

Presidents' museum creation

Lesson plan

Created by the Delightex team

Education level: From primary

Subject: Social sciences, history

Format: Individual or in groups

Duration: Approx. 2 hours



Introduction and lesson objectives:

Virtual exhibitions are the perfect format for integrating class study material as part of the creation process.

The presidents' museum example presents basic information about the first U.S. presidents through an engaging interactive experience.

The objective of this lesson is to let students learn how to create a virtual exhibition from scratch, following the process used to create the U.S. presidents museum. This lesson can be adapted to create virtual exhibitions on other famous historical figures.

Learning goals and student benefits:

- Learn about a history topic
- Demonstrate learnings
- Show that history can be fun
- Develop 3D creation skills
- Develop digital literacy skills
- Foster creativity

Activity example:

1. Present the U.S. presidents' virtual exhibition to your students and have fun discovering it together. If you can, let them also explore it in VR!
2. Ask your students to review the virtual exhibition's creation process and analyze in detail how the Project was created to get ready to create their own museum.
3. Let your students create their own virtual exhibition to demonstrate what they've learned about the process. The topic can be defined by the teacher or can be a topic of their choice based on what they've recently learned in class.

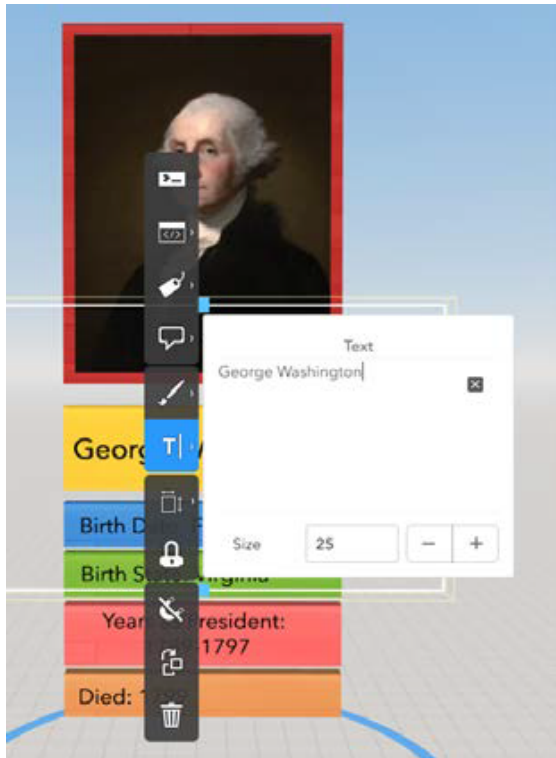
Extension idea:

Optionally, ask your students to present their virtual exhibition to the class.

Assessment and evaluation suggestions:

- Have your students managed to create their virtual exhibition in Delightex Edu?
- Did they follow a well organized process moving progressively step by step?
- Is the viewer able to navigate through the exhibition and explore the exhibit content easily?
- Is the information provided in the exhibition relevant and accurate?
- Does your students' work reflect a good understanding of the creation process and demonstrates their learnings?

Creation guide

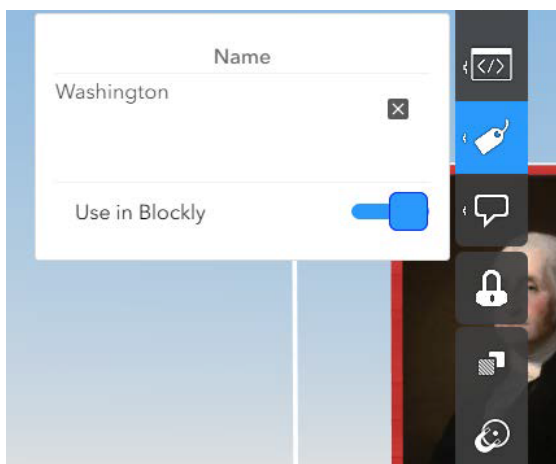


Start off by adding and organizing all the information you wish to include in your virtual exhibition.

You can use the **building blocks** available in the **Library** under **Building** and add images under **Upload** as well as text markers to display information.

In this example, the first ten U.S. presidents are presented through their portrait, basic information about them and additional trivia information panels.

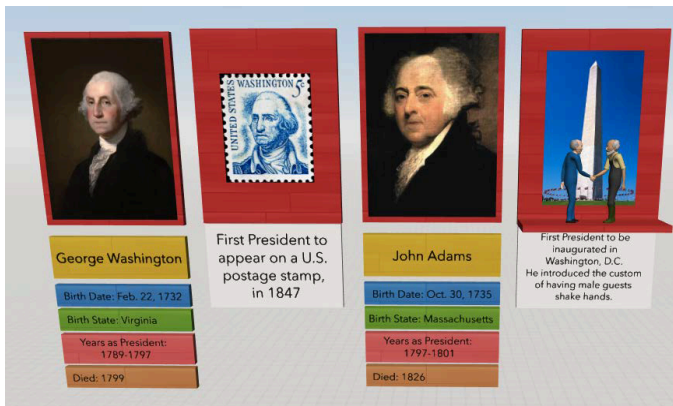
The idea is to implement an interaction that will allow clicking on each president to get additional and fun trivia information about each of them.



