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Context

Topic: Geography

Total learning time: 5 hours

Designed learning time: 14 hours and 55 minutes

Size of class: 27

Description: It is a game of knowledge with the support of augmented reality-application and interactive map. Students work together to learn about the capitals of Europe, place them on an interactive map, create a quiz and compete in playing.

Mode of delivery: Classroom-based

Aims

Students get to know the capitals of Europe

Find information about the capitals of Europe

To map the capitals of Europe

To work together and create a game - implementation on Europe's capital cities

Outcomes

Name (Knowledge):	Compose (Synthesis):
Recognize (Knowledge):	Generate (Synthesis):
Classify (Comprehension):	Evaluate (Evaluation):
Construct (Application):	Reflect (Evaluation):
Demonstrate (Application):	Show awareness of (Affective learning outcomes):
Find (Application):	Exercise (Psychomotor skills):
Relate (Analysis):	Play (Psychomotor skills):
Analyze (Analysis):	

Teaching-Learning activities

1. Introduction: Information Collection:

Read Watch Listen 2 hours 27 students Tutor is not available Online

Description: The students find information and photos about the capitals of the countries of Europe. They organize the information in a digital notebook (OneNote).

Activity:

Find information about the Capitals of Europe.

You can visit the pages:

<https://www.countries-ofthe-world.com/capitals-of-europe.html>

https://www.nationsonline.org/oneworld/capitals_europe.htm

Search for and collect images from any capital city.

Store the information and pictures in OneNote.

Linked resources

List of European capitals

Capital Cities of Europe

2. Create an interactive map.

Collaborate 30 minutes 27 students Tutor is available Online

Description: The students work together to decide which information and which photos to use.

Activity:

2.1. Use <https://maphub.net>. Decide with your team what images you will use.

Linked resources

Interactive map.

Description: The students take advantage of the interactive map (<https://maphub.net>). They find the capitals of the states and mark them. Then each city incorporates a photo. Each photo leads to information about the capital.

Activity:

Produce 2 hours 27 students Tutor is available F2F

2.2. Mark the location of each capital on the interactive map. Also, place an image from the capital.

3. Game related information.

Description: The students write about the application they will create. They give information by using Sway.

Activity:

Produce *30 minutes* *27 students* *Tutor is not available* *Online*

Write and place game-related information you create below within a Sway file.

Linked resources

Information

4. Create a game

Description: The Students take advantage of the Metaverse application. They make a first acquaintance with the application.

Activity:

Practice *10 minutes* *students* *Tutor is available* *F2F*

4.1. Take advantage of the Metaverse software. <https://studio.gometa.io>

Linked resources

Metaverse App

Description: The students learn how to create the application.

Activity:

Read Watch Listen *15 minutes* *27 students* *Tutor is available* *F2F*

4.2. Search for and learn how to create an experience with Metaverse
<https://www.youtube.com/channel/UCum7uPJBXug0HfqNi4AfQmQ>

Linked resources

Metaverse Tutorial

Activity:

Read Watch Listen *15 minutes* *27 students* *Tutor is available* *F2F*

4.3. Look for and learn how to create a quiz with Metaverse support
<https://www.youtube.com/channel/UCum7uPJBXug0HfqNi4AfQmQ>

Linked resources

Metaverse Tutorial

Activity:

Read Watch Listen 15 minutes 27 students Tutor is available F2F

4.4. Search and find out how a web page is incorporated into Metaverse
<https://www.youtube.com/channel/UCum7uPJBXug0HfqNi4AfQmQ>

Linked resources

Metaverse Tutorial

Description: The students create the app.

Activity:

Produce 3 hours 27 students Tutor is available Online

4.5. Create four "experiences".

In each of these add 2 web scenes

Include one of the interactive map pages you've created.

On the other, add the site with the information for that game (Sway).

Create Characters Scenes. Each scene will contain one question and four answers.

B.C. What is the capital of Greece?

a. Athens, b. Sofia, c. Berlin, d. Rome

When the user chooses the correct answer, he will be led to the next question.

When the user chooses the wrong answer, it will show the correct one and then choose to go to the next question.

In every correct or wrong answer, enter the code to show the score, e.g. 1/10, 2/10, etc.

Finally, a trophy for the winner will appear.

Activity:

Produce 1 hour 27 students Tutor is available Online

4.6 Create one more experience.

Name it "Voted the best capital".

Activity:

Read Watch Listen 20 minutes 27 students Tutor is available Online

4.7. Search and learn how a vote is created with the help of metaverse

Activity:

Produce 1 hour 27 students Tutor is available Online

4.8. Create the vote.

5. Creating a "magic cube"

Description: Students create a cardboard cube. Each side of the cube has a QR that leads to activity. They print the cube and make it.

Activity:

Produce *5 minutes* *27 students* *Tutor is available* *F2F*

5.1. Copy the QR that appears when a metaverse "experience" is published

Activity:

Produce *5 minutes* *27 students* *Tutor is available* *F2F*

5.2. Paste each QR on each side of the cube.

Activity:

Produce *10 minutes* *27 students* *Tutor is available* *F2F*

Save and print the cube pattern.

Activity:

Produce *20 minutes* *27 students* *Tutor is available* *F2F*

5.4. Make the cube

6. The game

Description: Students having built the application and the cube play the game. They scratch the Tablet on each side of the cube through the Metaverse application and play with that particular activity.

Activity:

Practice *3 hours* *27 students* *Tutor is available* *F2F*

Invite the classmates to play the game you created.

Give your classmates instructions on how to play this game (Scan with Metaverse the Qrs and answer questions).