

## ***Alcalá Meeting; November 4<sup>th</sup>-9<sup>th</sup>; “VR in Education and Professional life”***

### **A) ¡Bienvenidos! Vítejte! Willkommen! Bienvenue! Benvenuto!**

Welcoming speech from our School Principal to Erasmus+ students and teachers.



### **B) Icebreaker games**

Participants were divided into 5 international teams which were called as characters of Don Quixote, the most celebrated work of Miguel de Cervantes, writer born in Alcalá de Henares.





- **Breakoutedu:**

Students were challenged to open the locked Breakout EDU box using critical thinking, collaboration and creativity. Each member team was assigned a role to promote their participation: leader, reader, notetaker, arbitrator, explorer...



You will find more details about the gamification in the appendix to this documentation.

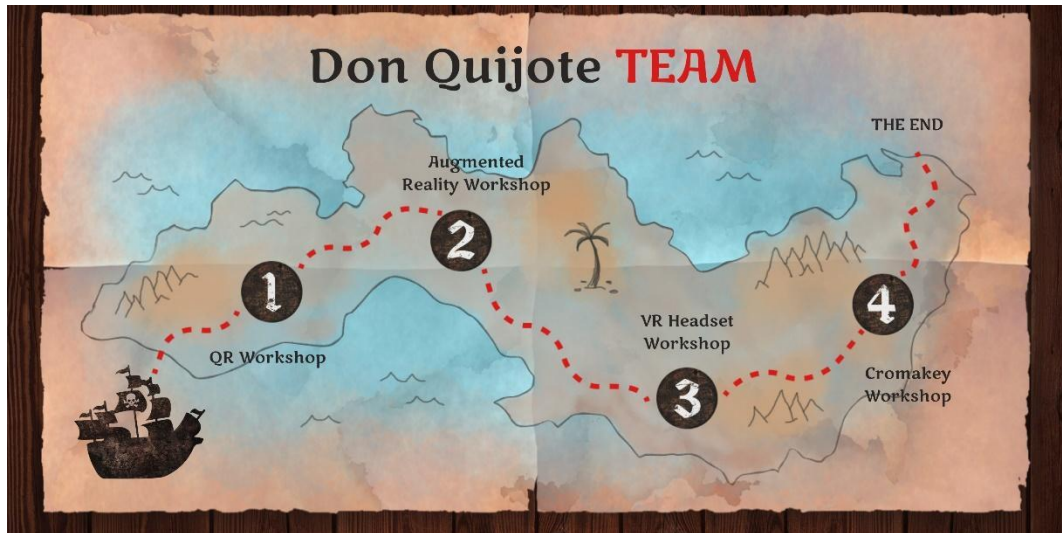




## C) Workshops: Digital tools for education

Using the VR or Mixed reality in the biology, history, art or geography classes... **PRODUCT:** methodology, worksheets, activity descriptions.

To attend the different workshops, a “treasure map” was designed for each team to help students with the itinerary planned for that morning as a roadmap.



- **QR code Trees**

Some trees of our garden has a QR sign with information about them. Our students have previously created the QR code, with all species information, and now other students can follow the signs trying to answer the quiz with the information they can find.

# QR CODES & PLANT DIVERSITY

Please read and follow the instructions carefully

30'

## 1

### QR CODES

You have 5 QR codes. You will need a **QR code reader app** on your phone to scan the info.

## 2

### PLANTS

Each QR code corresponds to a plant description.

## 3

### SCHOOL BIODIVERSITY

These 5 plants are located in the High School. All of them are outdoor plants placed in the garden or near the school yard. Have a look to the School Map to know the different places and buildings.

## 4

### TAKE ACTION

Use the scanner QR code to get the plant information, go and find it, check all info is ok and place the code visible.

# Populus Nigra

## Black Poplar

### 1. Main characteristics

It grows to 30 meters, and can live over 200 years. The leaves are shiny, green and heart-shaped. It has male and female flowers.

