

# U.S. Presidents exhibition

**Lesson complexity:** Intermediate

**Grades:** Grade 3 and up

**Subjects:** Social sciences, Languages

**Created by:** CoSpaces Edu

## Introduction:

Virtual exhibitions are the perfect format for integrating class study material in the 3D/VR creation process. The U.S. Presidents exhibition presents basic information about the first Presidents through a fun and engaging experience.

The objective of this lesson plan is to let students discover how to create a virtual exhibition from scratch, following the process that was used to create the U.S. Presidents exhibition.

## Benefits:

- Teach about the first 10 U.S. Presidents in an interactive way
- Demonstrate that history topics can be engaging and fun to learn
- Teach digital literacy through the creation of a virtual exhibition
- Have fun and motivate students to demonstrate their learnings

## Activity example:

1. Present the U.S. Presidents virtual exhibition to your students and have fun discovering it together. Also try and explore it in VR!
2. Ask your students to review the virtual exhibition's creation process and analyze in detail how the space was created to get ready to create their own ones later.
3. Let your students create their own virtual exhibition to demonstrate what they have learned about the process. The topic can be defined by the teacher or can be a topic of their choice based on what they have recently learned in class.
4. Optionally, ask your students to present their virtual exhibition to the class.

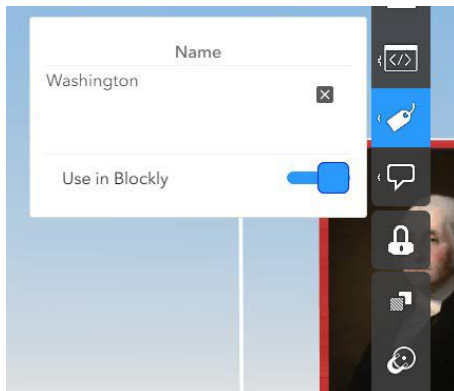
## Creation guide



Start off by adding and organizing all the information you wish to include in your virtual exhibition. You can use building blocks, image uploads and text markers to display information.

In this example, the first 10 U.S. Presidents are presented through their portrait, basic information about them and additional trivia information panels.

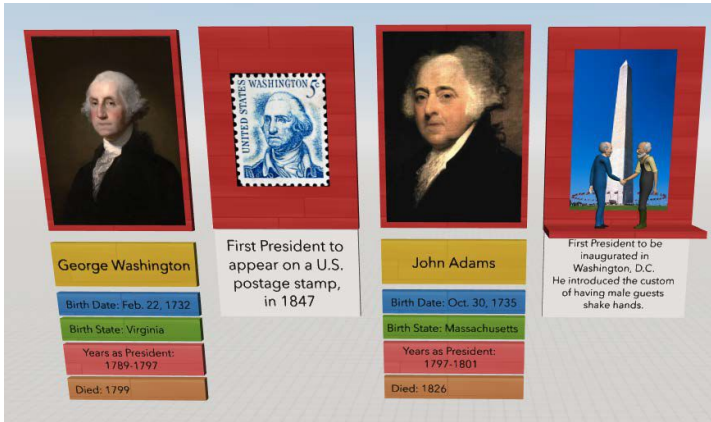
The idea is to implement an interaction that will allow clicking on each President to get additional and fun trivia information about each of them.



To make elements like the portraits interactive, you will have to activate them with CoBlocks.

First, group all the elements associated with one President, such as their portrait, frame and basic information panels.

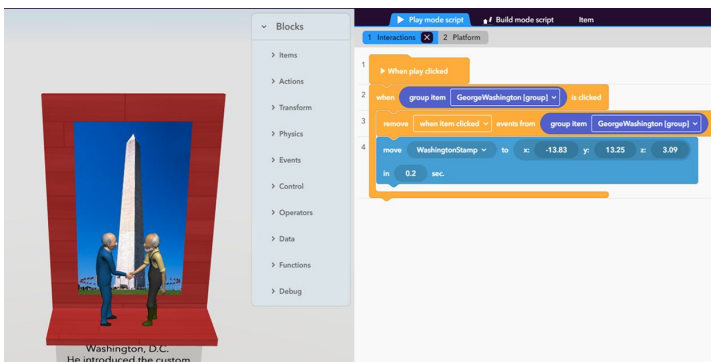
Then name the group you have just created and activate the “Use in CoBlocks” option for this group.



