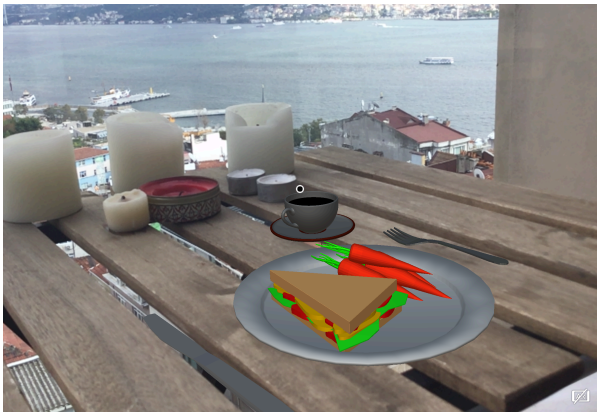
What's on your Virtual Plate? Lesson plan

Created by Clint Carlson @clinty



Education level: From kindergarten

Subject: STEAM, social sciences, humanities, geography, diversity

Format: Individual activity

Duration: Approx. 30 minutes

Introduction and lesson objectives:

"What's on your Virtual Plate?" is a global student collective resource where all participants re-create, using VR, the last meal they ate - to be shared with the world!

The larger goal is using this education technology to create connections and collaborations globally without the barrier of physical distance.

Learning goals and student benefits:

- Learn 3D creation skills
- Learn basic coding skills
- Develop design skills
- Develop communication skills
- Foster collaboration
- Create international conversations

Activity example:

1. If you wish, start by showing your class the Virtual Plate tutorial.
2. Have your students take a photo of their last meal from the day before.
3. Ask your students to break down the ingredients of their meals.
4. Give them some time to research where their food came from.
5. Ask your students to think about what a similar student in another part of the world might have eaten for the same meal. Let them view other plates in VR.
6. Discuss how we are the same and how we are different as a class.
7. Ask students to each write a script stating their first name, grade, school name, city, country, the name of their meal, its ingredients, and who made this meal.
8. Let your students recreate their own Virtual Plates based on their meal.

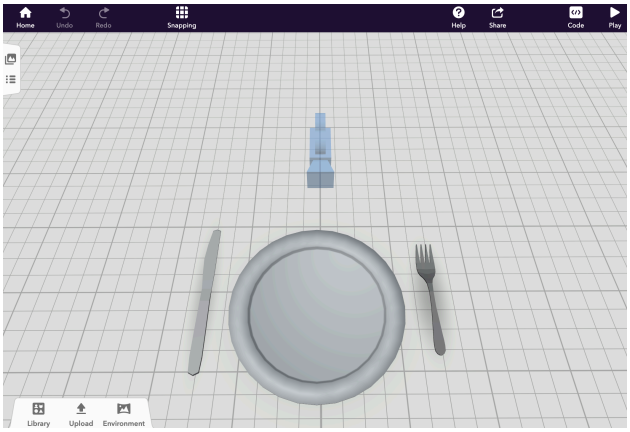
Extension idea:

- Students can model their own objects to create their meal with using tools such as Tinkercad and upload these 3D objects to Delightex Edu.
- Students can include closed-caption text or video of themselves explaining the meal into their Projects.

Assessment and evaluation suggestions:

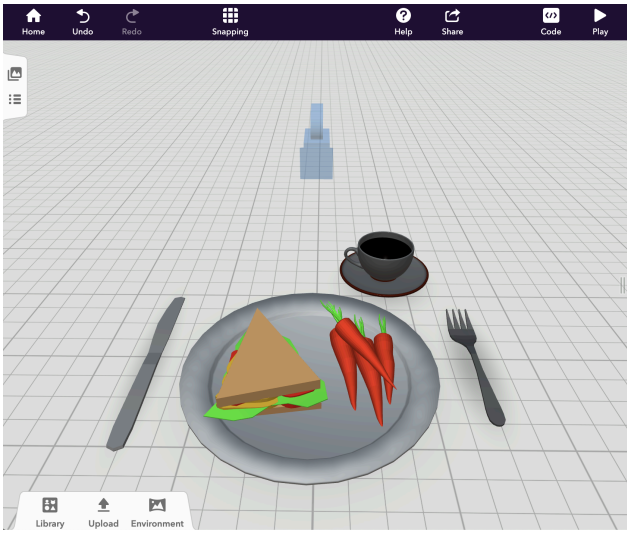
- Have your students managed to recreate the last meal they ate?
- Did your students manage to make it look close to the real meal by being resourceful and experimenting with various objects?
- Did your students think about what the last meal they ate was, what ingredients were part of it and where the food came from?
- Have your students shown interest in discovering other meals from students around the world?

