



# Virtual Reality is here...and you?



REPUBLIC OF TURKEY  
MINISTRY OF NATIONAL  
EDUCATION



**HACETTEPE  
UNIVERSITY**



future  
Learning



**ie**  
Instituto de  
Educação



**CAFI** centro autonómico  
de formación e innovación



**XUNTA DE GALICIA**  
CONSELLERÍA DE CULTURA,  
EDUCACIÓN E UNIVERSIDADE



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## **Begoña Codesal**

Primary teacher and ICT Coordinator  
at CEIP Ponte dos Brozos, Arteixo

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## Virtual Reality/ Augmented Reality



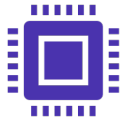
## Creating virtual reality content



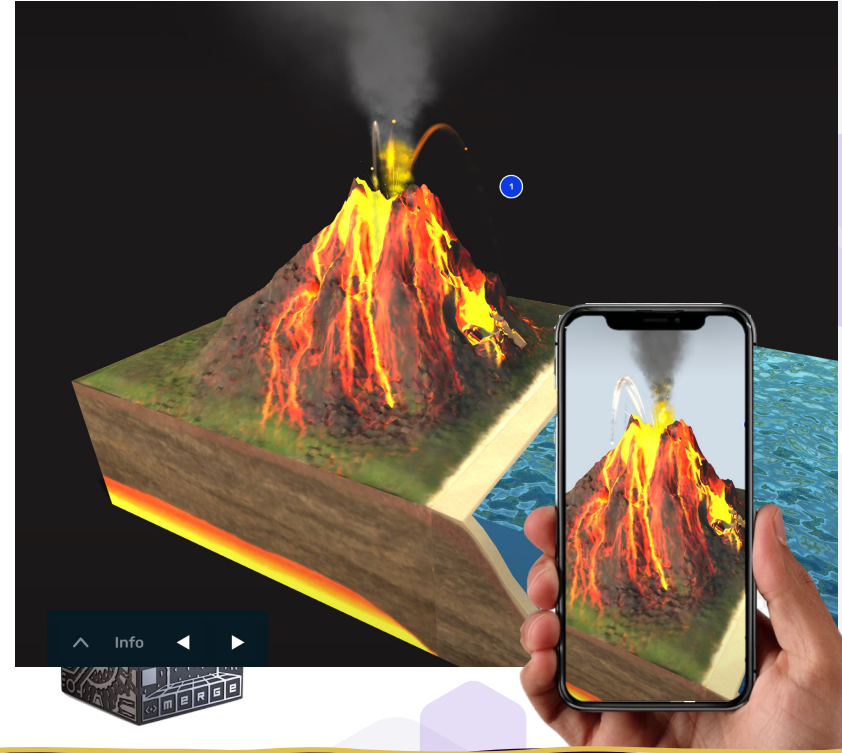
## 3D environments



## 360 photo



## Merge Cube



**Virtual - Augmented Reality**

Tool



## Creating the first scene



<https://cospaces.io/edu/>

# Creating the first scene

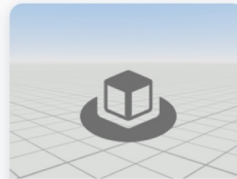


## Choose a scene

 3D environment

 360° image

 MERGE Cube



