

ARCS NEWS

Brought to you by computational thinking as they explore activities using open source programming lan-

Announcements

Greetings, ARCS teachers!

We hope you are doing well and have had or are about to have a relaxing spring break! We trust that many of you have enjoyed the Learning Bytes sessions offered by our partner Code-VA based on the great feedback we have received so far! Please feel free to share how you have implemented these strategies and resources in your classrooms. This month's theme is augmented and virtual reality (AR/VR). Before we get to that, here are some announcements:

Our external evaluation team led by Dr. Jenn Maeng from UVA will be reaching out to you about measuring students' understanding of CS concepts. Please read and respond to her communications!

Check out this amazing exhibition on women in STEM at the Smithsonian: [#IfThenSheCan - The Exhibit](#). Click here to access the [Educator Hub](#) for this exhibition.

Nearly 1 in 5 Americans have used virtual reality (VR), with a forecast market size for this technology of nearly \$300 billion by 2024. Outside of gaming and entertainment, there are many areas of application in which VR can provide ease of access to people with specific needs. As data science, computer science, and other academic fields advance, more and more modern applications come to light.

One proposed application of VR is in psychotherapy. With computer-generated scenarios, clients can be placed in environments that are similar to real-world experiences, which may play an instrumental role in treating psychological disorders. VR could also revolutionize people's experiences in museums through artistic imagery and virtual tourism. In museums, i

Pedagogy Pointers

iPad AR Apps: perfect for math or literacy stations are two apps to consider using with your students; the Apple Measure app, which allows students to measure the length of objects around them in AR (comes automatically with iOS 12.0 or higher), and the Catchy Words AR app, which allows students to spell words from letters that appear in AR (completely free app). These apps are well-suited for cross-curricular alignment with SOLs

-solving and design thinking. AR activities can be adapted to align with CS 3.15, 4.16, and 5.15.

[AR Makr app info](#)

[3DBear AR info](#)

Computer Science in the Commonwealth

Move over "internet" - the metaverse is the 'new' revolution. If you haven't heard, the metaverse is the new digital world whose goal is to allow people to fully immerse themselves into a virtual reality beyond the use of entertainment/gaming. There is no guarantee of the long-term implementation of the metaverse or any iteration of it. Yet the keen awareness of the ever-evolving nature of our digital society should remind us of the dire need to educate all students in computer science for the life skills and career fields of today and for the future of tomorrow. One way one could begin to expose students to virtual reality is through the use of [virtual field trips!](#)

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Engaging All Learners

languages. Another bonus: AR/VR is a great way to promote culture literacy as these tools can expand students' daily experiences through global adventures.

Visit [this article](#) published by the International Society for Technology in Education (ISTE) website for several free options on incorporating AR/VR into your classroom. While

of Education. However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government.

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