

AR LEARNING TASK

Wondrous Ancient Worlds

Learning area

Humanities and Social Sciences - History

Year level

Year 7

Duration

Session 1: 45 to 60 minutes

Session 2: (optional) 60 to 90 minutes

Task summary

In session 1 of this learning task, students will explore different ancient artefacts using Augmented Reality (AR) and consider how each one is related to a significant historical figure. In session 2, students will share what they know about a chosen historical figure by creating a profile using AR technologies.

Session overview

Session 1: Students can identify artefacts from ancient societies and share key information about each one.

Session 2: Students can create an AR experience, or a Merge Cube, demonstrating their knowledge about a significant historical figure from their chosen ancient world.

Digital technologies

- VR
- AR
- Robotics
- Drones
- Other: _____

Required resources

Session 1:

Hardware:

- AR-enabled devices / iPads / tablets

Apps:

- **Merge Object Viewer** (Download via [Google Play](#) or [Apple App Store](#)) - For viewing and learning about various artefacts in Augmented Reality (AR). Make sure to log-in for each individual device prior to the lesson, as this will take some time to do. This usually just needs to be done once, unless the app is updated.

Teaching resources:

- [Teaching deck](#) – this is a slide deck template that teachers can download and use for this learning task.
- [Task sheet](#) (docx) or [task sheet](#) (PDF) - this task sheet needs to be downloaded and distributed to students either as a digital or printed resource.
- [‘Think Puzzle Explore’ template via Canva](#) - Students can access this Thinking Routine template for their brainstorming session.
- [AR planning sheet](#) (docx) or [AR planning sheet](#) (PDF) - if continuing this learning task to part 2, students may use this planning sheet when creating their AR experiences or physical world model.

Session 2 (optional):

Hardware:

- devices / iPads / tablets
- Merge Cubes
- Laptops or iPad tablets for students

Apps:

- **CoSpaces EDU** (Available via [Google Play](#) or [Apple App Store](#)) / **CoSpaces** accounts (Free or Pro*) (*OPTIONAL: If you would like to create with Merge Cubes, you will need Pro accounts with the Merge Cube add-on for your students*)
 - CoSpaces Experiences:
 - Ancient Egypt - Cleopatra Profile (Merge Cube AR version): <https://edu.cospaces.io/KLK-YKD>
 - Ancient Egypt - Cleopatra Profile (AR version): <https://edu.cospaces.io/GUB-URQ>

Other resources to try (optional)

3D models repository sites:

- PowerPoint 3D models

No tech creation:

Students may opt to create a physical cardboard cube where they can attach photos, illustrations and text about their chosen ancient historical figure. They can print out the 3D net found in the AR planning sheet.

Planning and preparation

Assumptions

For session 1:

Students are expected to have:

- Completed some lessons about ancient worlds.
- A basic understanding of Augmented Reality (AR) technology.
- The knowledge and skills to take screenshots using their devices.

For session 2:

Students are expected to have:

- Selected their significant historical figure from one of the ancient worlds and completed their basic planning and research.
- Completed the AR planning sheet in conjunction with selecting their historical figures.

- *If completing the AR experience* - Some background in creating in CoSpaces (and Merge Cubes, if choosing this option). Otherwise, please add 1 to 2 lessons to introduce this skill.
- *If completing the physical model* - Access to relevant materials, such as cardboard and printer.

Additional preparations for teachers

Check the following -

For session 1:

- Download a copy of the following teaching resources:
 - Teaching deck
 - [‘Think Puzzle Explore’ template via Canva](#)
 - Task sheet
- Students have access to the [‘Think Puzzle Explore’ template via Canva](#) and the task sheet. These resources may be printed or distributed digitally via email or the school’s learning management system.
- Make sure the Merge Object Viewer app is downloaded and installed on the school’s devices / iPads (available via [Google Play](#) or [Apple App Store](#)). Each device will need to be individually logged in using your preferred account.
- Make sure to launch the apps and check that the Ancient Egypt* and The Museum Collection* resources are loading properly. If the app doesn’t work, please check if the app has been added to the school’s whitelist.

For session 2:

- Recommended apps are installed and working on all devices.
- All students have the required logins to CoSpaces.
- To use the Merge Cubes experience, make sure students have access to an adequate amount. Ideally, 1 cube per student**, however 2 to 3 students may be able to share 1. There is a non-Merge Cube option, so this is optional.

**NOTE: Merge Object Viewer resources are accessible either in 3D format (no Merge Cubes required) or in Cube format (with Merge Cubes). You and your students will need an active internet connection on the devices to view the resources.*

***If you do not have access to an adequate number of Merge Cubes, you can download the following resource and create your own paper Merge Cube:*
[Merge Cube \(PDF\)](#)

Task Sequence

1

Introductory activity / Provocation (10 – 15 mins)

Using the 'Think, Puzzle, Explore' thinking routine, get students to fill out a collaborative board about the topic of ancient worlds. Students may work in small groups or in pairs. They can access [this 'Think Puzzle Explore' template via Canva](#) via slide 2 from the teaching deck.

