# VR — EXPERIENCE

# IN PRIMARY SCHOOL

Scuola Primaria Collodi, I.C. Le Cure di Firenze, Italia

































# **OUR PROJECT**

This project is designed for a third class of primary school, with nineteen students. Our aim is to let our pupils explore the incredible world of the virtual reality and increase their curiosity, throught new technologies, in school.









**ANALYSIS** 



STRATEGY







KPI



# WHAT WE HAVE DONE:







## **"DO YOU HAVE A SPECIAL"** PLACE?»

Let's ask a simple question to our students.

The answers could surprise you!

### PLEASE, WRITE ABOUT IT

Our pupils wrote about it on their notebook (descriptions about events, the adventures, the places...) and chose a title in english.

### **JUST TELL US!**

Children shared their special places with the class and told us those special memories.

### WHAT IS THE VR?

A lesson about what is the VIRTUAL REALITY and what are its different uses. Pupils also read an article about it

on the journal Junior.

### **LET'S EXPLORE!**

Thanks to the VR and the Google Maps app, the class could be able to explore those places, cities, gardens told by every student.

### **OTHER IDEAS?**

Let's explore further places: maybe the BIG APPLE or MACHU PICCHU?

















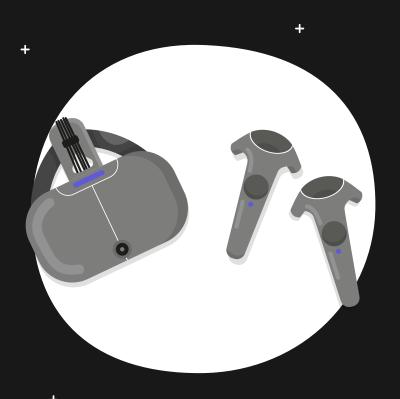






# **ABOUT THE PRODUCT**

For this activity we used NK VIRTUAL REALITY GLASSES VR glasses for smartphone and the Google maps app with the "street view" mode.





























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