Greetings, ARCS teacher!

We hope you are doing well and have had or are about to have a relaxing spring break! We have been busy sending out CS resources to more than 50 ARCS teachers. We hope they are a helpful addition to your classrooms and we would love to hear how you are using them! 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 UIW will be reaching out to you about measuring students’ understanding of CS concepts. Please read and respond to her communications!

- If you are currently completing ARCS Microcredentials, please do so by May 15th. Contact us at TCEP@odu.edu if you need any assistance. If you are waiting for your Microcredentials to begin this summer, no action is needed from you at this time.

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

Concept Corner

Nearly 1 in 5 Americans have used virtual reality (VR), with a forecast market size for the technology of nearly $30 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, it could be possible to use VR to place a visitor in the middle of a historic scene or natural habitat. In business and technical communications, VR can be used to create a new era of immersive visualizations, with graphs and other data representations being created to suit first-person, 3D perspectives.

Virtual Reality - 10 Virtual Reality Statistics You Should Know in 2022 [Infographic] (oberlo.com)

Virtual Reality

- Data representations being created to suit first-person, 3D perspectives
- VR can provide ease of access to people with specific needs
- VR could also revolutionize people’s experiences in museums through artistic imagery and virtual tourism
- In museums, it could be possible to use VR to place a visitor in the middle of a historic scene or natural habitat

AR Makr app info

World Brush app info

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; and the Apple World Brush app, which allows students to paint and draw in AR. This app’s base functions are also free.

Virtual Reality

- 10 Virtual Reality Statistics You Should Know in 2022 [Infographic] (oberlo.com)

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; and the Apple World Brush app, which allows students to paint and draw in AR. This app’s base functions are also free.

- Catchy Words AR app info

- Apple measure app info

- Apple World Brush app 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 implementa-
tion of the metaverse. However, the ever-expanding world of virtual reality will continue to provide opportunities for students to learn and grow in the ever-evolving digital world.

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! 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!

- Move over “internet” - the metaverse is the ‘new’ revolution
- 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

*The VDOE does not promote or endorse any product or vendor. Information shared is to serve as an instructional/resource only.

Engaging All Learners

Virtual and augmented reality are becoming the hottest new trends in education, and for good reason. These technologies offer exciting new ways to promote student engagement, but research indicates that AR/VR programming is advantageous for students and teachers alike as the realistic visuals and engaging, interactive components promote gains in learning in ways that until recently were not possible at the K-12 level. Innovative AR/VR technologies can improve students’ digital literacy as they interact with, collaborate in, and manage digital content in an entirely new manner. AR/VR programming is advantageous for students and teachers alike as the realistic visuals and engaging, interactive components promote gains in learning in ways that until recently were not possible at the K-12 level. Innovative AR/VR technologies can improve students’ digital literacy as they interact with, collaborate in, and manage digital content in an entirely new manner.

- Virtual and augmented reality are becoming the hottest new trends in education
- These technologies offer exciting new ways to promote student engagement

- Catchy Words AR app info

- Apple measure app info

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; and the Apple World Brush app, which allows students to paint and draw in AR. This app’s base functions are also free.

- Apple measure app info

- Apple World Brush app 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 implementa-
tion of the metaverse. However, the ever-expanding world of virtual reality will continue to provide opportunities for students to learn and grow in the ever-evolving digital world.

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! 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!

- Move over “internet” - the metaverse is the ‘new’ revolution
- 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

*The VDOE does not promote or endorse any product or vendor. Information shared is to serve as an instructional/resource only.

Engaging All Learners

Virtual and augmented reality are becoming the hottest new trends in education, and for good reason. These technologies offer exciting new ways to promote student engagement, but research indicates that AR/VR programming is advantageous for students and teachers alike as the realistic visuals and engaging, interactive components promote gains in learning in ways that until recently were not possible at the K-12 level. Innovative AR/VR technologies can improve students’ digital literacy as they interact with, collaborate in, and manage digital content in an entirely new manner. AR/VR programming is advantageous for students and teachers alike as the realistic visuals and engaging, interactive components promote gains in learning in ways that until recently were not possible at the K-12 level. Innovative AR/VR technologies can improve students’ digital literacy as they interact with, collaborate in, and manage digital content in an entirely new manner.

- Virtual and augmented reality are becoming the hottest new trends in education
- These technologies offer exciting new ways to promote student engagement

- Catchy Words AR app info

- Apple measure app info

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; and the Apple World Brush app, which allows students to paint and draw in AR. This app’s base functions are also free.

- Apple measure app info

- Apple World Brush app 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 implementa-
tion of the metaverse. However, the ever-expanding world of virtual reality will continue to provide opportunities for students to learn and grow in the ever-evolving digital world.

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! 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!

- Move over “internet” - the metaverse is the ‘new’ revolution
- 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

*The VDOE does not promote or endorse any product or vendor. Information shared is to serve as an instructional/resource only.