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LESSON PLAN

by Lidia Ristea
from Romania

TITLE:

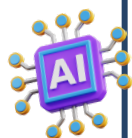
Virtual exhibition in Cospaces

GRADE LEVEL: 5TH GRADE TO 8TH GRADE

STEAM AREAS: SCIENCE, TECHNOLOGY,
MATHEMATICS

MATERIALS NEEDED:

- <https://www.cospaces.io/>
- [Platforms for creating quizzes/tests](#)
- <https://educaplay.com>
- <https://kahoot.com>



OBJECTIVES:

- Understanding the importance of promoting areas with tourism impact;
- Developing practical skills by creating useful products that include knowledge from several disciplines;
- The creation of virtual exhibitions, about historical and touristic attractions and their promotion;
- Using lines of code from the CoSpaces app.



PROCEDURE:

The students will create virtual exhibitions in the CoSpaces application but also in other applications recommended for the promotion of some tourist areas in the country, emphasizing the architecture of the areas, the buildings in the respective areas, their geographical position.

This lesson plan seeks to enhance the students' creativity to create virtual exhibitions about the history of the area in which they live, to integrate the concepts learned in geography, history, arts, and informatics. For example, the history of some rulers, the period when they ruled, the geographical area and how they contributed to the socio-economic development of that period.

First step :

Ice breaking - Why promote tourist- historical areas?

The teacher will present the students with tourist areas on the Prahova Valley (<https://destinatiidevacanta.blogspot.com/>), the geographical location, aspects regarding the history of the buildings, architecture, the painters who contributed to their arrangement, she will show them real images, for example of some castles using Google Earth.



PROCEDURE:

Second step :

1. Login to the platform <https://edu.cospaces.io/>
2. Scene selection
3. Adding images on scenes
4. Adding characters, resizing, orientation in the direction of travel
5. Adding text to speech
6. Writing lines of code for movement, adding text, the appearance of images after 0.5 seconds
7. Sharing the created exhibition and testing

Third step:

According to the model created by the teacher, each group will have to continue the exhibition respecting the requirements presented above.

<https://edu.cospaces.io/SJP-QCZ>

In the attached file you have a model with lines of code:

https://docs.google.com/document/d/14GpQCQehJo1zeNPqBQ9W18BynDhbOr7_/edit?usp=sharing&ouid=114583933251721278227&rtpof=true&sd=true

In this lesson plan, students learned how to create a virtual exhibition using commands and lines of code directly in the application.

ASSESSMENT:

- Presentation of the created materials;
- Questionnaire in EducaPlay for participation in debates, reflection on materials created by colleagues.
- <https://www.educaplay.com/>

REFERENCES:

- <https://youtu.be/Uvx5oC7f77U?si=dXaGyTYhi7erdMI7>
- <https://edu.cospaces.io/Universe>
- <https://youtu.be/vtclENCImGo?si=E8TJ3GsNcliKGWMq>