Virtual Reality in the Family Consumer Science Classroom
Virtual Reality in the Family and Consumer Science Classroom

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According to the Cambridge Dictionary:

**simulation**

noun [C/U] • US /ˌsim-ə-leɪ-ʃən/

🌟 a model of a real activity, created for training purposes or to solve a problem:

[U] Astronauts are trained using space flight simulation.
An example to consider: Healthcare Simulation Education mitigates risk to patients while increasing the rigor and retention of the knowledge for the learners.
Brainstorm Challenge #1

How can we harness the power of Virtual Reality and simulation in a FACS classroom setting?
“...allow access to knowledge and experiences to all.”
Experience is the best teacher...

https://www.youtube.com/watch?time_continue=14&v=25hqWUXcDdA&feature=emb_logo

As the saying goes, "Practice Makes Perfect." Simulation provides the opportunity for mastery learning through deliberate practice for providers at all levels, from PGY-1 residents to experienced faculty. Through simulation, we can build a culture of safety and improve patient care.
Virtual Reality (VR) & Augmented Reality (AR) level the playing field for your students and allow access to knowledge and experiences to all.

Bring your lessons to life with Expeditions

Introduce your students to a new way of learning with virtual reality (VR) and augmented reality (AR). Download the Expeditions app to get started.
Our Partners

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BEST BUY Education
Application Type #1: Academic Content

- The VR experience is not a novelty or a toy. If you treat it like a pencil, a chromebook, or an IPAD, you will see better results from its use.

- Find current expeditions here: https://docs.google.com/spreadsheets/d/1uwWvAzAiQDueKXkxvqF6rS84oaee2AU7eD8bhzJ9SdY/edit#gid=0

- Preview everything and consider how you will guide students through the content. I like Socrative for this purpose, but a Google form or other guiding task/literacy and thinking support document will work.
Application Type: Family and Consumer Science Content
Brainstorm Challenge #2

Think of the content you teach. Without searching the Google sheet, think of 3 concepts/units/content you could use the VR as an additional tool in your teaching toolbox.

Brainstorm now!
Application Type: Social Emotional Learning (SEL)
High quality, reflective Social Emotional Instruction is key to our students’ educational experience. How could you use the VR experience to support/extend/bolster instruction in this area? Be specific in at least 1 application.

Brainstorm now!
Application Type: College and Career Readiness
Brainstorm Challenge #4

We have an obligation to expose our students to the world of work so that they may be college and career ready when they finish their time with us.

Brainstorm at least 1 expedition you would like to do with your students related to college and career exploration.