Creation guide



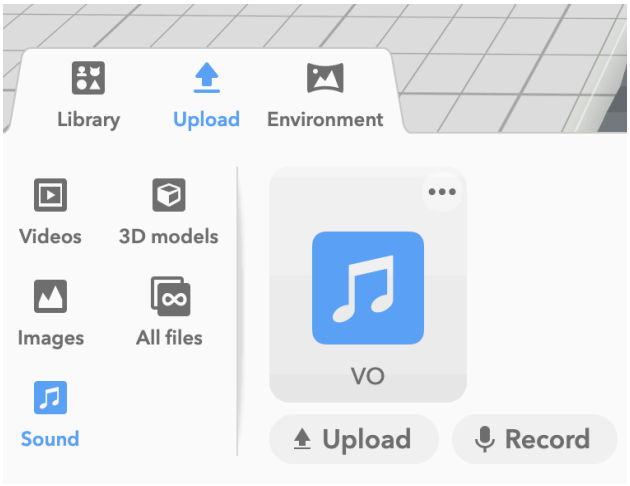
Start by creating a 3D environment Project scene.

In Upload, go to 3D models and Search for a plate, a fork and a knife. Place each item under the camera and press Play to preview. Use your mouse to look down at the plate that will appear on the table in front of you once you project it in AR.



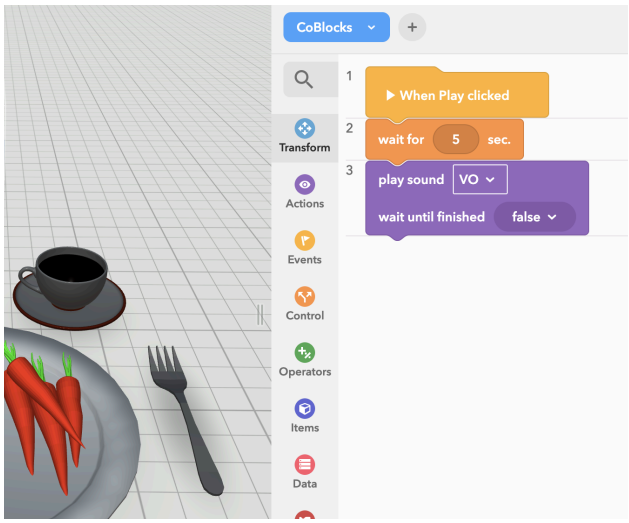
Recreate the last meal you ate. Search for 3D models under Upload to find food portions of the meal or create your own using the **building blocks** in the Library under Building.

Scale, **rotate** and **drag** your 3D objects around and place them to recreate your meal.



Let's now add the voice-over from the script prepared before creating this experience. This script describes this meal to others!

Go to Upload, click Sound and Record your voice over.



Now some very quick programming, go to **Code** and click **CoBlocks**.

Click **Control** and drag over the **wait for _ seconds** CoBlock. Update the wait time to **5 seconds**. Go to **Action** and drag over the **play sound ___ wait until finished false** CoBlock.

Your experience will wait for 5 seconds after the viewer presses play, and then play your voice over!

Now that your Virtual Plate is finished, be sure to test it out before sharing it with the world!

Open the **Delightex Edu mobile app** on your device, open your Project, and click **Play**.

In the lower-right corner, click the **AR** icon to start the AR mode.

Keep moving your device over your desk, until it has mapped it and placed an area for you to **tap to place** your plate.

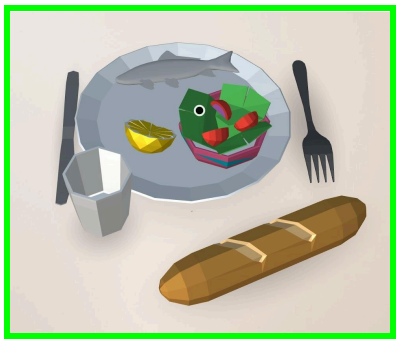
You're now viewing your plate of food in AR!

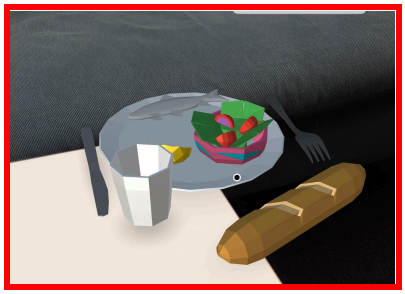
This step is the same way you'll view plates of food from 1000s of other people around the world.

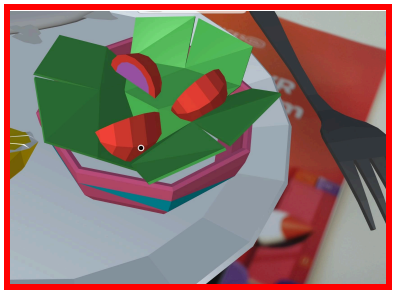
Let's share it with them!

Take a screenshot of your plate projected in AR onto a table.

Make sure that your plate is visible and that the photo is taken from an angle that gives a realistic perspective.



