**2017. Augmented Reality - Intro to Auras through personal choice
Lesson Plan 1
Free Choice. Creating AR
Student Instructions:**

The following are the steps to be completed in order to do this assignment. The first thing that you need to do, is read all the steps over carefully. Once you have read the steps over, then read Step 1 again. If you have any questions, ASK to ensure that you complete the expectations as requested and prevent having to do the work over.

Understanding the assignment and expectations will also help you to explain to the teacher and your peers, what you are doing. Understanding of what you are trying to create is very important!

**Step 1:**We have been exploring Augmented Reality through viewing books, and creating through Aurasma a picture and corresponding pop-up. Now you have been asked to come up with an idea that will allow you to convey a message using AR, perhaps a ‘before’ picture that prompts the ‘after’ picture to pop-up. When you have completed your ideas, please talk to the teacher first to get approval, and then you may move on to the next step.

**Step 2:**Before you begin your assignment, there are a couple of questions that we need to answer first, and we will complete these using an interview process. So DON’T start until the teacher gives you the go-ahead.

**Step 3:**Choose a ‘before’ picture that you would like to use a prompt the ‘after’ picture. Think of how you want the photos to impact the audience and that will allow someone looking at your AR to understand what you are trying to say.

**Step 4:**Following the method below, log-in to Aurasma and follow the steps to create your AR message. If you have any questions don’t forget to ask.

1. Go to Aurasma and login using the class log-in
2. Go to create; follow the instructions as you are prompted by Aurasma
3. Retrieve the photo you are going to use as a trigger
4. Aurasma will request you to then create an overlay photo or video
5. In order for your creation to work, you need to ensure that it is “public”; family can then access your work by finding and liking your username on Aurasma.

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Presentation/Feedback:

When you have completed your assignment, you will have the opportunity to show off to the class what you have created. At this time, be prepared to answer the following reflection questions.

**Pre-activity:**

1. Before you begin your AR assignment, is there something about using this technology that you are unsure of; what obstacles or challenges do you think may come up? (Hint: challenges or obstacles can be related to the technology, or it can be something that limits your ability)
2. What are you hoping to create in this assignment; what do you want the audience who looks at your work to learn or understand?

**Post-activity:**

1. How do you feel about what you have created in this assignment? Were you able to convey your message to the audience effectively?
2. Did your work turn out exactly as you imagined? How is it the same; how is it different?
3. What was the biggest challenge for you in doing this assignment? Are they related to the technology?
4. What are some things you did really well on this assignment? What was your favourite part of the work you produced?
5. If you could do this assignment over, what would you do differently? Explain what you like the best about your work, and something you may change.

**PEER-EVALUATION: AUGMENTED REALITY ASSIGNMENT RUBRIC**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **CATEGORY** | **Excellent****4** | **Good****3** | **Satisfactory****2** | **Needs Improvement****1** | **COMMENTS** |
| Audience Appeal | Overall, the AR is the most appealing it can be; nothing can be added to make it better | The AR is good, but there are some items that could be added or improved to make it better | Needed a lot of explanation to understand the message said. | The AR needs a lot of work to make it complete |  |
| Content | I completely understood the message that the AR was conveying; there was a really good connection between the photos | After I asked some questions, I was able to see the message | I could see some connection between the prompt and overlay, but didn’t understand the message | The message was unclear and there was no connection between the photos |  |
| Technical Quality | The AR was excellent and completed with a lot of care and technical skill | The technical skill was very good | There was some technical skill  | There was very little skill |  |
| Creativity | The AR is extremely creative and is easily understood | The AR is creative and is very original | The AR has some creativity | The AR has little creativity |  |
| Overall Message Effectiveness | message well understood; CLEAR | Message is good; needed explanation | AR message was hard to understand | Did not understand the message |  |

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This lesson attached is to provide students with an opportunity to explore and create augmented reality using Aurasma. This will be the foundation for students to further use the program to create augmented reality in relation to the health program concepts (e.g. nutrition; exercise; hygiene) being explored in class. The use of augmented reality will allow students the opportunity to demonstrate their learning/knowledge in an alternate way to conventional assessments.

Curriculum Connections:

Language:

* Gather information to support ideas for writing using a variety of strategies and oral, print, and electronic sources
* Establish a personal voice in their writing, with a focus of using words and stylistic elements that convey a specific mood such as amusement or frustration
* Extend understanding of texts by connecting the ideas in them to their own knowledge, experience, and insights, to other familiar texts, and to the world around them.
* Identify, in conversation with the teacher and peers, how their skills as viewers, representers, readers, and writers help them improve their communication skills.
* Express opinions about ideas, issues, and/or experiences presented in media texts, and give evidence from the texts to support their ideas.

Method:

Students will access the Aurasma site and follow the steps as follows:

1. Go to Aurasma and login using the class log-in
2. Go to create; follow the instructions as prompted by Aurasma
3. Retrieve the photo to use as a trigger
4. Aurasma will request to then create an overlay photo or video
5. In order for the AR to be successful, it must be on the “public” setting; family can then access the work by finding and liking the username on Aurasma.

When students have completed their assignment, they will present their learning to the class, demonstrating their understanding of what has been achieved and what the message is and how that message is conveyed through the augmented reality. In order to facilitate this, students will answer a series of questions that will require a reflection of the creative process. This will also serve as a platform for future reflection and self-analysis when students will be required to perform pre- and post- assignment completion.