

Give plastics up!

Science Club CEIP Ponte dos Brozos

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Education level: Primary education

Subject: STEAM, sciences, civics

Format: Individual or in groups

Duration: Approx. 2 hours



Introduction and lesson objectives:

The "Give plastics up!" project was born in the Network of Associated Schools of UNESCO and aims to raise awareness and sensitize the entire educational community to the reduction of single-use plastics and their recycling.

The Science Club is a place of innovation and implementation of active methodologies. One of its central themes is to create resources, through AR and VR, which serve as an example and awareness of the proper use and recycling of these plastics. Thus was born the activity "Give plastics up!" creating environments that respect the environment".

Objectives:

1. Use CoSpaces Edu and the MERGE Cube as tools to virtually replicate reality and create a new reality that's more respectful of the environment

2. Promote actions in the school that make students reflect on the need for sustainable development

Activity contents:

- Use of mobile devices as tools to generate new realities
- Use of CoSpaces Edu and the MERGE Cube to create Augmented and Virtual Reality experiences
- Awareness for a real change in our habits in order to protect the environment

Final product:

The creation of a public gallery of virtual environments created in CoSpaces Edu, which represent natural landscapes and reflect the reality of our ecosystems

Learning goals and student benefits

- Develop creativity
- Develop design skills
- Learn basic block-based coding
- Learn to care for the environment

Extension idea:

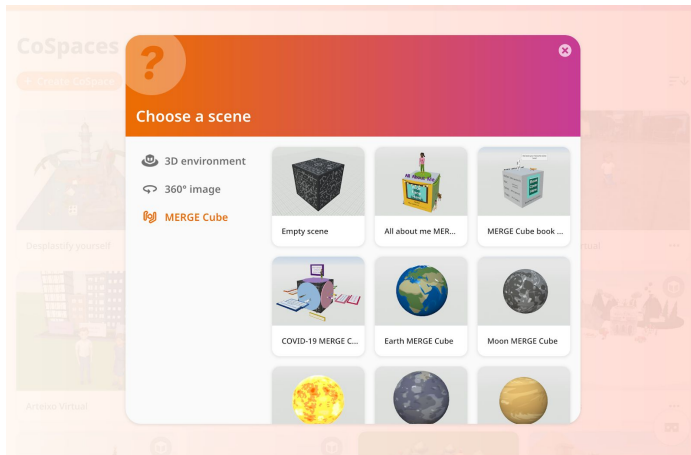
To take this activity even further, your students can:

- Add CoBlocks code: actions, movements, events...
- Add audio background
- Add their own voice over recordings talking about recycling, the proper use of plastics, etc.

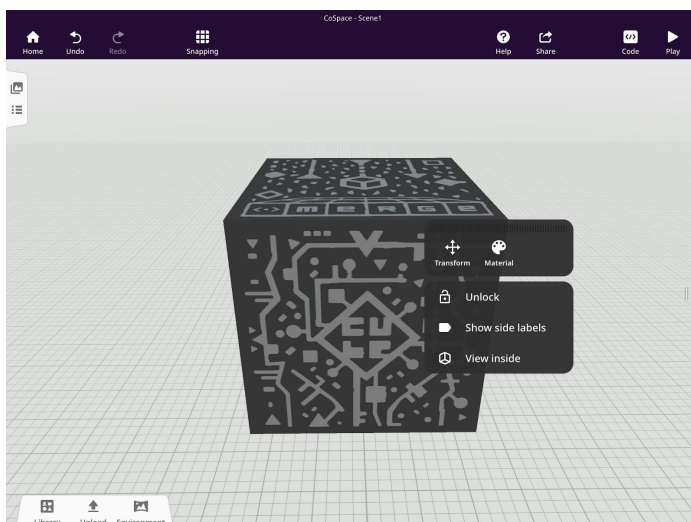
Assessment and evaluation suggestions:

	Distinguished	Proficient	Developing	Not Yet
Environment	Environment is creative and cohesive. Chosen objects have purpose.	Environment is mostly cohesive but has some random or silly elements that don't fit in/add value.	The beginnings of a cohesive CoSpace are apparent but more work is needed.	There is no theme - environment is just a mish-mash of objects.
Animations:	Many objects are animated (+10)	Some objects are animated(5-10)	Some objects are animated (1-4)	No objects are animated.
Interactive	CoSpace is highly interactive, offering users an engaging experience. Use all of these elements in many different ways: -When clicked -When collide	CoSpace is interactive, offering users a somewhat engaging experience. Use all of these elements: -When clicked -When collide	CoSpace is interactive, offering users a somewhat engaging experience. One of these elements are used: -When clicked -When collide	CoSpace is not interactive. None of these elements are used: -When clicked -When collide
Dynamic: Sounds or Music	You create your own audios and add music for your space.	You create your own audios or add music for your space.	The sounds or music used do not add value to the space	No sounds or music are add
Text	Text is used to make the space very fun and educational.			Text is not used to make the space fun or educational.
Impact	Project teaches about a topic or idea in a very creative and engaging way.	Project teaches about a topic or idea in a somewhat creative and engaging way.	Project is neither creative nor engaging.	Project is copied from the model

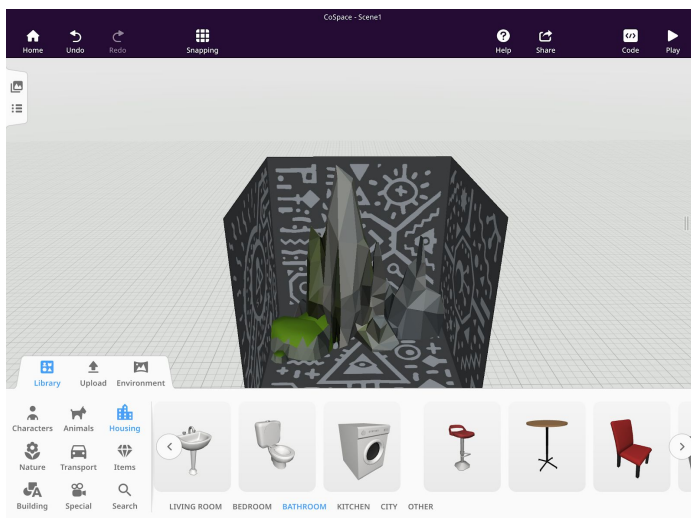
Creation guide



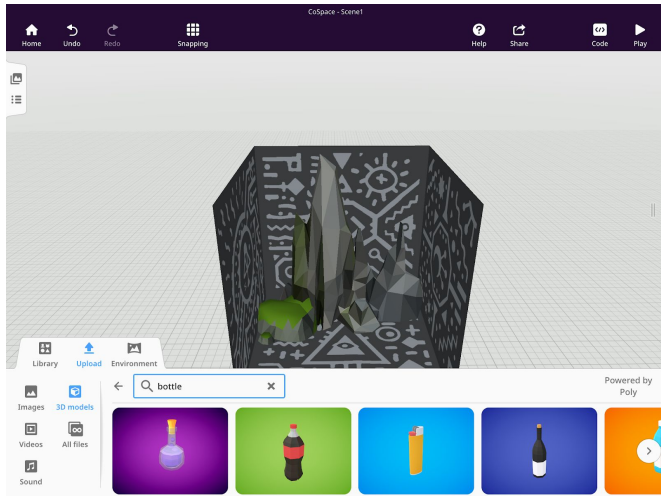
Prepare your environment by choosing the default **Empty scene** in the **MERGE Cube** category.



Double or right-click the **MERGE Cube** and click **View inside**.



Add items to your scene: rocks, plants, seaweeds, water animals, plastics, etc.



You can use the 3D models search option from Poly under **Upload**.



Finally, write your title using 3D text.

Example CoSpace



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edu.cospaces.io/BAQ-DEF

