

Code the Classroom

CoSpaces Edu level: Beginner to intermediate

Education level: Elementary/primary school

Subjects: All

Skills developed: Beginning coding skills, classroom procedures/rules

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Introduction:

Learning routines, procedures and classroom rules are a big part of the beginning of the year, but it doesn't have to be a dry and disengaging experience!

In this lesson, students will use their creativity to build a CoSpace using a 360° image of their classroom that demonstrates the rules and procedures of their new classroom. Students are not just learning the rules and procedures through hearing and seeing them, but they are reinforced by creating *with* them.

Through inserting objects and coding with particular event CoBlocks, students demonstrate the rules and procedures, while also showing their application in the classroom space. Students have the freedom to create their CoSpace through various means, whether it is a character that explains, a coded scene that is played out, or objects that present a quiz to the user.

Student benefits:

- Learn how to build a CoSpace using a 360° image
- Reinforce classroom procedures and rules
- Develop creativity
- Introduction to simple event-action coding

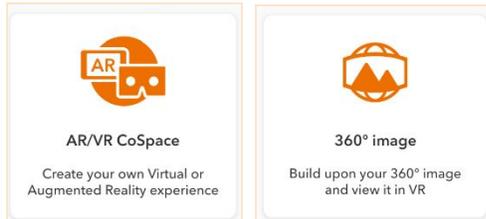
Activity example:

- The first step is to get a 360° image of the classroom. A 360° image can be created through a 360° camera or an app that constructs the image through multiple snapshots (which can be found on your smartphone's app store.) Then, create an assignment based on a CoSpace with this 360° image already loaded in it.
- Next, explain the rules and procedures for the classroom to your students. Have them discuss what does it look when someone is following the rule or procedure correctly. What does it look like when they are not?
- After explaining to your students the different objects available in the Library and coding events that can be utilized in their CoSpace, students should brainstorm with a partner the various ways they can highlight a few of the rules or procedures.
- Provide time for students to construct their CoSpace. During this creation period, students should periodically provide feedback to one another about the CoSpace and to test their coded events.
- When their CoSpaces are completed, students can gallery walk to see other students. New students to the room can view these CoSpaces as a way to get acclimated to their new classroom.

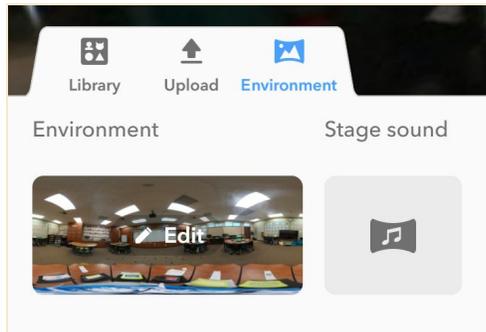
There are many ways students can create their scene. Students will begin the year with varying levels of expertise in coding. This activity not only allows beginning coding students to create a simple scene but gives room for advanced coding students to demonstrate what they know.

As students share what they did and how they did it, students will further develop their coding skills.

Creation guide

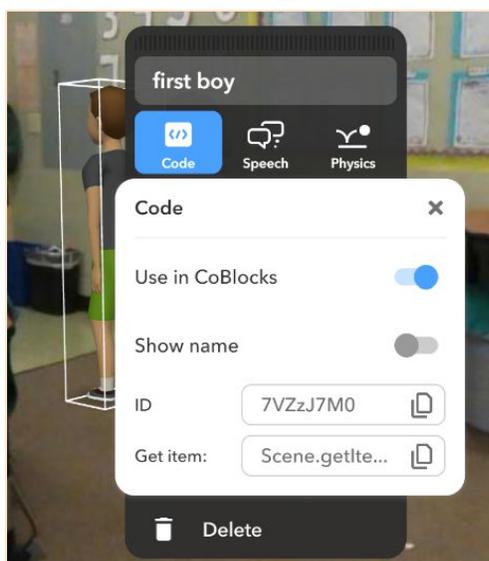


When starting your scene start by clicking on **AR/VR CoSpace** and then select **360° image**.



In the creation toolbox in the bottom left, select **Environment** and then **Edit** to upload your 360° image.

Then, select the **Library** to add the children to the scene being sure to place and resize them to match the space.

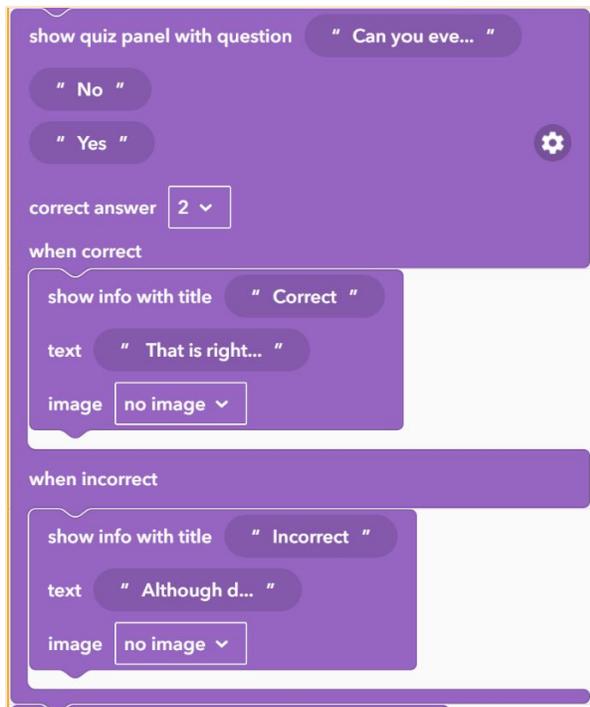


For all of the children and objects on the screen, be sure to turn on **Use in CoBlocks** so you can code with them.

It also helps to name each object by where they are or what they are doing, so you can identify them more easily when coding.



This lesson requires only basic coding skills to create. The **when _ is clicked** event CoBlock and **say** action CoBlock can be utilized to have the characters do simple talking. You can then expand on that by inserting other command CoBlocks to bring more life to these interactions.



You can also utilize the **Quiz Panel** action CoBlock to create more interactivity for the CoSpaces user.

Adding a checking for understanding level in the CoSpace further shows that the students who are creating the space know the correct way to follow rules and procedures.

Students with more advanced coding skills can use multiple quiz panel CoBlocks and keep track of the user's score as they answer them.

Example CoSpace



Classroom example

cospac.es/4MhA