Ask students to respond to these questions:

- What do they think they know about ancient worlds based on previous lessons?
- What puzzles or questions do they have about ancient worlds?
- What and how are they going to explore more about ancient worlds?

Get some students to share what they've written. What are the common threads?

2

Prior knowledge check (5 – 10 mins)

Using slide 3 of the teaching deck, get students to think about ancient artefacts and historical figures. See if they can make connections between artefacts and people.

Ask students:

- What do they know about ancient artefacts? Can they give some examples?
- Who are the ancient historical figures that they know about? What did they do?

Share examples from the teaching deck and how the artefacts are linked to the historical figures.

Note: Not all artefacts may be directly related to a historical figure. However, if they know the approximate time an artefact was made, they can link them to the rulers or figures of that time.

3

Activities (Session 1: 25 – 30 mins; Session 2: 60 – 90 mins)

Session 1:

1. Using slide 4 of the teaching deck, introduce the task sheet to the students.
2. Using the **Merge Object Viewer app**, ask the students to check out the 'Ancient Egypt' and 'The Museum Collection' resource using either the 3D or the Cube format. Show students how to view them accordingly, if this is a new activity for them. If objects are not loading, remind students to check their Wi-Fi connection.
3. While viewing each object, students may take a screenshot of their selected artefacts (2 to 3) and add the screenshots to the task sheet. If students are using a paper copy, they can print out and paste in their screenshots later.
4. Let students know that they can gather facts about each artefact by clicking or tapping on the 'i' icon in the app and by doing research online. They can also do their research on which historical figures are connected to their chosen artefacts.

If **students are not completing Session 2**, you may wrap-up the lesson by asking students to share some of their findings on connecting artefacts with historical figures.

Session 2:

1. Start the session with a quick discussion of the previous session.
 - a. What did they learn from their AR experience task?
 - b. Can they name ONE thing that they were puzzled about that was answered through the activity?
 - c. What is something they are still wondering and would like to learn more about?
2. Tell students that they would be creating their own Ancient Civilisations AR experience by creating a profile of a historical figure from ancient society. To give them an idea of what they'll be creating, they can view the Cleopatra profile in AR below. There is a Merge Cube and non-Merge Cube version.
3. Using the CoSpaces EDU app, scan the QR code or use the 6-letter share code to these Merge Cube experiences. The QR codes and links are also found in the teaching deck (slide 6).
 - a. Ancient Egypt - Cleopatra Profile (Merge Cube AR version):
<https://edu.cospaces.io/KLK-YKD>
 - b. Ancient Egypt - Cleopatra Profile (AR version):
<https://edu.cospaces.io/GUB-URQ>
4. Talk to the students about the AR experiences and what they hope to build. Then, give them access to the AR planning sheet to help them start planning their AR creation. Students who would like to extend their creations may do so by adding interactive elements like information panels, quizzes, videos, and websites. Watch the video attached to this lesson for some ideas on adding interactive elements.
5. When students are ready to build their AR experience, ask them to get started by selecting a virtual avatar or image for their selected historical figure from the CoSpaces EDU library or another source. Please note that historical figures in the CoSpaces EDU library are only accessible if you have a Pro account. Students can still add images or 3D models from a third-party source (see optional resources for 3D model repositories) with a Basic account by using the upload function.
6. If you are providing another lesson or two for students to complete their creations, let them know. If possible, give students the opportunity to share their creations in a future lesson.

4

Check for understanding (5 - 10 minutes)

In **session 1**, the students' responses to the task sheet should show their level of understanding on how the artefacts linked to historical figures in ancient times.

In **session 2**, the students' AR or physical creation should show their understanding of their chosen historical figure. You can also get students to take a video of their AR experiences at the end of the lesson and ask them to share/post in your classes' learning management system or online classroom. If they created a physical model, they can take a photo and write about their model.

Differentiation for students with additional needs	Extension ideas	Video tips
<p>Students may be assigned a significant historical figure from an ancient world if they are unsure of who to select. They may also be given a specific template of information that they would need to add to their Merge Cube creations.</p> <p>Use the Remix function of the Cleopatra Merge Cube asset, so that students don't need to start their creations from scratch.</p>	<p>Encourage students to add more interactive elements to their Merge Cube or AR creations by adding code (e.g., information panels, quizzes, etc).</p>	<p>The video for this lesson is a short instructional video modelling how to add interactive elements to Merge Cube creations on CoSpaces.</p>

Curriculum connections

Australian Curriculum Version 9.0

Year 7 History

The role and achievements of a significant individual in an ancient society (AC9HH7K13)

Cross-curriculum priorities

- Aboriginal and Torres Strait Islander Histories and Cultures
- Asia and Australia's Engagement with Asia
- Sustainability

General capabilities

- Literacy
- Numeracy
- Digital Literacy
- Critical and creative thinking
- Personal and social capability
- Ethical understanding
- Intercultural understanding