

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. The shapes are primarily triangles and polygons, creating a dynamic, layered effect. The text is centered horizontally and vertically within the white space.

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**  /,sɪm-jə'leɪ-jən/

★ **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.

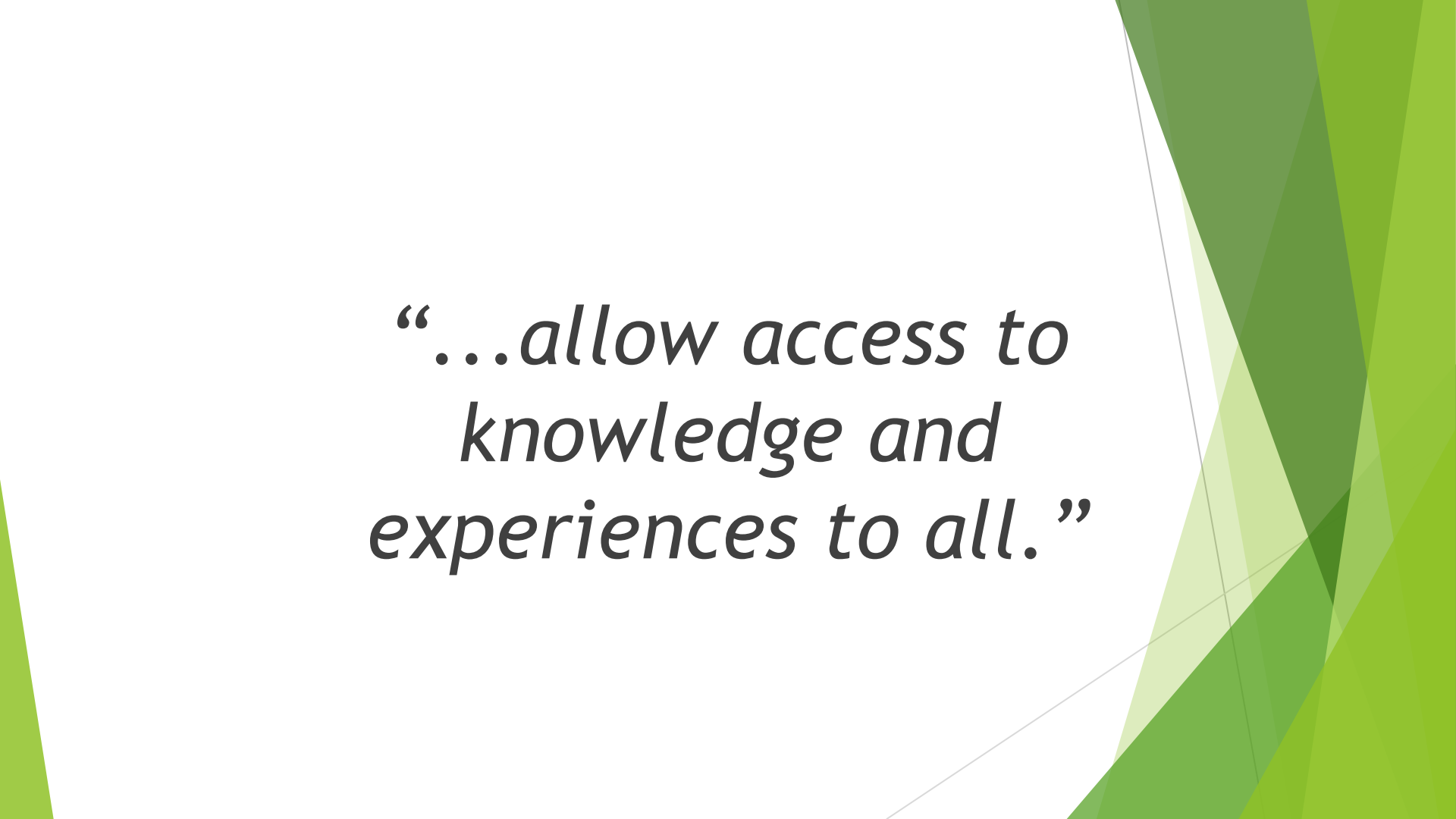


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Brainstorm Challenge #1

How can we harness the power of Virtual Reality and simulation in a FACS classroom setting?

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the frame, creating a modern, layered effect. The text is centered on a white background that occupies the left and middle portions of the image.

*“...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



Google Expeditions



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/1uwWvAzAiQDueKXkxvqF6rS84oae2AU7eD8bhxzJ9SdY/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)



Brainstorm Challenge #3

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.