### 2. Habitat and distribution

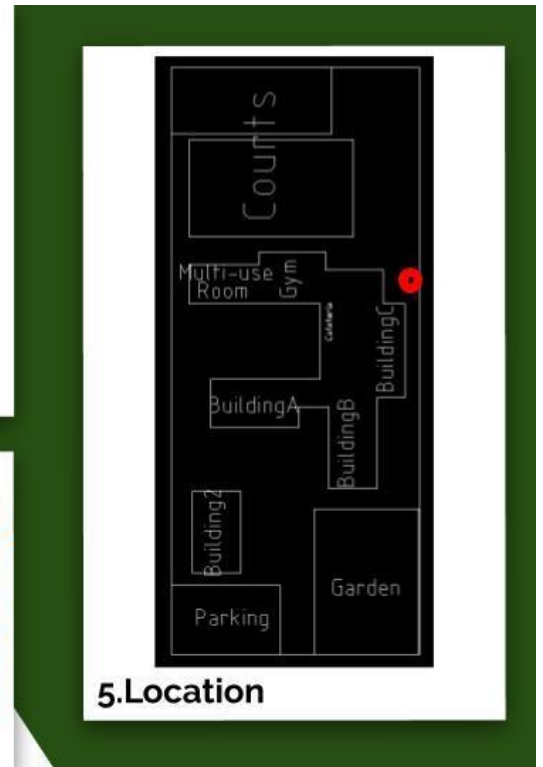
Europe

### 3. Uses and curiosities

The wood is used in construction and in different objects, such as toys or cases.



4. Photos



5. Location

- **Human body**

Our students will learn the human body using AR in Science Lab.

## Augmented reality & BODY ANATOMY

1

Goal: to learn human anatomy using AR

2

Put on the T-shirt and use the MAGIC TSHIRT app to explore the human body.

3

Use the AMPARITO app with the Brain Piece to explore the Nervous System



4

Fill in the following Google Form. You can check your answers



30'



- **Lessons with Chroma key,**

We recreate historic scenarios to learn History in a more active way. Spanish students have been prepared some documents in June 2019 (Preparatory Activities) with historical overview at 1<sup>st</sup> and 10<sup>th</sup> centuries in the five country partners of the Erasmus Project. They also wrote the first draft of a screenplay which was finished and improved during the Meeting.

## Chroma Key & History of Europe

60'

Goal: To make a sort film showcasing a given point in our history



1

Divide the team into two groups:  
 - One group will study the 1st Century  
 - Another group will study the 10th Century

2

Find out everything you can about your team county at that period. Go to the PADLET using the QR CODE.

3

Write a screenplay and start the casting. How many scenes (shots) should your movie have? 1, 2,3?

4

Download images which will replace the green screen of your background in any shot.

5

Use Chromavid app to record the videos. Use Openshot Video Editor to create the film.

6

Do not forget the film title, some music and End Credits. Create a new post on PADLET uploading your film





- **Virtual walking through a famous painting**

With virtual glasses and our phones we can enjoy a virtual experience watching a 360 video.

30'

# Virtual Reality & Arts

Goal: to improve students engagement through arts and get better motivation


*Go inside the most famous paintings of Dali, Van Gogh, Klimt and Monet thanks to the following 360 videos.*







\*Work in pairs and take turns: while one student puts on VR headset to have the VR experience, her/his partner should read out loud the worksheet about the painting style and artistic context.





## KLIMT


*(July 14, 1862 – February 6, 1918)*



Gustav Klimt was an Austrian symbolist painter and one of the most prominent members of the Vienna Secession movement. Klimt is noted for his paintings, murals, sketches, and other objects d'art. Klimt's primary subject was the female body, and his works are marked by a frank eroticism. In addition to his figurative works, which include allegories and portraits, he painted landscapes. Among the artists of the Vienna Secession, Klimt was the most influenced by Japanese art and its methods.


**SYMBOLISM MOVEMENT**

Symbolism was largely a reaction against naturalism and realism, anti-idealistic styles which were attempts to represent reality in its gritty particularity, and to elevate the humble and the ordinary over the ideal. Symbolism was a reaction in favour of spirituality, the imagination, and dreams.



## DALÍ


*(Figueras, 11 de mayo de 1904 – ibidem, 23 de enero de 1989)*



Dalí was a skilled draftsman, best known for the striking and bizarre images in his work. His painterly skills are often attributed to the influence of Renaissance masters. His best-known work, *The Persistence of Memory*, was completed in August, 1931, and is one of the most recognisable Surrealist paintings. Dalí's art drew from his everyday life and extracted seemingly arbitrary things such as infinite desert plains, marble statues, bicycles or telephones and used them as icons where through their isolation they became symbols for deeper emotional themes. Dalí explored his own fears and fantasies through these symbolic images captured in various mediums.


