Introductory movement lesson

Lesson complexity: Beginner
Grades: Grades 3 to 9
Subjects: STEM, Physics, Mathematics
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Introduction:

As CoSpaces Edu works on an XYZ grid, one of the first tools a student needs to learn is how to navigate and move objects on that grid. This lesson moves the student through placing objects on the grid and coding them to move to specific locations.

This lesson plan then opens up to allow for students to add their own design and interactive features. This lesson acts as a fundamental base for future lessons, as students begin to create increasingly sophisticated immersive scenes in their virtual environment.

Benefits:

- Prototyping, testing and reflecting on a design idea
- Teach basic movement skills on a 3D plane
- Can be weaved into multiple subject areas
- Learning the fundamentals of block based coding

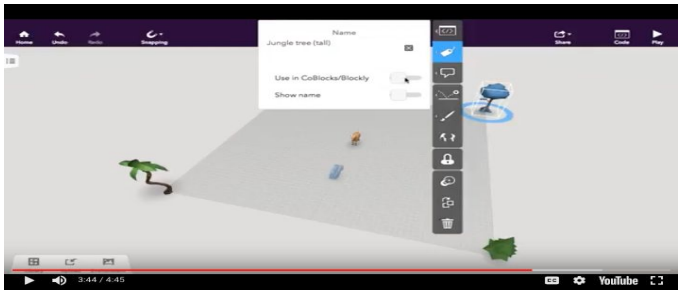
Preparation:

These tutorial videos require no preparation by the teacher other than ensuring the students know how to log into their CoSpaces Edu accounts.

Creation guide

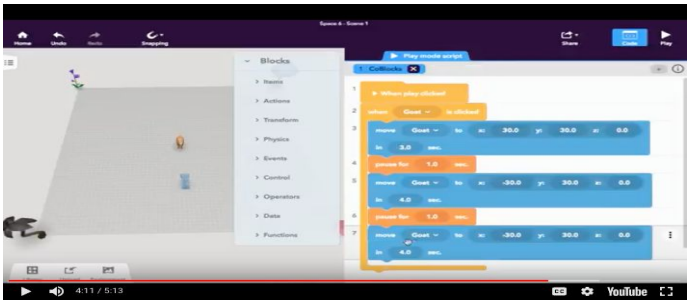
The 3 videos below will guide you through the creation process.
Click on their thumbnails to watch them.

Video 1



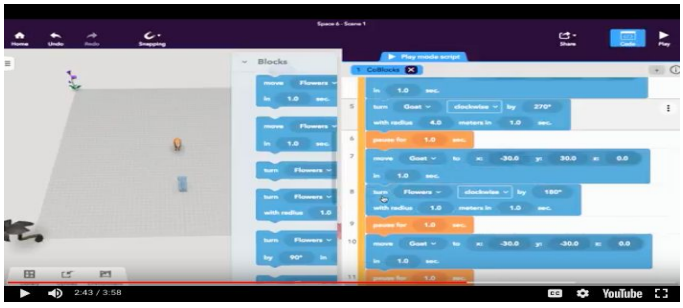
Watch the video

Video 2



Watch the video

Video 3

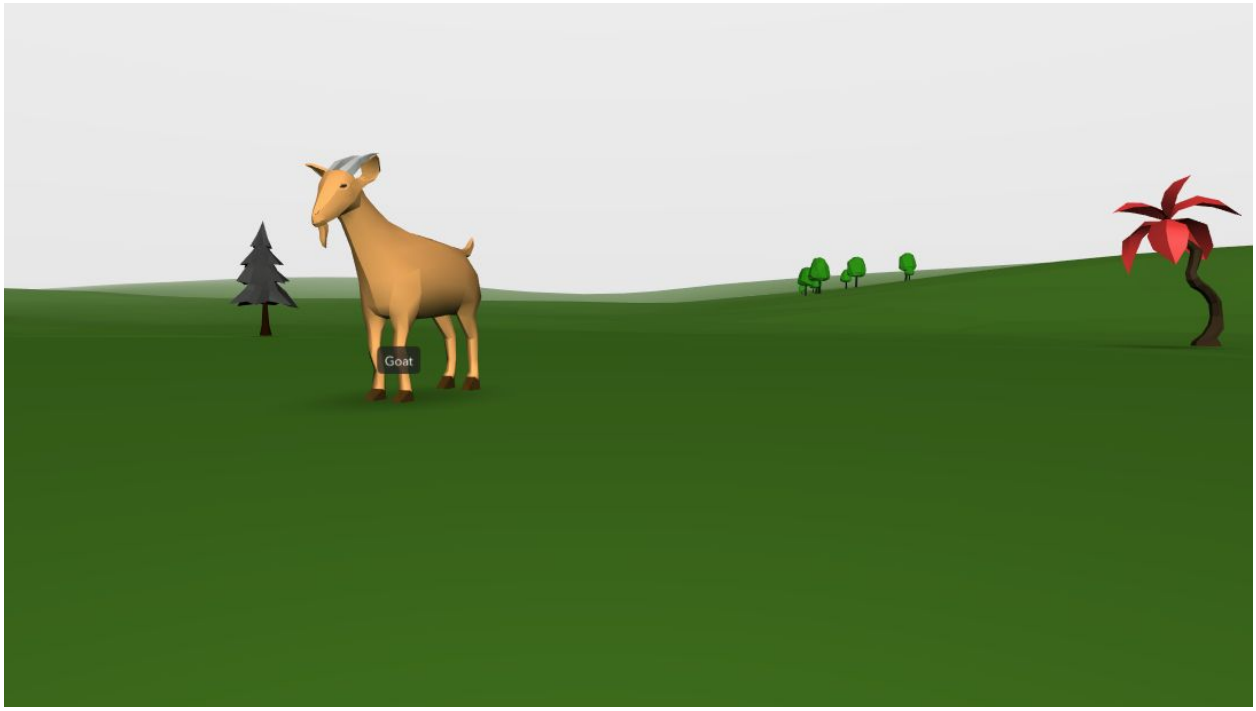


Watch the video

Example space

View the space example below to see what the complete program looks like.

This is a minimalist example, but experiment and try out different pieces of code with various objects in the space you have built and get creative!



Basic movement example

View example space