To make elements like the portraits interactive, you'll have to activate them with CoBlocks.

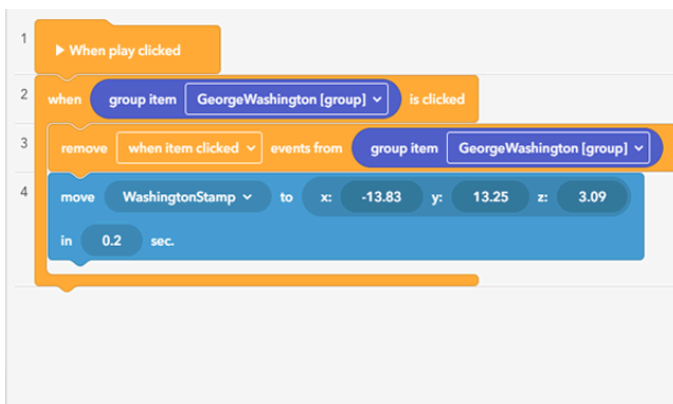
First, **Group** all the elements associated with one president, such as their portrait, frame and basic information panels.

Then, name the group you've just created and enable its **Use in CoBlocks**.



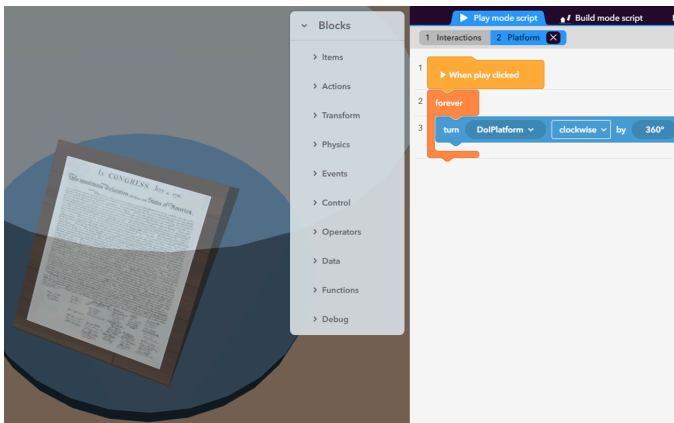
Create side panels or “mini stages” with additional trivia information. You can use 3D objects like characters with animations to make it more fun!

Group these elements or **Attach** them to each other and enable their **Use in CoBlocks**.



Code an **on activate** event for each president and add a **move** CoBlock to make the side panels move to the correct position when the president is clicked.

The **remove on activate** CoBlock prevents from clicking and activating the same event multiple times.



To add an exhibit object to your museum, **Upload** an image, drag and drop it into the scene and use the **Attach** feature to place it.

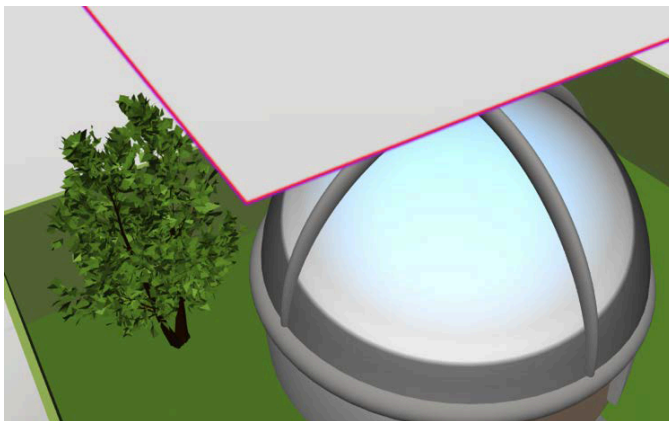
You can also use the **turn** and **repeat** CoBlocks to make the exhibit rotate.



To create a circular museum Project, you can use the **Torus** building block.

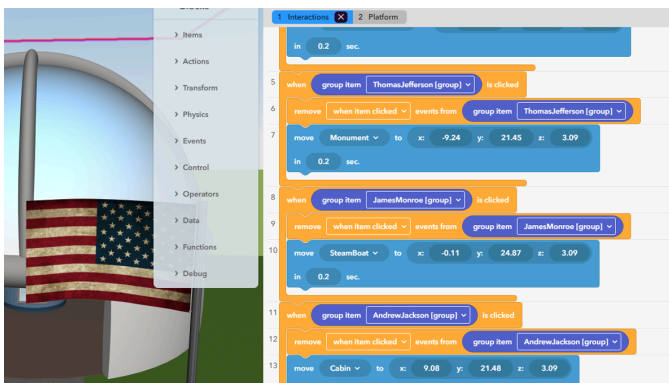
In this example, the information panels were placed on the walls.

The side panels were placed above in the air and programmed to move down on click.



The **Dome** building block was used as a roof for the museum.

The trivia information side panels, which were placed above the room, were covered by a **Cube** building block. The **Cube** was set as a mask to prevent seeing the panels in the air.



Make sure that you have the **on activate** events assigned to all of the 10 presidents.

Once you're done with coding, it's time to test your creation. Hit **Play** and explore your museum!

Example Project



President's Day museum

edu.delightex.com/LEJ-YVQ