**SURREALIST MOVEMENT**

The surrealist movement was founded in Paris by a small group of writers and artists. It used elements of its predecessors, such as Dada and Cubism, to create something unknown which totally changed the way art was defined. They focused on the unconscious as a means to unlock the power of the imagination. They despised rationalism and literary realism and believed that the conscious mind repressed imagination and creativity.



## MONET


*(14 November 1840 – 5 December 1926)*



Claude Monet was a French painter, a founder of French Impressionist painting and the most consistent and prolific practitioner of the movement's philosophy of expressing one's perceptions before nature, especially as applied to plein air landscape painting. Monet's ambition of documenting the French countryside led him to adopt a method of painting the same scene many times in order to capture the changing of light and the passing of the seasons. From 1883, Monet lived in Giverny, where he purchased a house and property and began a vast landscaping project which included lily ponds that would become the subjects of his best-known works.


**PAINTING MOVEMENT**

Impressionism is a 19th-century art movement characterized by relatively small, thin, yet visible brush strokes, open composition, emphasis on accurate depiction of light in its changing qualities (often accentuating the effects of the passage of time), ordinary subject matter, inclusion of movement as a crucial element of human perception and experience, and unusual visual angles. Impressionism originated with a group of Paris-based artists whose independent exhibitions brought them to prominence during the 1870s and 1880s.



## VAN GOGH

*(30 March 1853 – 29 July 1890)*



Vincent Willem van Gogh as a Dutch post-impressionist painter who is among the most famous and influential figures in the history of Western art. In just over a decade he created about 2,100 artworks, including around 860 oil paintings, most of which date from the last two years of his life. They include landscapes, still lifes, portraits and self-portraits, and are characterised by bold colours and dramatic, impulsive and expressive brushwork that contributed to the foundations of modern art. He was not commercially successful, and his suicide at 37 came after years of mental illness and poverty.

**POST-IMPRESSIONIST**

Post-Impressionists extended Impressionism while rejecting its limitations: they continued using vivid colours, often thick application of paint, and real-life subject matter, but were more inclined to emphasize geometric forms, distort form for expressive effect, and use unnatural or arbitrary colour.





## E) Visit to a company using VR to work

*PRODUCT: VR resources, videoblog from the visit, interview with the partner representant*

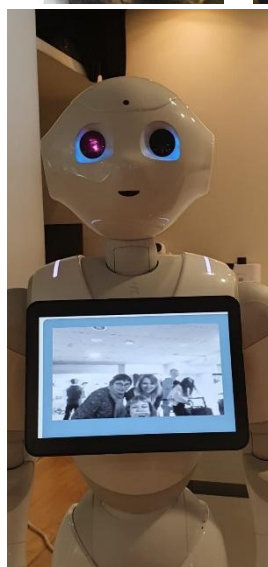
- **Campus Alcala university: Some applications of AI**

At the campus we could attend a talk about Artificial Intelligence, some of its applications and what we need to study to become a professional in this field.



- **Robotics Museum Madrid:**

At the museum we learn about the application and evolution of robotics and programming.





