Sixth-Grade Survival Guide

CoSpaces Edu level: Beginner
Educational stage: Middle school
Subjects: Adaptable to any
Skills developed: Organization of important information
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Introduction:

The first few weeks of middle school can be overwhelming to even the most organized student. This lesson will help students gather pertinent information from each teacher, organize the materials and expectations of each class, and share their knowledge with others. Students will create a CoSpace/MERGE Cube experience that they can continue expanding on during the course of the first months of school.

Student benefits:

- Intentionally gather specific information from each class session in the first few weeks.
- Synthesize that information into a graphical form that can be shared with other students.

Activity example:

1. Provide the students with a list or scavenger hunt containing the pieces of information they should look for. (How do I turn things in? What is the website for my book? What are the classroom expectations when I arrive? What personal information will help me to connect with this teacher? What do I do when I have a question? What is the procedure for using the restroom?)

2. Encourage the students to draw/sketchnote their notes while collecting the information. This can be done on a cube template or graphic organizer.

3. Allow a day of “getting to know CoSpaces” where the students can work with manipulating objects, grouping objects, and programming objects.

4. Teacher should create an assignment for the MERGE Cube with the instructions for the assignment.
Creation guide

Double click on the cube face to change the color/texture of the sides. Consider this the floor or “feeling” of the classrooms.

Be creative! Play around with the color and opacity.

Protip: While you’re working, Show the side labels (also found when you double click). This will help you keep track of your sides.

In CoSpaces Edu, go to the Library and choose the Building category, where you will find all the building blocks.

Start with finding a character to pose as your teacher. Explore the different looks and animations you can give him/her by double clicking the character.

Make sure to Attach your character to the side of the cube you want. Do this first. It will save you a lot of grief later on.

Now that your character is attached, start adding other objects that represent the policies and procedures you’ve learned in this class. This does not need to be a picture of the classroom. Attach these objects as well.
As you probably want to write what some of your ideas about the class and objects, use the clear text panels.

They can be placed where you like, attached or grouped with the object, and are also transparent.

You might find that your objects are slightly higher than the “floor.” Change your “Z” to 5.0 in order to make them flush with the surface.

Many people like to work with the scene on the “top.” To do this, make sure the cube is “unlocked.”

Then, click on the transform icon and turn the cube 90 degrees in the direction you wish!

Continue creating scenes until you have at least five classes represented.

For an extra challenge, figure out how to create on the sixth side of the cube!
Example CoSpace

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