Introduce Your Classroom with AR!

* A CoSpaces Edu Pro license plan is needed for this lesson.

**CoSpaces Edu level:** Intermediate  
**Education level:** Elementary, primary, middle or high school  
**Subjects:** Beginning of school year activity  
**Skills developed:** Communication, 3D creation, creativity  
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**Introduction:**

Want a more engaging way to introduce your students to the class objectives and rules for the school year? Do it with augmented reality using the CoSpaces Edu MERGE Cube add-on!  
This lesson activity can be a teacher and/or student creation project.

**Student benefits:**

- Develop communication skills  
- Learn basic 3D creation skills  
- Develop creativity with characters and scenarios

**Activity preparation:**  
*If you plan to create the project as a teacher to share with your students:*

**Student preparation:**

- Your students will need access to a mobile device (with AR compatibility) with the CoSpaces Edu app installed.  
- Your students will need access to a MERGE Cube.  
- Your students will need the QR code for the CoSpace that you created.

**Teacher preparation:**

- You will need a CoSpaces Edu Pro account.  
- You will need either a tablet device with the CoSpaces Edu app installed or a computer with access to the internet ([cospaces.io](https://cospaces.io)).  
- You will need a MERGE Cube to test out your CoSpace.
Activity example:

Check out this example CoSpaces Edu project
Tech Lab Intro & Rules Gr 3: [cospac.es/kT7Z](cospac.es/kT7Z)

To fully experience this example, scan the QR code with the CoSpaces Edu app and explore it with a MERGE Cube!

![QR Code]

Desired outcomes:

The purpose of this activity is to introduce students to the learning objectives of the class, the class rules, and some fun facts about the teacher through an engaging, fun, and interactive augmented reality experience.

Student work through the activity independently to learn the objectives, rules, and fun facts. Then they reflect on what they learned by either creating their own CoSpaces Edu project or filling out a reflection sheet (attached below).
Creation guide

**Step 1: Remix the sample CoSpace**

You can remix the sample CoSpace (shared above) to get started with your own teacher-made activity. **Remix** will create a copy of the CoSpace for you and it will save it to your **CoSpaces** menu.

**Step 2: Make the CoSpace your own**

Now that you have your own copy of the CoSpace, make it your own. You can edit the text panels, add other objects and take away objects that don’t fit with your class. You can also create your own interactive elements (like the stop light, the laptop, and the key) and character scenarios like those on the “rules” scene.
Step 3: Share the CoSpace with your students

Share the CoSpace:

When you are finished creating the CoSpace you will need to **Share** it so that your students can access it on their own devices. You can choose to share it as either **unlisted** or you can **publish to Gallery**.

Get the QR Code for the CoSpace:

Your students will have the best experience if they view this CoSpace on a tablet and with a MERGE Cube. Therefore, the best way to share this CoSpace with your students is to project the QR Code that comes with your shared CoSpace. You can get the QR Code by going to **Share > Share link > Download QR code**.

Students access the CoSpace:

On student devices, have them open the CoSpaces Edu app and tap the small white block at the top of the screen.

This will open the QR Code scanner tool. Students point their devices at the QR Code that you have printed or projected in the classroom. It will automatically load the CoSpace for them. They then tap the **Play** button to begin!
Step 4: Students Reflect and Create

If you are limited on time and want students to have a quick reflection:
Attached on the next page is a one page reflection worksheet that students can complete after they are finished exploring the CoSpace with the MERGE Cube.

If you have more time with your students:
A great extension to this exploratory activity is to have students create their own CoSpace (either as a 3D environment or as a MERGE Cube CoSpace).

A few possible creation projects for students:
- Create another scenario with characters and objects that demonstrates how to follow one of the classroom rules. (As a rules comparison students could create one scene showing characters breaking the rules and another scene showing characters following the rules).
- Create their own Guessing Game about themselves. They can then share this CoSpace with each other to learn more about their classmates!
WELCOME TO THE TECH LAB!

Name: __________________________  _____ Class: ________________

TECH LAB LEARNING OBJECTIVES:

What are you most excited about learning in the Tech Lab?
☑ Put a check in 1 box.
☐ Becoming a fast typer!
☐ Exploring the internet safely!
☐ Becoming a coder!
☐ Becoming a 3D Architect!

TECH LAB RULES:

Carrying your iPad with 2 hands is safe! Describe another way that you can use your iPad appropriately:

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
________________________________________________________________________

TELL ME ABOUT YOU!

What is your favorite color?
_____________________________

What is your favorite food?
_____________________________

What did you do this summer?
________________________________________________________________________
Example CoSpace

Tech Lab Intro & Rules Gr 3
cospaces/kT7Z

More educator resources

Visit arvreduhub.com/cospacesedu for many educators resources including professional development, sample student projects, project ideas, and more!