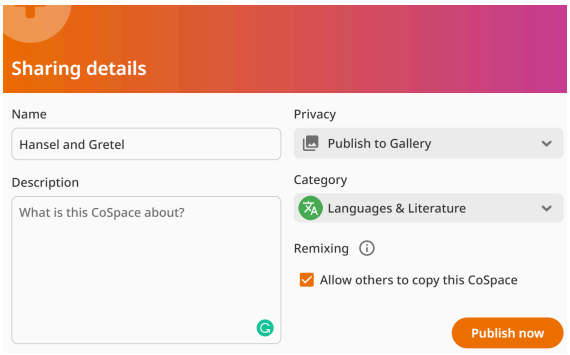




Not placed correctly

Too many objects

Taken too close



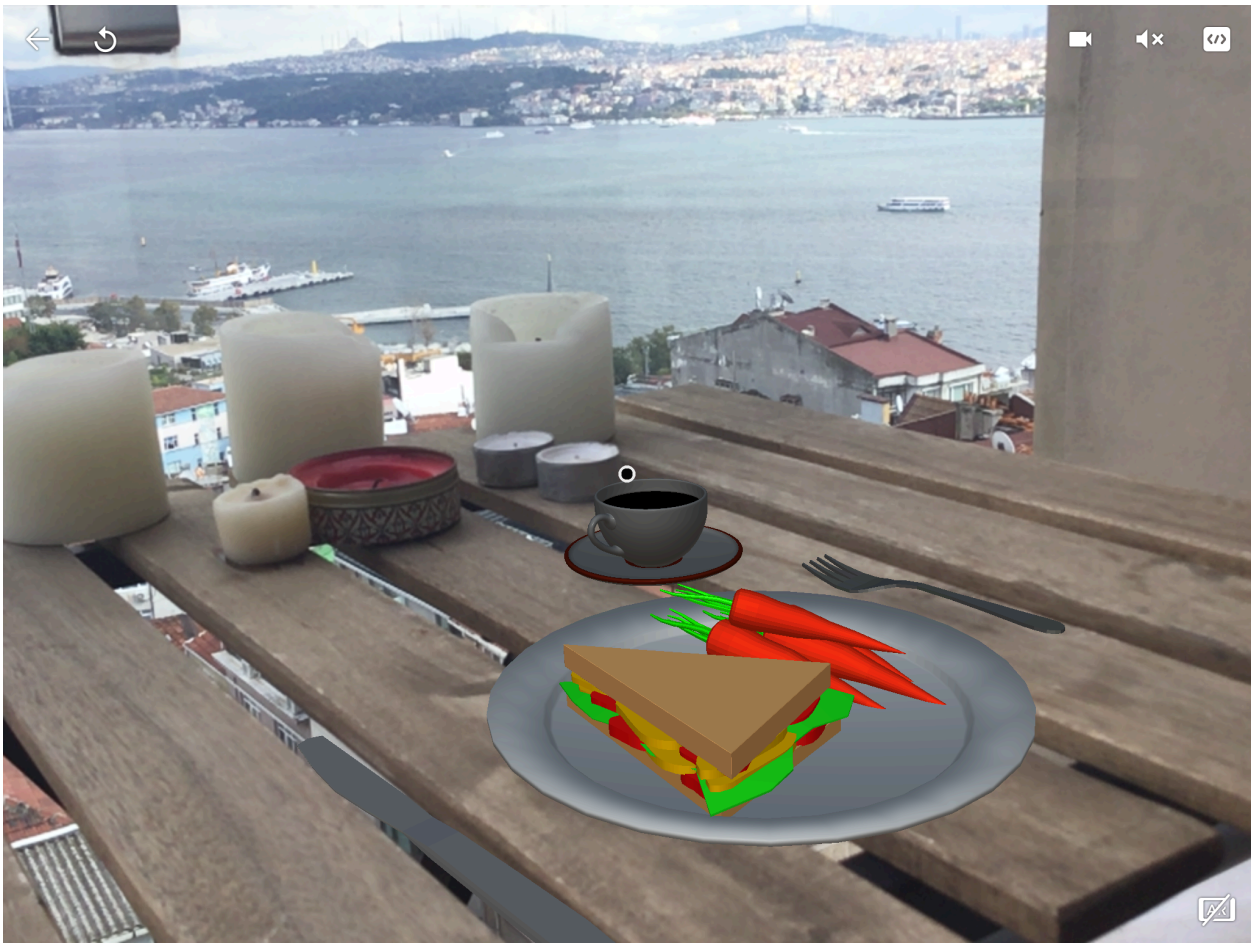
The last step is to share your VR plate with the world!

Back in the creation mode, click **Share** and **Share now**. Make sure to enable **Remixing** so that we can copy and save your Project.

Then, copy your **Share link**.

Go to bit.ly/VRPlate and fill in the form to add your Project to an online resource of other VR plates from all around the world!

Example Project



Clint's lunch in Istanbul, Turkey

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