HOW TO GET STARTED: Tons of resources and direct links to needed areas on my website : **ARVRForEducation.weebly.com** - Because AR and VR are so app based it is very difficult to put things onto paper as I lose the ability to link you to the correct spot. Please take the time to look through the site and let me know if you have any questions etc.. This site is updated regularly as new information is discovered/ released. I have focused on low cost AR/VR and have not covered high end VR headsets etc. as they are still too costly for most schools. Expect that to change soon though!

AUGMENTED REALITY: **What Do You Need?** Computer and Tablet or Smartphone or newer iPod)

**What Application?**  Start with **Aurasma** - <https://www.aurasma.com/>

**What to do?**

Option 1 – Each child uses their own email to create an account

Option 2 – You can create a class email (you can do this in gmail for example) this will allow you to all work under the same account (this is what I have been doing thus far for privacy purposes).

**You can now use the tool for students to create auras** – An example lesson plan on this can be found on the Lesson Plan tab of my website - **http://arvrforeducation.weebly.com/lesson-plans.html**

Video tutorial for how to use Aurasma - **http://arvrforeducation.weebly.com/lesson-plans.html**

\*\* This is a great time to talk about copyright, privacy (don’t publish friends pictures online, digital citizenship, etc. You can keep the account and auras private and then only when you are logged in to your class account on your smartphone/tablet etc can you see them, OR you can make the auras public. This is one of the reasons I have used a class email as there is then not an association between the aura and the child.

VIRTUAL REALITY: **What Do You Need?** Viewer (ie. Google cardboard/ Viewmaster/ etc) and a newer Smartphone or newer iPod and headphones (optional but if you have more than a couple of people using headsets, headphones will be necessary to keep the noise down – as well headphones will provide a more immersive experience)

**Note \*\*** Some people have trouble (feel “seasick”) with VR – this is due to a number of factors related to the technology. The “seasickness” feeling seems to be more common in underwater experiences but not all kids will find this, and the bigger the screen on the smartphone, the better it seems to be. For safety purposes, I recommend you have your kids seated (those chairs with wheels that they can turn around on are good) and let them know if they feel sick from watching they can remove the headset)

**What Application?** There are apps coming out daily but to get you started I will highlight just a few – more detail and lists can be found on the website which is regularly updated. Each of these can be found for iOS or Android via the apple or google play store – all are free.

* YouTube (on YouTube search for VR or Virtual Reality or Google Cardboard in your search to access videos) (360 pictures are also able to be accessed via YouTube)
* Within
* UNVR
* NYTVR
* Google Cardboard / Google Streetview

**What to do?** There are multiple examples of curriculum connections and lesson plan examples using VR on the website.

**Note \*\*** I would recommend that you explore still image apps (ie. Google cardboard/ Google Streetview/ YouTube 360 pictures BEFORE you expose the students to the videos. Once they experience a video you will have a hard time getting them back to the still pictures! \*Lesson from my experience☺