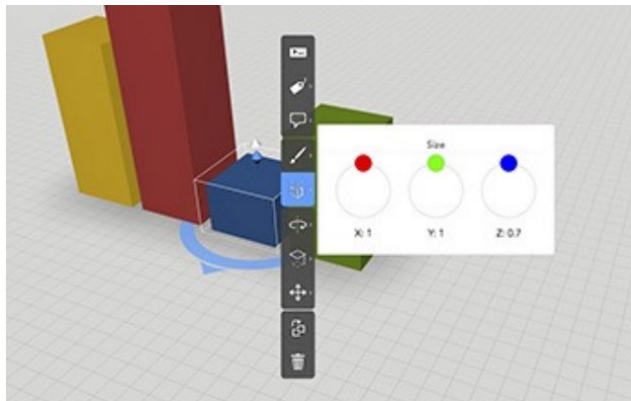
### Benefits:

- Encourage creativity and research processes
- Practice spatial and critical thinking skills
- Learn ways to display and organize information

### Activity examples:

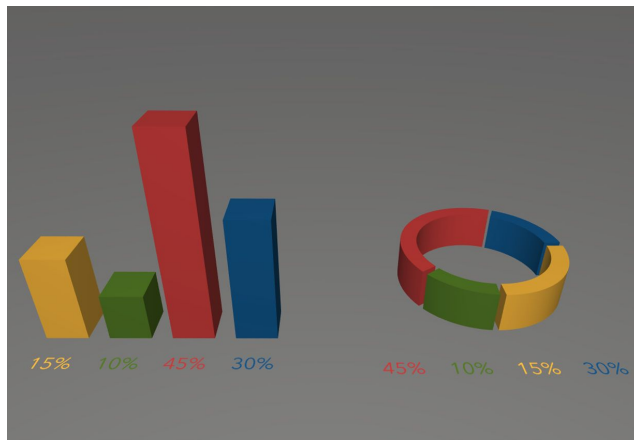
1. Show examples of infographics to the class and discuss them together.
2. Animate class discussions or ask your students to write about why infographics can be useful and in what type of contexts.
3. Assign a topic to each of your students and ask them to individually research information on this topic on the web and collect data to be included in their infographic.
4. Give your students some time to create their own infographic in CoSpaces Edu, based on the information they previously collected online and selected.
5. Encourage your students to share their spaces and discuss why they chose to display the information as they did.

## Creation guide



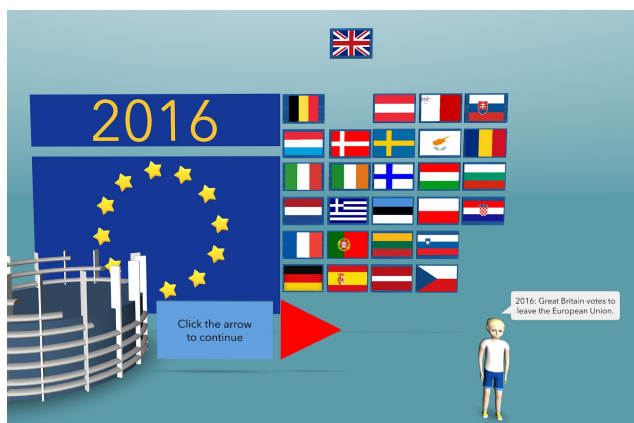
To create an infographic, use the grid on the blank canvas to align objects.

The scale controls in the object menu are handy if you need to work with numbers and proportions. They show if the object is in default size (=1), double its size (=2) or half (=0.5). Flexible objects offer additional controls such as length, width and height.



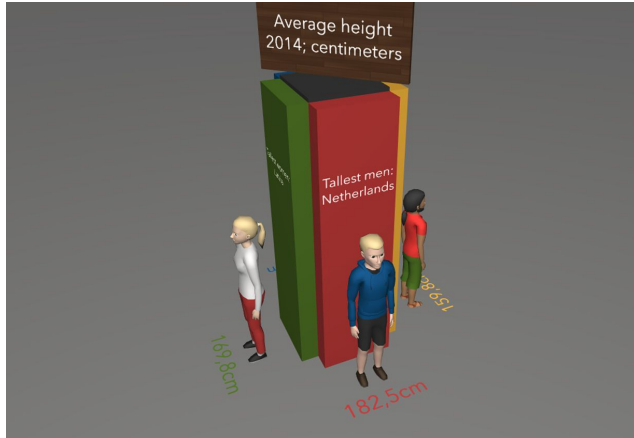
Charts can be created in CoSpaces Edu using the various building blocks available in the library.

You can use the cuboid building block in different heights to create a chart like a histogram that displays the distributions or the tube that can be cut.



For the text, you can add markers, set up information panels, assign a speech bubble to an object or give it a name.

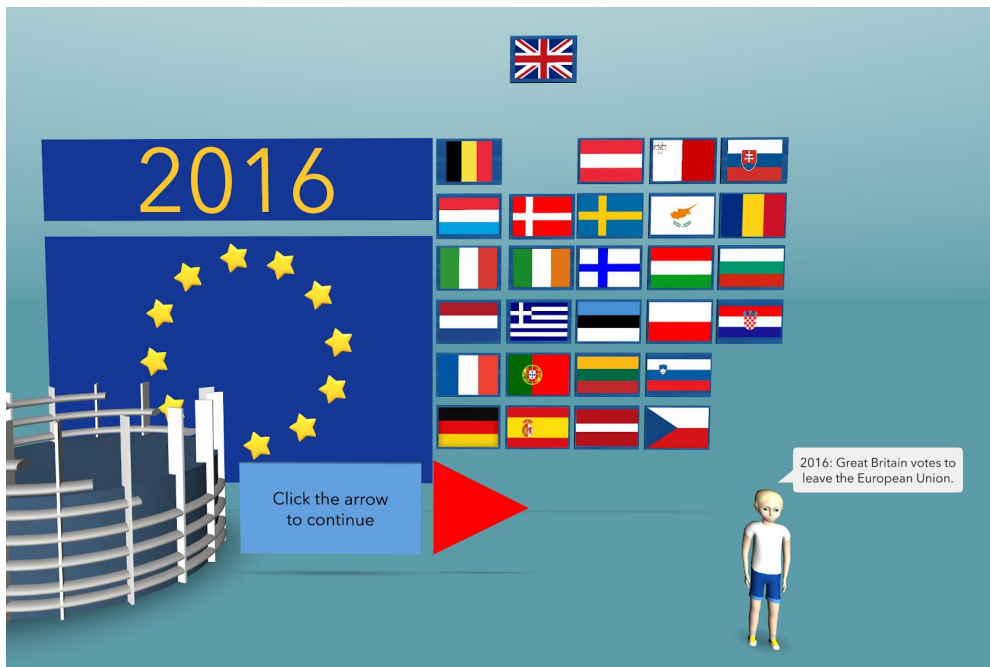
Markers and text panels can have a different color and size and will always keep their position no matter which angle you look at them from.



If you're designing for VR, ensure that the objects are facing the middle of the stage and that you don't place important elements behind objects that may block the view. Adjust the camera settings to your benefit. You could for example position your objects in a circle around the stage and fix the camera in the centre. That way, in VR, you'll be able to look up, down and around all the information on display.

**Note:** This lesson plan can be adapted to fit any subject as infographics can be a great visual support for any learning material.

## Example space



### European Union Infographic

[View example space](#)