

Literature interpretation

CoSpaces level: Intermediate

Education level: Elementary, primary, middle or high school

Subjects: Languages, ELA, literature, foreign languages

Skills developed: Digital literacy, communication, storytelling

Created by: CoSpaces Edu

Introduction:

Literature classes can be visually engaging! With CoSpaces Edu, your students can bring novels to life and make them vivid and relatable. You can get your class to study literature in 3D in numerous ways: have your students create a book summary, for example, reducing a piece of literature to several simple, exemplary scenes or even condense the plot and represent into just one scene.

Creating 3D environments is also ideal for theatre performances. Students can create stage designs and then get immersed in VR. They can even re-build the structure or the location of a novel! Finally, students can use CoSpaces Edu to portray character relationships and map them in a character constellation. Using VR, it's even possible for kids to take on a specific character's point of view!

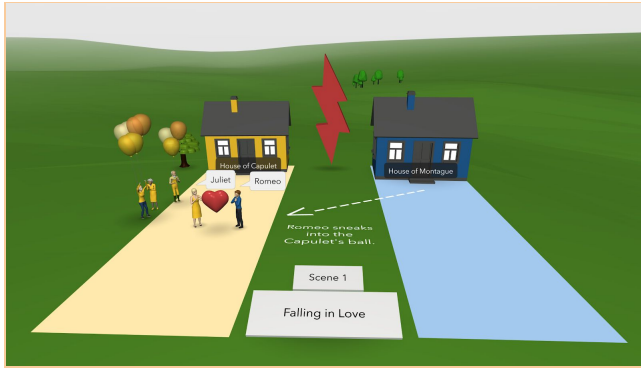
Student benefits:

- Foster divergent thinking
- Improve digital literacy
- Study literature and connect to it on a different level
- Practice how information can be displayed and processed most effectively

Activity example:

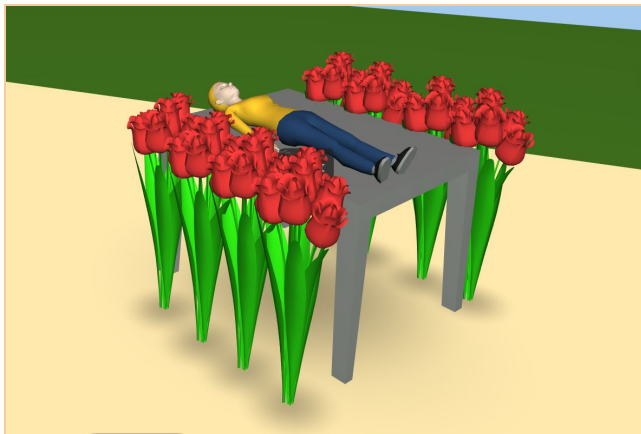
1. Introduce the piece of literature to be studied to your students.
2. Explain what they'll be working on: a summary, creating a 3D setting or mapping the relationships between the story's characters.
3. Ensure that your students have a clear understanding of the piece of literature.
4. Provide a different scene of the story to each student and let them recreate it.
5. Allow some time for students to share, view and evaluate each others' work.

Creation guide



One of the main challenges with literature interpretation is creating a concept. This is why it's important that students understand what they've read.

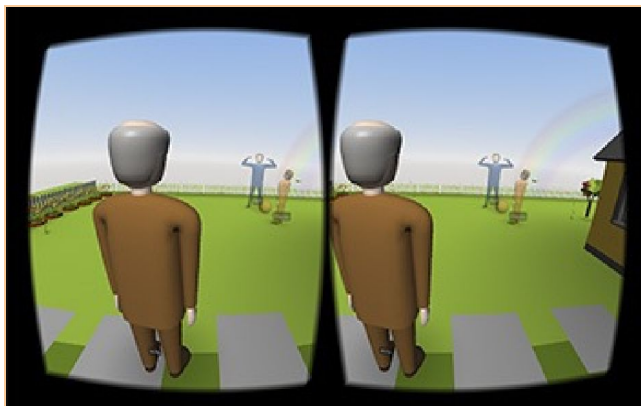
A good understanding of the text will help translate literature into 3D scenes.



With set-building, it's the other way around: it's a lot easier to come up with a place and create it in detail.

Since some 3D objects might not be available in the **Library**, students can create their own and learn to assemble primitive shapes using the **building blocks** from the **Building** category.

Literature plays with different perspectives. The same can be done in CoSpaces Edu. For example, the hidden secret part of a story can be visually represented by having something hidden in a box. Characters that don't interact well within the story can be placed back to back in a 3D character constellation.



Virtual Reality is an interesting way to explore perspectives.

With VR, you can experience a literary settings from the inside or you can even take on the point of view of one of the characters.

Example CoSpace



Romeo and Juliet

cospac.es/Z7le