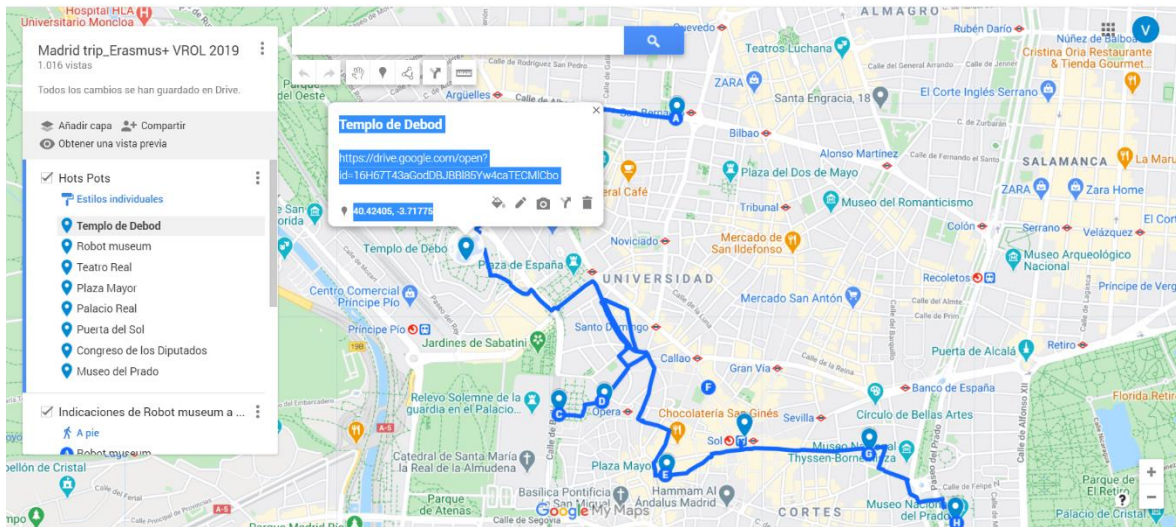
## F) Visiting a Europe heritage sites/monuments/museum

PRODUCT: Diary and feedback form students and teachers

### ● Route across Madrid

My map: following the route with google maps and listening de information our students had recorded about the landmarks we were visiting. Please, link [HERE](#) to get the virtual map. Some audio examples:

- [Puerta del Sol](#)
- [Palacio Real](#)



### ● Visiting Alcalá: virtual vs real

In order to compare all information about an item, in this case, a city, could give us Virtual Tools, our partners made a presentation about Alcalá de Henares (Preparatory Activities) and showed us the first day of the Meeting. In addition, Spanish students recorded some videos talking about their favourite places in Alcalá, presenting our city to our European colleagues before our real visit with a tourist guide and then, they can compare.





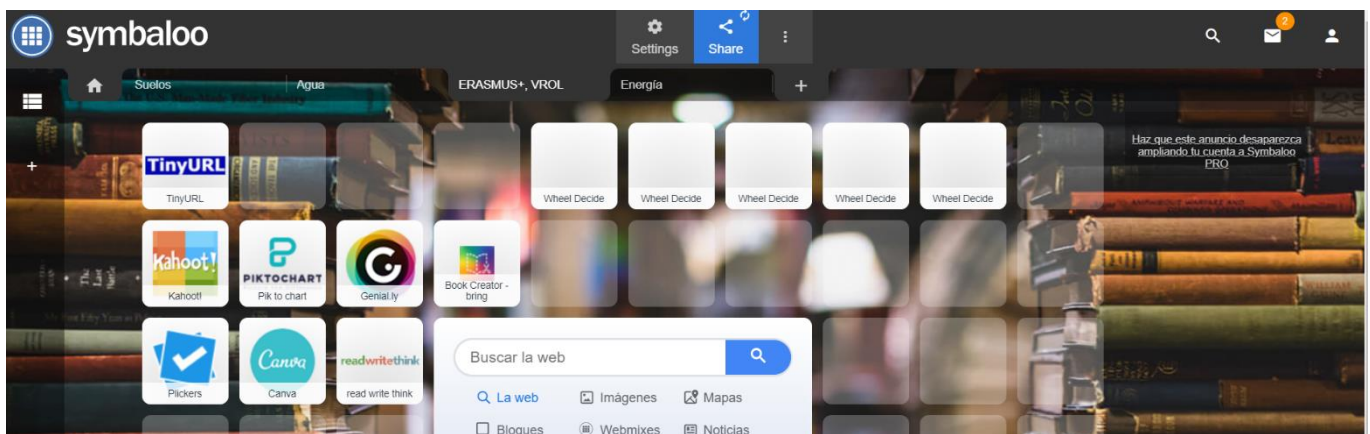
## G) Tools for conclusion and evaluation

- *Creating a fictional AD or MEDIA **PRODUCT**: fictional AD or MEDIA and description of its creation (poster)*
- *Using the VR or Mixed reality in the biology, history, art or geography classes... **PRODUCT**: "guide book" for teachers*
- *Visiting a Europe heritage site (Alcalá de Henares) **PRODUCT**: Diary*

