



# Augmented Reality, Virtual Reality

## lesson plans

### Augmented Reality Timelapse Artwork with Artive

In this project, students build their own augmented reality (AR) artwork using free digital tools with Artive. Students can augment an existing artwork or design their own. This new technology allows artists to create new dimensions of art by linking classical with digital art.

Years 5-6, 7-8, 9-10

### Human Anatomy with Virtuali-tee

In this learning activity, students explore human organ systems using Virtuali-tee. This t-shirt provides an Augmented Reality (AR) experience and deeper 360 degrees Virtual Reality (VR) experience to explore human anatomy.

Years 7-8, 9-10

### AR Solar System with Metaverse

In this lesson, students explore our Solar System in Augmented Reality (AR). Students start by exploring a set of AR flashcards that present the Sun and Planets in our Solar System and then go on to use the Metaverse App to create their own AR solar system experience based on research.

Years 7-8

### Exploring AR Space Rocks

In this lesson, students undertake a research project about “space rocks”. They devise a research question to investigate something they would like to know about space rocks and communicate their ideas within an AR or Virtual Reality (VR) experience.

Years 7-8

### Building a virtual tour about Uluru

In this lesson, students create a 360 educational Google Tour about Uluru and the Aboriginal peoples who are the traditional owners of the land.

Years 7-8



## Creating a Space AR poster using Unity

In this lesson, students explore how to design and implement a simple Augmented Reality (AR) poster experience using Unity 3D and Vuforia SDK for Unity 3D. This lesson is within the context of a Space-themed example, however, it could be used for other contexts such as Biology, Geography, Art or more. Years 9-10

## Creating a Biology AR poster using Unity

In this lesson, students explore how to design and implement a simple Augmented Reality (AR) world to project DNA model using Unity 3D and Vuforia SDK for Unity 3D. Years 9-10

# Artificial Intelligence lesson plans

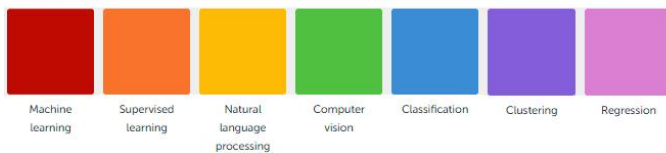
<https://www.digitaltechnologieshub.edu.au/teachers/lesson-ideas/ai-lesson-plans>

### Artificial Intelligence lesson plans


Humans display natural intelligence in contrast to machines that demonstrate artificial intelligence (AI).

AI has various definitions however for our purposes we are using the definition 'any device that perceives its environment and takes actions that maximize its chance of successfully achieving its goals' [1]. [Read more...](#)

The following lesson ideas cover a range of specialisations and subsets as indicated by the colour coding. Click on the coloured squares to learn more about each definition.




**F-2**



**Can an AI guess your emotion?**

An artificial intelligence (AI) can use a combination of computer vision and classification to extract features from an image. Discuss emotions as a class, and introduce the idea of AI using a fun, easy to use AI tool.



**Can AI recognise what you are drawing?**

This lesson provides an opportunity to incorporate representation of data using a relevant context being studied in the classroom. Students represent an object using a line drawing, focusing on the features of the object that enable it to be easily recognised.