

VR LEARNING TASK

Exploring Ancient Egypt: Queen Nefertari's Tomb

Learning area

Humanities and Social Sciences – History

Year level

Year 7

Duration

60 minutes

Task summary

This task takes students on a virtual excursion to QV66: Tomb of Nefertari, to learn about the customs of Ancient Egypt. Students will explore the tomb of Queen Nefertari and learn about some of their funerary customs using virtual reality.

Session overview

Students can identify facts about Queen Nefertari, ancient Egyptian gods and goddesses, and the funerary customs and traditions in ancient Egypt.

Digital technologies

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

Required resources

Hardware:

- Immersive Virtual Reality (IMVR) headsets / Lumination IMVR Lab
- Handheld Virtual Reality (HHVR) headset
- Devices
- Interactive whiteboard or Smartboard
- Laptops for completing student notebook
- Headphones for students to effectively hear VR videos.

Apps:

- [Nefertari: Journey to Eternity](#) - An interactive IMVR experience that enables students to explore the beautiful and legendary tomb of Queen Nefertari, one of the most well-known queens of Ancient Egypt.
- [CoSpaces EDU](#) - (Download app via [Google Play](#) or [Apple App Store](#) to be able to view the [Ancient Egyptian Escape Room](#) activity on devices.

VR videos:

- [360° Ancient Egypt Nefertari Pyramid Tomb | Journey into afterlife | VR Gameplay | Free Game](#) (16:12) - A 360° YouTube video tour of the Nefertari: Journey to Eternity IMVR experience that provides all the information that the app provides.

Videos:

- [Nefertari: Journey to Eternity trailer - HTC Vive](#) (0:59) A snippet of the Nefertari IMVR experience to hook students' interest.

Teaching resources:

- [Teaching deck](#) – download a copy for your own use.
- [Student digital notebook](#) - download a copy and distribute it to students via email or learning management system.
- [Ancient Egyptian Escape Room](#) - A VR activity using CoSpaces that will enable students to visualise Ancient Egypt.

Other resources to try (optional)

Miscellaneous:

- [VR/AR Safety Poster](#) (PDF)

Planning and preparation

Assumptions

Students should have

- Little to no background around Ancient Egypt.
- Some background in viewing VR experiences on devices and HHVR headsets.
- Some prior experience of using IMVR headsets and controllers.

Additional preparations for teachers

- Make sure that all devices are fully charged and working.
- Check that the required apps are installed, updated, and operational.
- Review the suggested content to ensure it is suitable for their cohort of students.
- Distribute copies of the digital notebook with students.
- Get students to work in pairs, within their group of 6 to 10 students, depending on the number of resources that are available.

Task Sequence

1

Using slide 2 of the teaching deck, ask students what they know about the image provided, or what it makes them wonder.

**Introductory activity
/ Provocation**
(5 mins)

2

Tell students that they're about to go on a virtual excursion to Ancient Egypt, particularly, QV66: the tomb of Queen Nefertari.

Show students the [Nefertari: Journey to Eternity trailer - HTC Vive](#) (0:59) on slide 3 for some context.

**Prior knowledge
check**
(5 mins)

Ask students:

- What do you know about Queen Nefertari?
- What do you know about tombs, or in particular, Egyptian tombs?
- Do you know of any ancient Egypt customs/traditions?

3

Inform students that they will be working in pairs, within their groups, and rotating through three stations. Allow 10 minutes per station, with 2 minutes transition time in between. If extra time is available, you may wish to extend this lesson to 20-min rotations.

Use slide 4 to briefly introduce the three stations in this learning task.

Activities
(40 mins)

Station 1 - IMVR (slide 5)

Students work in pairs to navigate through the IMVR experience: [Nefertari: Journey to Eternity](#), scanning wall paintings to learn more about the gods and goddesses they see. Students need to swap over after a halfway mark (5 mins).

Station 2 - HHVR (slide 6)

Students can follow the link provided on slide 6 to access* [the virtual escape room on CoSpaces](#). If using the HHVR headsets, students can move forward in the direction that they are facing using the button on the headset. If they view this experience on their laptops, students can move around using their four arrow keys on their keyboard. Partners need to work together and follow the clues to escape this puzzle.

**Students do not require to make an account to access this resource.*

Station 3 - HHVR / Research (slide 7)

Students can view the [360° Ancient Egypt Nefertari Pyramid Tomb | Journey into afterlife | VR Gameplay | Free Game](#) (16:12) using HHVR headsets or their laptops. They must read the questions on slides 6 and 7 of their student digital notebook and seek their answers in the video.

Students then need to write about at least 6 gods/goddesses that they saw on the tomb walls and write about their significance or how they were represented.

- *NOTE: Teachers can find the answers for the 12 possible gods/goddesses that students may write about on slides 13 to 16 of the teaching deck.*

Allow students adequate time to complete all three stations.

Pack away the stations and gather back as a class.

4

Check for understanding
(5 – 10 mins)

Check for understanding by asking the following questions of the class:

- What did you think of Nefertari's tomb?
- What was the most interesting fact that you learned?
- What is something that you're still wondering?

Differentiation for students with additional needs	Extension ideas	Video tips
<p>Students may opt to record their responses via video or audio instead of text.</p> <p>Students may opt to use 360° views instead of VR mode to view content.</p>	<p>Students can choose a secondary god/goddess that they heard about during this lesson to conduct a more in depth research. They can present their findings through a creative means.</p>	<p>The video for this learning task explains how to navigate through the IMVR experience and the CoSpaces Escape Room.</p>

Curriculum Connections

Australian Curriculum Version 9.0

Year 7 - History

Students learn the role and achievement of a significant individual in an ancient society (AC9HH7K13)

Students learn the key beliefs, values and practices of an ancient society, with a particular emphasis on one of the following areas: everyday life, warfare, or death and funerary customs (AC9HH7K11)

Students will explain historical interpretations about significant events, individuals and groups (AC9HH7S07)

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