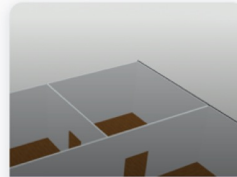
Empty scene



All about me



Multi diorama



Large gallery

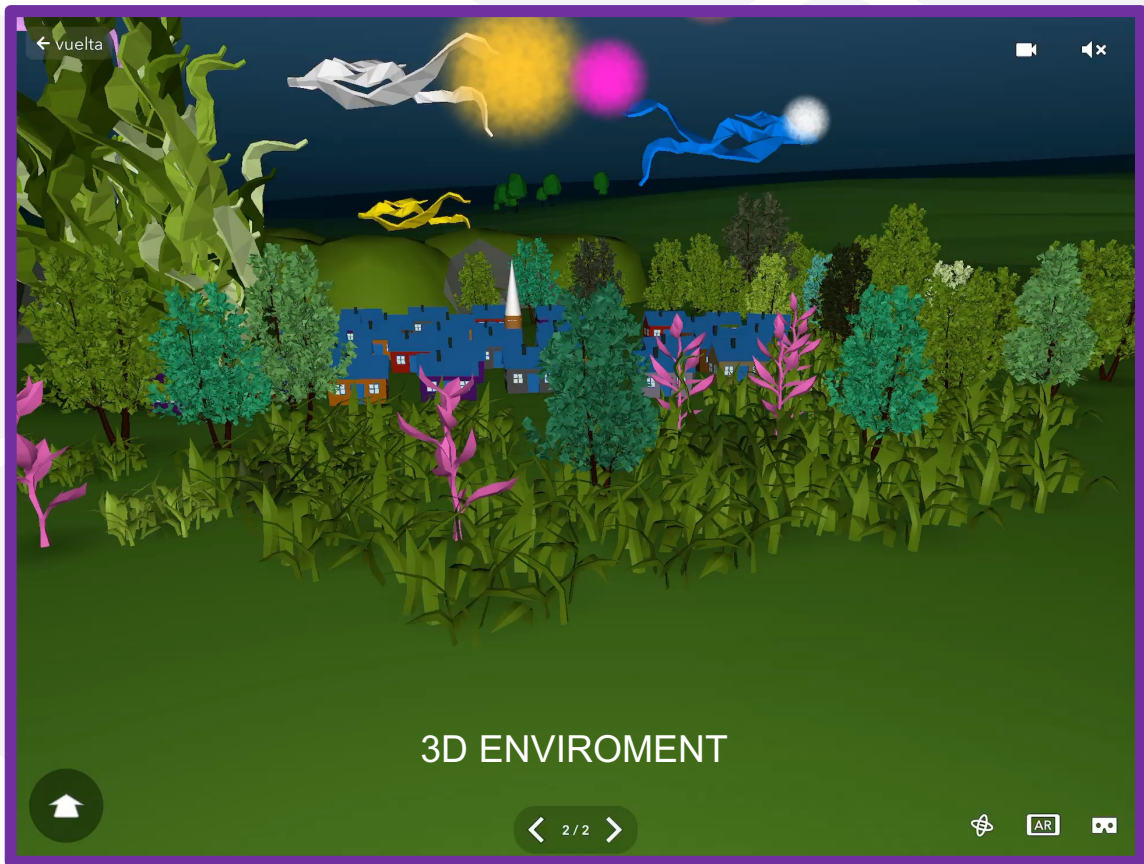


COVID Action plan

# Creating the first scene







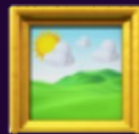


Tips on the use of Virtual Reality?



**MENTI**

**8380 8846**



# Challenges





**LEVEL I**



**Create a CoSpace**

**Select an  
enviroment**

**Select a character.  
Customize**

**Incorporate objects**

**Edit an object**

**Change size**

**Elevate it**

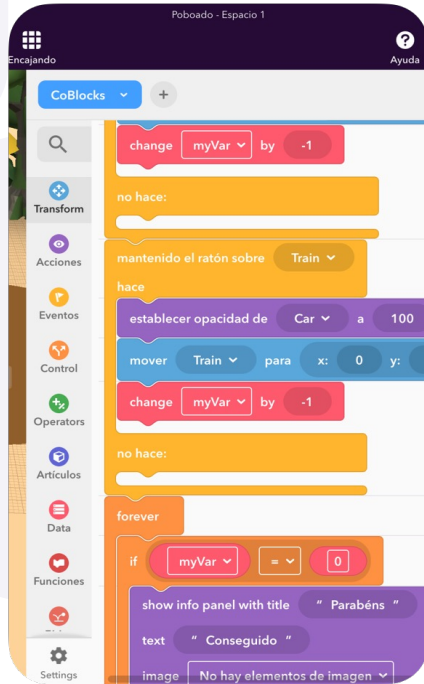
**Rotate it**

**Lock it**

**Animate an object**

**Duplicate a  
character or object**

**Delete a character**



Move an object    Turn an object    Delete a code    Scale an object

Add sounds

Pause an action

Show  
information in  
panels

Codify a  
dialogue

Run in parallel

Repeat an  
action several  
times

Conditionals

Go to a new  
scene

# CO SPACES EDU LEVEL III



Maze



Where is the key?



