



WALKING THROUGH THE MEMORY WITH IMMERSIVE TECHNOLOGIES

Project number - 2019-1-ES01-k229- 065937

Good Practices

Title	Historical events that took place or in some ways were related to A Coruña
Content/ Subject areas <i>(taged with modules)</i>	Language; foreign languages; , History, Cultural heritage, ...
Target group: age range and size of the group	Students year 2 Secondary.
Learning objectives / competences	Learn to work collaboratively with other students in the same class. We use the Cesga App to produce VR to dent immersive learning and to acquire key and transversal competences . Students learn Language; foreign languages, History, Cultural heritage, literature, ... by doing a research work on a selected topic, the hapend in A Coruña. They also learn use CESGA app to communicate knowledge and through this they learn to select information, critical thinking, decision making, creative thinking, learning to learn, team work ...
Description of overall activity	Students build a historical environment they have chosen as a team , they do the research work, they select the pictures, they produce the audios, text even 3D , they learn to produce VR products by collaboratively present the contents. The work can be used to teach oter student using VR Glasses
Description of the process and teaching/ learning strategies used <i>(what, how, in which order)</i>	We can teacher different topics, the whole class can work the same topic or differeht on the same subject The teacher provides the training “learning by doing“ once the students have done the reseach work working in teams. The tool is very easy to use Each group organize thei;y contents and produces VR Product Students present their VR work to the class
Evaluation/ types of assessment <i>(summative, formative, peer-, self- etc.)</i>	Each student fills in a self evaluation form (Rubrica) The teacher uses an observation sheet to asses students The group presents the VR work to the class and other group comments the work according to the criteria fixed by students and teacher with all this data the teacher does the sumative assessment.
Materials and tools	Products of a reseach work in diferent formats: Audios, texts, photos, videos CESGA App
Timing and learning environment	Each app will be done in two weeks, it can be done in the class of foreign languages or in the subject T Proxectos or History class

Conclusion
(Innovation what makes it good practice, further application)

It includes a different transversal skills: creativity, decision making, apply previous knowledge, communication skills...
It can be used at one school or it can be a work done in more schools.
In our opinion is innovative because students have the opportunity to learn collaboratively, students can learn and work together being in different schools. Important transversal skills are worked and evaluated in the approach Estudents get knowledge in an immersive learning . students produce works to other students learn

Contacts
Website

mtrigo@edu.xunta.es
<https://www.wtmemory19.com/>

R/V

<https://vr.ocean-connections.net/view/1591759826936>

<https://vr.ocean-connections.net/view/1591953941038>

<https://vr.ocean-connections.net/view/1591954110518>

<https://vr.ocean-connections.net/view/1590859767209>

<https://vr.ocean-connections.net/view/1591462587506>