Create side panels or “mini stages” with the additional trivia information you wish to include.

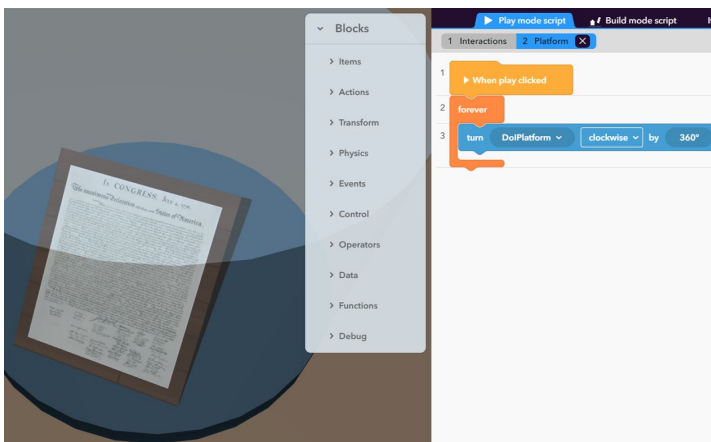
You can use 3D objects like characters with animations to make it even more fun!

Group the elements or attach them to each other and select “Use in CoBlocks”.



In the code, create an “on activate” event for each president and add a “move” block to make the side panels move to the correct position when clicking on the president.

The “remove on activate” prevents the user from clicking and activating the same event multiple times.



To add an exhibit object to the exhibition space upload an image, drag and drop it into the scene and use the “attach” feature to place it.

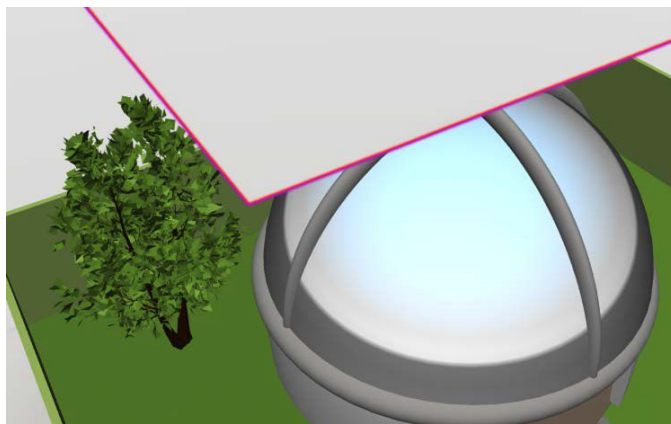
You can use “turn” and “repeat” blocks to make the exhibit rotate.



To create a circular exhibition space, use the “torus” object from the building blocks.

In this example, the information panels were placed on the walls.

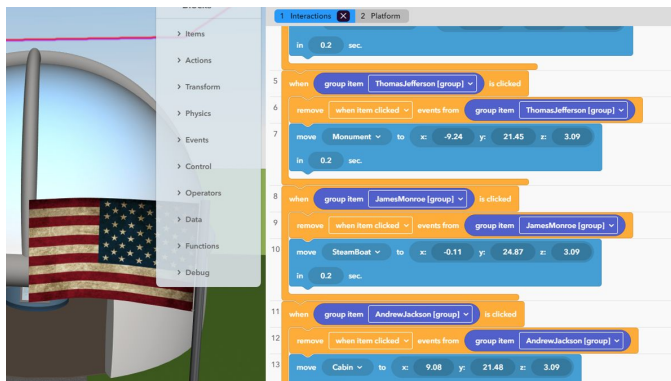
The side panels were placed above in the air and programmed to move down on click.



The “dome” object was used as a roof for the exhibition space.

The trivia information side panels, which were placed above the exhibition room, were covered by a cube object.

The cube object was set as a mask to prevent seeing the panels in the air.



Make sure that you have the “on activate” events assigned to all of the 10 Presidents. Once you are done with coding, it’s time to play!

You can copy this example space from the CoSpaces Edu Gallery to study in detail how it was set-up

## Example space



### President's Day space

[View example space](#)