Differences



Roller Coaster



Platforms



Escape Room

## Virtual tour creation Lesson plan



Created by María Begoña Codesal Patiño

**Education level:** From elementary  
**Subject:** Social sciences, geography, history, languages, ELA  
**Format:** Individual or in groups  
**Duration:** Approx. 3 hours

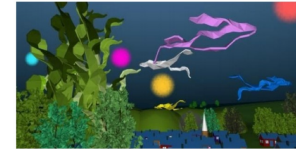


<https://cospaces.io/edu/360-tour-lesson-plan.pdf>

## Interactive art. Starry night. Lesson plan

Created by María Begoña Codesal Patiño

**Education level:** From middle school  
**Subject:** Languages, ELA, arts  
**Format:** Individual or in groups  
**Duration:** Approx. 2 hours



<https://cospaces.io/edu/interactive-art-lesson-plan.pdf>

## Give plastics up! Science Club CEIP Ponte dos Brozos

By Verónica Iglesias, Luz Pérez, Pepa Sanjurjo and Begoña Codesal

**Education level:** Primary education  
**Subject:** STEAM, sciences, civics  
**Format:** Individual or in groups  
**Duration:** Approx. 2 hours



[Science club CEIP Ponte dos Brozos](#)

## Women in science MERGE Cube

CoSpaces level: Beginner to intermediate  
Education level: Elementary, primary or middle school  
Subjects: Languages, social sciences, STEM  
Skills developed: Communication, creativity, collaboration, critical thinking  
Created by: Begoña Codesal Patiño, CoSpaces Edu Ambassador





# CoSpaces at our school

Science Club



Ordinary classroom



## COMPETENCIAS CLAVE

CMCCT, AA, CD,  
CCL, SIEE



## ESTÁNDARES DE APRENDIZAXE

- Busca de información (usando as TIC), seleccionar a información relevante.
- Utilización de recursos TIC para crear produtos virtuais
- Presentación da información usando as TICS

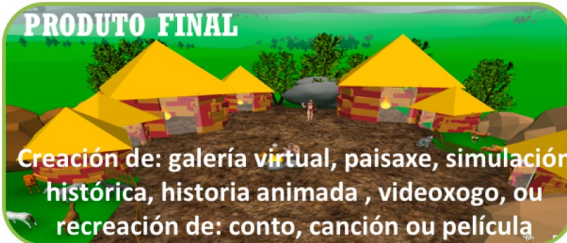


## MÉTODOS DE AVALIACIÓN

Rúbrica  
Lista de cotexo  
Portfolio alumno



## PRODUTO FINAL



Creación de: galería virtual, paisaxe, simulación histórica, historia animada, videoxogo, ou recreación de: conto, canción ou película

## TAREFAS

- Visionado exemplo.
- Lectura da rúbrica de avaliación.
- Busca de información. Xeración de ideas para iniciar proxecto.
- Realización do storyboard en portfolio dixital.
- Crear o proxecto en CoSpaces app ou web.
- Presentación do proxecto á clase.
- Avaliación e coavaliación.
- Feedback e melloras.