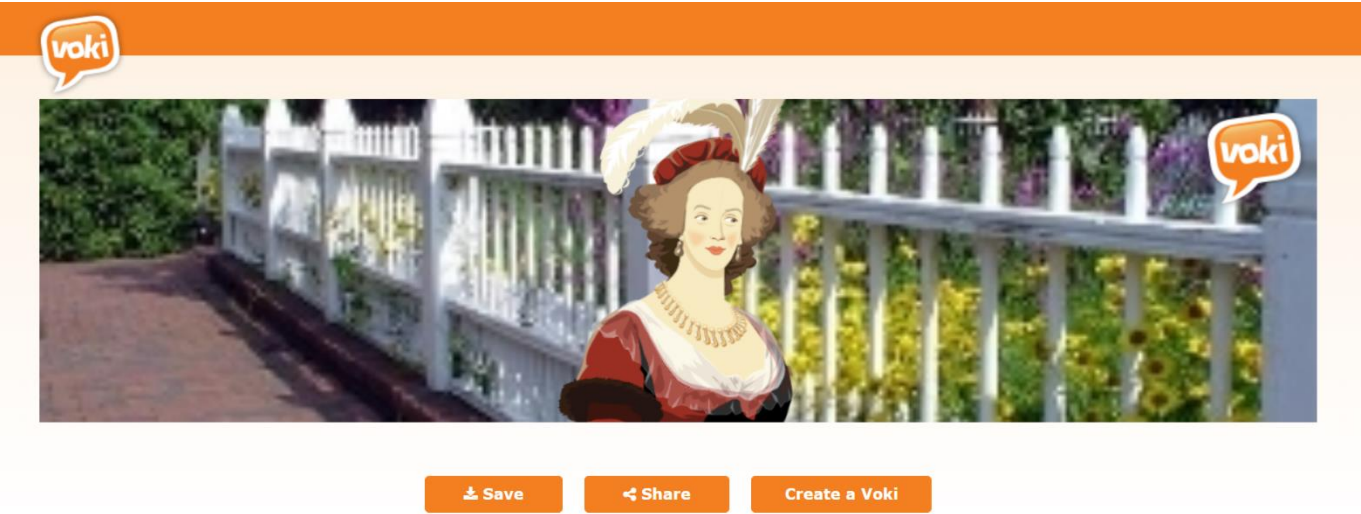
The last day, students had to use different platforms and TIC tools to develop some final products like E-posters, Timelines about the mobility, Quizz (feedback about the activities and excursions) and a Digital Book, where all VR and Mixed reality tools in education were compiled. E-posters and Timelines were finally showed in front of the rest of the classmates. Before that, all they played the different quizzes to test their learning process during the week.



To introduce the different activities we used a Virtual Assistan (Voki) and Symbaloo. In addition, an online spinner tool allowed us to allocate the different task among our students (Wheeldecide).



Please, link [HERE](#) to listen the instructions.



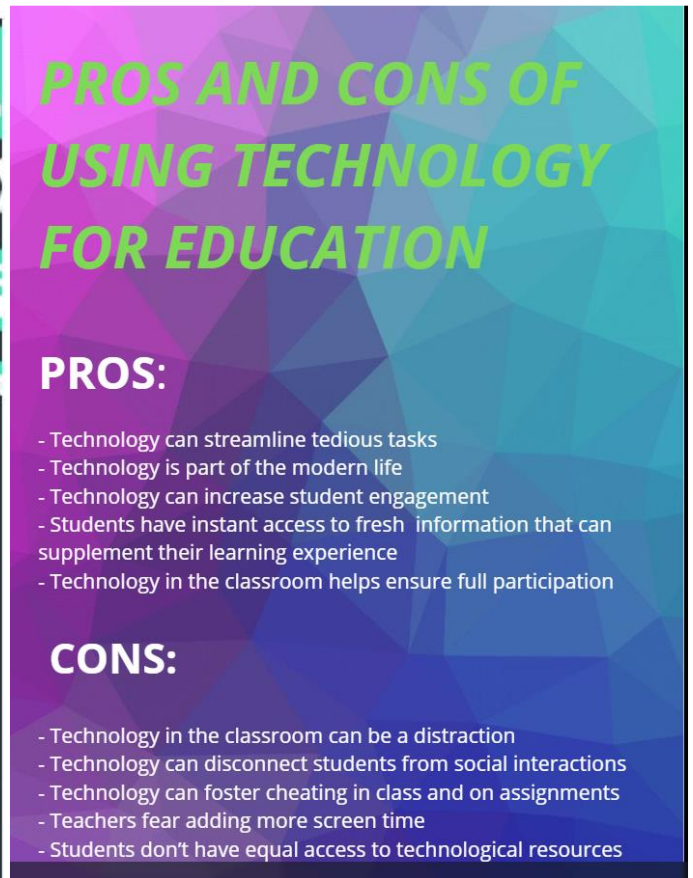
The following figure show the spinner tool for a team:



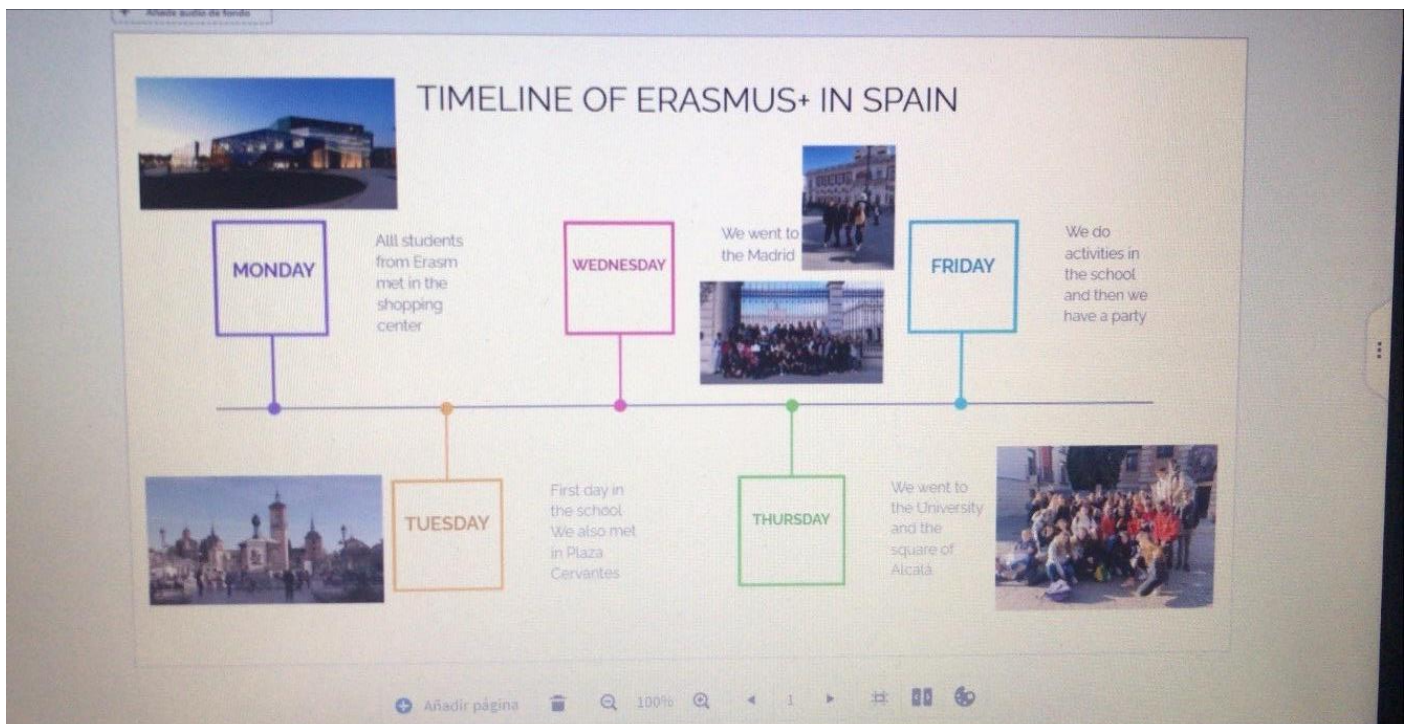


**Examples of final products:**

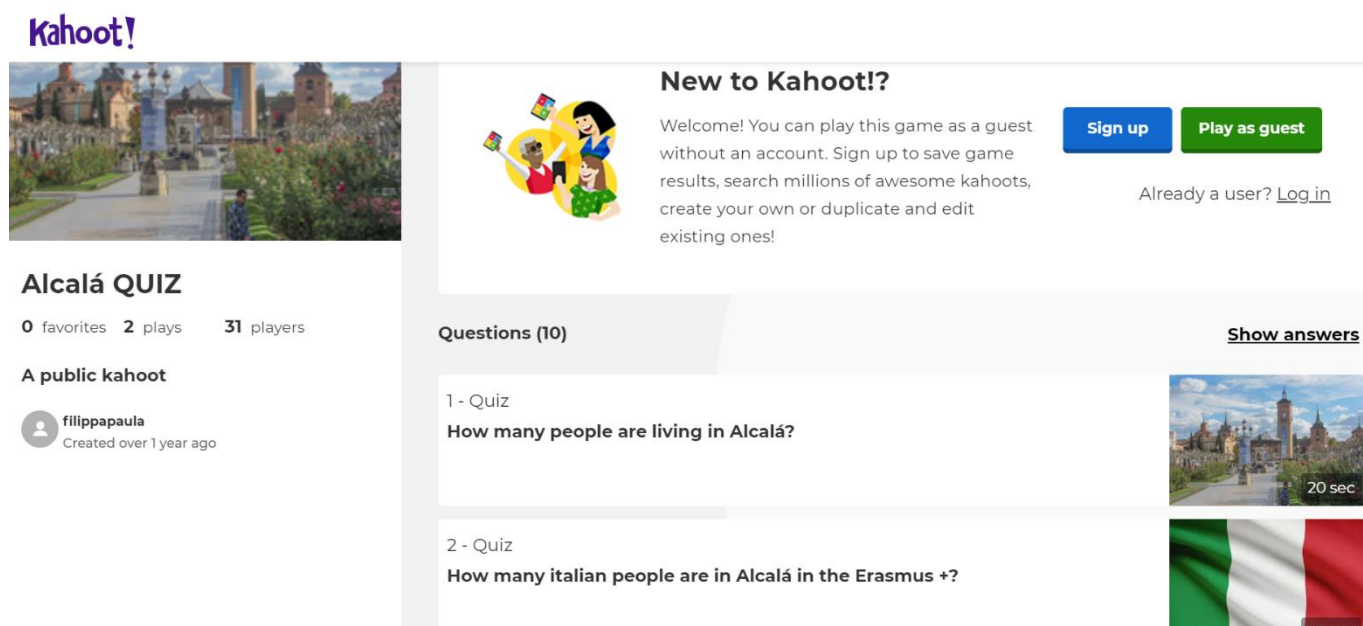
E-posters: In small groups they create a digital poster about pros and cons of all the learning tools they have used during the meeting.



Timelines: students set up photo diaries using different TIC tools like Monday or Timeline.



Quizz. Please link [HERE](#) to open one of the games student prepared with Kahoot about VROL and the Meeting



The screenshot shows the Kahoot! interface for a quiz titled "Alcalá QUIZ". On the left, it displays the Kahoot! logo, a thumbnail image of a street scene, and quiz statistics: 0 favorites, 2 plays, and 31 players. It identifies the quiz as a public kahoot created by "filippapaula" over a year ago. The main area features a "New to Kahoot!?" section with a welcome message and buttons for "Sign up" and "Play as guest". Below this, the "Questions (10)" section shows two questions: "1 - Quiz: How many people are living in Alcalá?" with a 20-second timer and a thumbnail of the same street scene, and "2 - Quiz: How many italian people are in Alcalá in the Erasmus +?" with a 20-second timer and a thumbnail of the Italian flag. A "Show answers" link is visible in the top right of the question area.

Ebook: students created their own book in a collaborative way about all Virtual and TIC tools used in education (BookCreator)

Moreover, we use Google Forms to collect their opinions and conclusions. Link [here](#) to get the form. Finally, we compiled 46 answers, being the most enjoyable activities those related to trips, mainly the visit to the Robotic Museum in Madrid. Regarding Workshops, they preferred the activity with VR glasses. In general, participants highlighted the improvement in language and TIC skills during this student exchange. Most of them, told us they usually used Kahoot and AR tools for education goals.