

Introductory movement lesson

Lesson plan

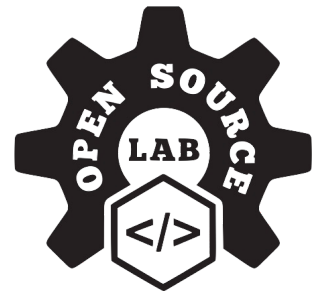
Created by Open Source Lab

Education level: From elementary school

Subject: STEAM, mathematics, physics, computer science, coding

Format: Individual or in groups

Duration: Approx. 1 hour



Introduction and lesson objectives:

As Delightex 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.

Learning goals and student benefits:

- Practice prototyping and testing
- Learn coding skills
- Learn movement skills in 3D
- Learn 3D creation skills

Activity preparation:

These tutorial videos require no preparation by the teacher other than ensuring the students are able to log into their Delightex Edu accounts.

Extension idea:

Ask your students to share their creations with their classmates and exchange feedback in a constructive way.

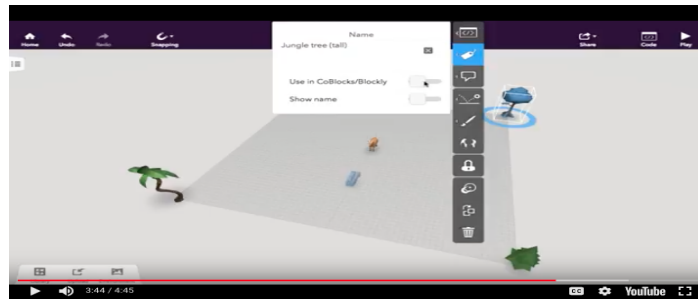
Assessment and evaluation suggestions:

- Have your students managed to follow the video tutorials?
- Did your students go through the creation process step by step?
- Have your students managed to code with CoBlocks?

Creation guide

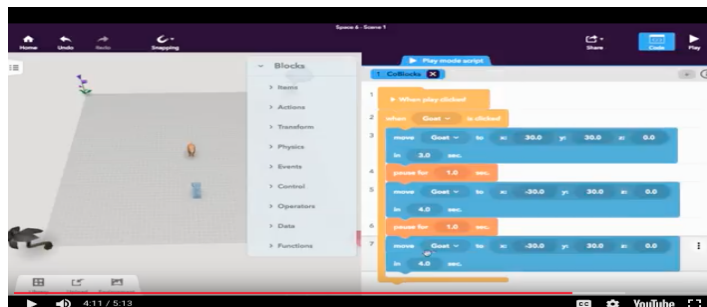
The video tutorial below will guide you through the creation process.

We recommend using headphones while watching these videos.



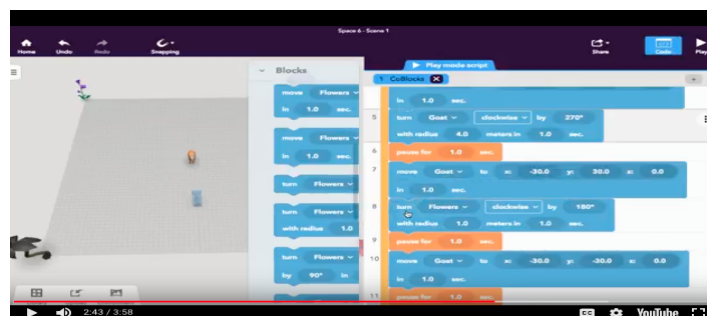
Video 1

youtu.be/BqEis8HVJEk



Video 2

youtu.be/QZ6h3vvmPw0

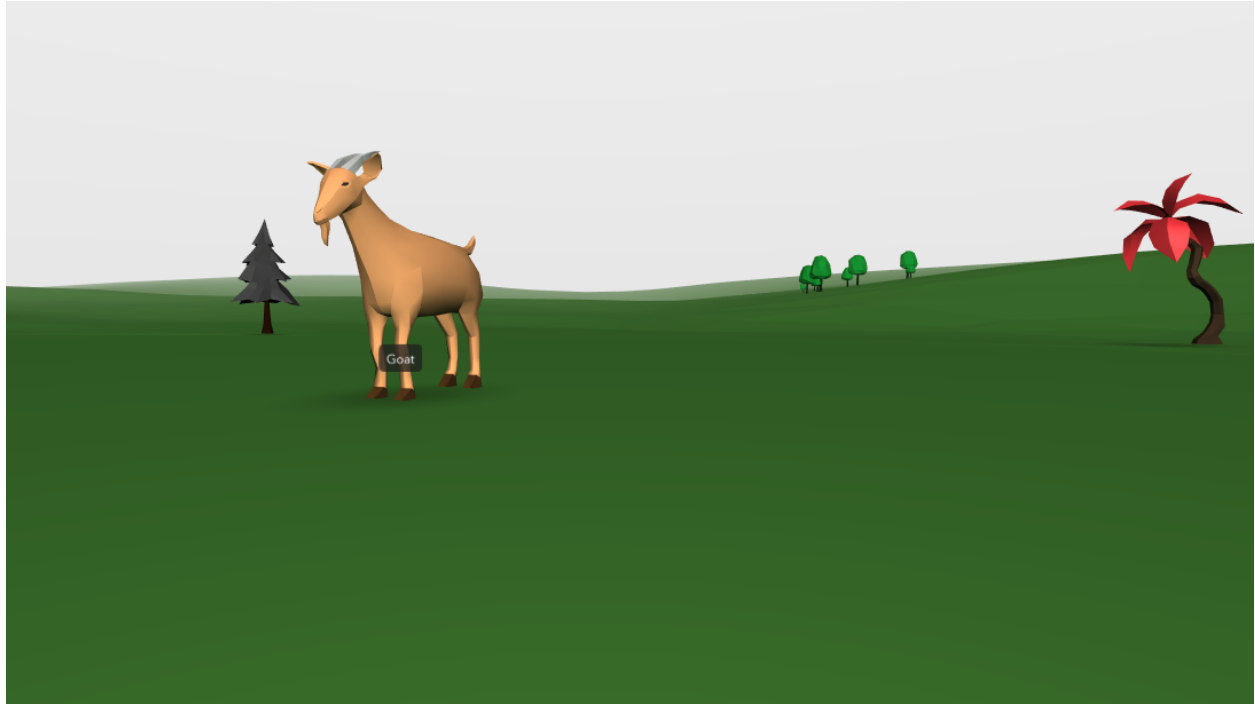


Video 3

youtu.be/UrAq6Q_WkCs

Example Project

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



Basic movement example

<https://edu.delightex.com/SEW-FMY>