## DIFUSIÓN

Blog aula, Twitter,  
Facebook, Instagram,  
correo



## RECURSOS



Tabletas, PC, móvil,  
cardboards

## FERRAMENTAS TIC

CoSpaces,  
Keynote,  
Classkick  
Notas de  
voz







## AGRUPAMENTOS ORGANIZACIÓN

Individual  
parella  
e gran  
grupo



# Rubric

	 1 Punto	 3 Puntos	 7 puntos	 10 puntos	Porcentaxe
Tema	Non se ofrece información sobre a época histórica	A información sobre a época histórica apenas existe, é moi xeral e só se trata un aspecto	A información sobre a época histórica inclúe tres aspectos.	A época histórica está explicada de forma ampla y rigurosa. Trátanse os aspectos máis destacados.	20%
Código	Non contén código	Hai 1-2 obxectos con código. Hai erros de codificación	Hai 3 ou máis obxectos con código. O código funciona ben.	A codificación é correcta. O proxecto funciona perfectamente. Hai máis de 5 obxectos con código.	20%
Ambiente	O ambiente non está relacionado co tema	O ambiente non ten moito que ver co tema, Incorpora 1-3 elementos relacionados	O ambiente, obxectos e personaxes, na súa maioría, están perfectamente seleccionados.	O ambiente e os obxectos e personaxes están perfectamente seleccionados.	10%
Esceas	1 escea	2 esceas	3 esceas	Máis de 4 esceas	10%
Extras: audio, imaxes, paneis informativos, ...	Non hai extras	1 extra	2-3 extras	Máis de 4 extras	10%
Portafolio	Non se presenta	Preséntase pero ten moitos erros e ocos	Está completo pero con algúns erros.	Está perfecto	20%
Prazo	Non se entrega	Entrégase máis dunha semana tarde	Entrégase 1 semana tarde	Entrégase en prazo	10%

# Padlet collection

padlet

REGISTRARSE INICIAR SESIÓN COMPARTIR ? ...

B Codesal • 2a


## RV en ARteixo.

Proxectos de Realidade Virtual creados polo alumnado de 5C do CEIP Ponte dos Brozos coa plataforma CoSpaces\_Edu

### Paisaxe

Liévame al inicio

#### A torre de Hércules




CoSpaces Edu :: Torre de Hércules  
Torre de Hércules by BCodesal  
cospaces edu: make ar & vr in the classroom

#### A miña casa

### Galería

#### Peteiro




CoSpaces Edu :: Peteiro. Paisaxes de Ar...  
Peteiro. Paisaxes de Arteixo by BCodesal  
cospaces edu: make ar & vr in the classroom

#### Kandinsky

### Videoxogos

#### O mundo dos matemáticos

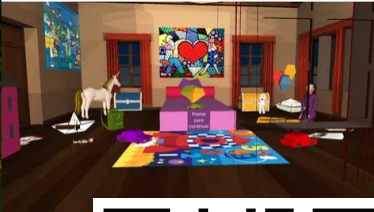


CoSpaces Edu :: O mundo dos matemáti...  
O mundo dos matemáticos by AriadnaG...  
cospaces edu: make ar & vr in the classroom

#### Recolecta


### Historias animadas

#### Homiño de papel



CoSpace...  
O Homiñ...  
cospaces...

