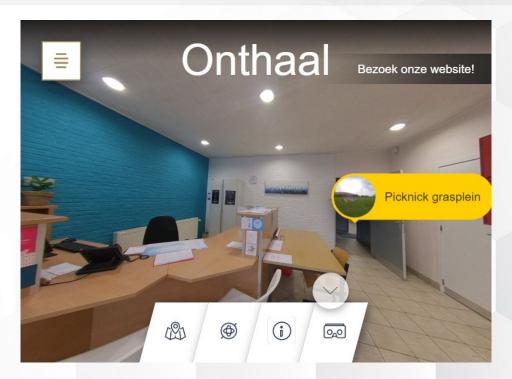
NTM - Belgium - Blended learning









Blended learning

Definition

- electronic and online media
- together with traditional face-to-face teaching

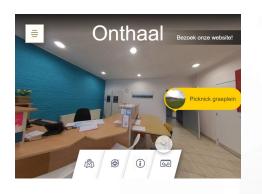
Aim

achievement

Philosophy

 Technology used to support, not replace traditional learning.

Content: 360° virtual tours







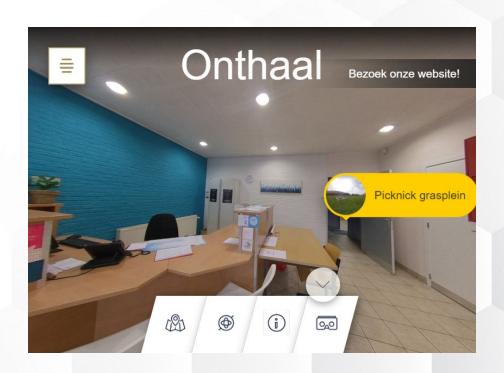


A SCHOOL FOR ALL

Tour of our school - PROCESS

- Students asked staff about locations.
- 2 students wrote separate texts for 1 location. (link)
- Teachers reviewed texts.
- Both students recorded their spoken text, assisted by teachers.
- Class voted on best version.
- Teacher uploaded content in VR tour.

Tour of our school - RESULT



Tour of our school - FUTURE

- Convert to Google Expeditions (free).
- Translate into different languages (English, French, ...).
- Add ambient sound.
- Expand tour with additional locations.

Technology = expensive?

- Basic or advanced user?
 - School = limited resources → cheap & easy
- What do you need?
 - Wifi connection
 - Smartphone
- What is optional?
 - 360° camera (€100 €200 €1,000), VR glasses
 (€10 €40 €400 €1,000), virtual tour software, etc.

Google Expeditions

- Free
- Accessible
- Use available content
 - Expeditions: visit or guide
 - Google Street View
 - Lesson plans (<u>link</u>)
- Use your own content
 - Take 360° photos with Google Street View app
 - Add text, photos, audio and ambient sound
 - Share individually or publicly
 - Students create tours

Google Expeditions



- Connect your phone to the local Wifi.
- Install the Google 'Expeditions' app (app store).
- Login using your Google account (Gmail).
- Go to 'Class' and wait to join my tour.

More available content

• 360° virtual tour of the Houses of Parliament



- Guardian VR (app or <u>YouTube channel</u>)
- ...

Thank you for listening.