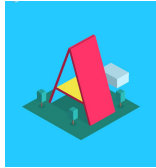


Getting Started with Teaching Virtual Reality on CodeHS



What is CodeHS?

CodeHS is a comprehensive teaching platform for helping schools teach computer science. We provide web-based curriculum, teacher tools and resources, and professional development.



Introduction to Virtual Reality is a mini-course that introduces students to the basics of building virtual reality worlds using HTML and the A-Frame JavaScript Library. Through this course, students will build their own virtual reality worlds that are compatible with VR devices, including smartphone VR headsets!

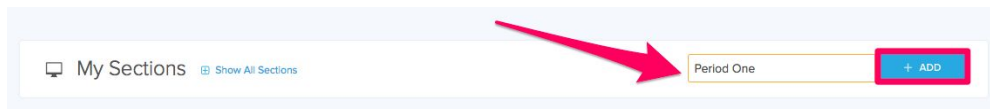
Resources:

- Learn More VR Information Page: codehs.com/info/curriculum/vr
- “Getting Started with Virtual Reality” Playlist: codehs.com/vr

Teaching Your First VR Lesson

Before the lesson:

- Create a section for your classes
 - If you don't have an account, create an account at codehs.com/signup/teacher
 - On the top right, type the name you want for your new class. Click "+ Add" button.
 - You will see a pop up where you can select the course you want to enroll your class in. Select “Introduction to Virtual Reality”.



- Go through lesson activities at codehs.com/vr
- Review lesson plan at codehs.com/vrlesson

During the lesson:

- Students should make an account at codehs.com/signup/student
 - Direct students to enter the 5 character class code for the section you created to enroll in your class



- Once students have made an account, direct them to codehs.com/vr
- As students work through the lesson, monitor students and provide encouragement.
- If time allows, end class with a discussion on virtual reality using the questions provided in the lesson plan.