#### Na lenc...



<https://padlet.com/pdbrozos/wcbzp82vmur0>

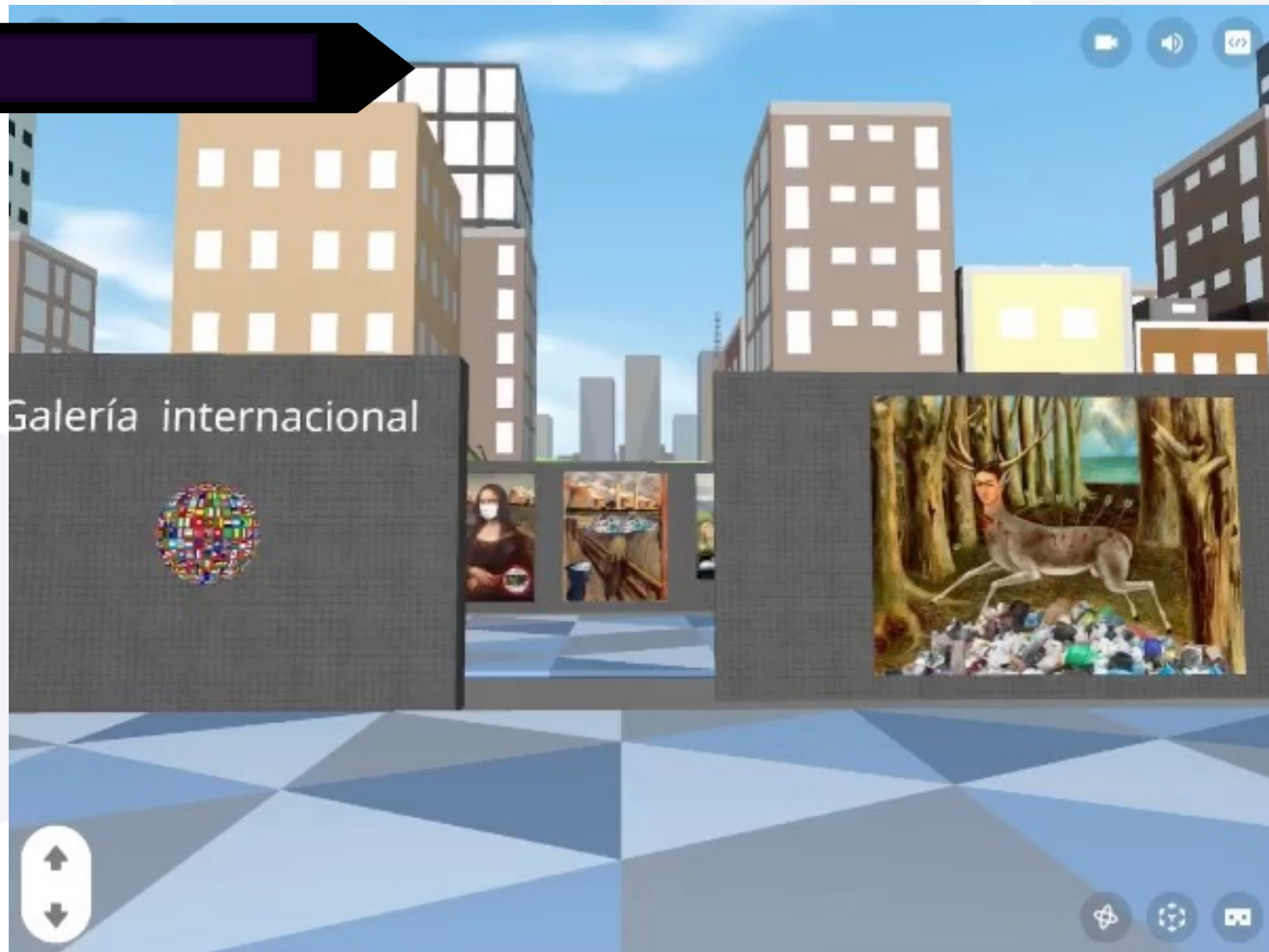


### A época dos castros

Busca tres obxectos que non pertenzan a esta época

castro





# WALKING THROUGH THE MEMORY WITH IMMERSIVE TECHNOLOGIES

#WTMemory19



## Culturel Heritage Immersive Technologies #WTMemory19

The relationship between our 21st century students and the historical and cultural heritage closest to them and, at the same time, so far removed from it, is the primary motivation that drives us to apply for this project. This is a project whose ultimate aim is to get to know and make known the different European cultures in order to eliminate the

## Benefits of Virtual Reality





The screenshot shows the UNESCO website interface. At the top, there is a search bar and navigation icons. Below the header, a menu contains links for 'Acerca', 'Servicios', 'Collections', 'Explorar', 'Resources', and 'Otros repositorios'. A 'Login' button is visible on the right. The main content area features a video player showing a person wearing a VR headset interacting with a colorful, abstract painting. Below the video, the title 'Mobile Learning as a long-term institutional innovation strategy in Spain' is displayed, along with the subtitle 'Case study by the UNESCO-Fazheng project on best practices in mobile learning'. A gear icon indicates the 'Approach: Bottom-up'. To the right, a purple-bordered thumbnail of the same content is shown, highlighting the 'Online' and 'Open Access' status.

**Mobile learning as a long-term institutional innovation strategy in Spain: case study by the UNESCO-Fazheng project on best practices in mobile learning**

Online

Open Access



# Thanks

Begoña Codesal Patiño

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