Easter Island 3D

Teaching Global Landmarks, History, and Culture through 3D simulation

Lesson
Teaching Global Landmarks, History, and Culture through 3D simulation.

Objectives
Students will gain a basic understanding of Easter Island through 3D simulation and visualization.

Activity
Students travel through Easter Island in real-time 3D, helping them to visualize and understand its structure, function, and symbolic importance.

Materials
Easter Island3D Homepage
(cut and paste URL into browser, or Ctrl+click on picture above)
http://www.sunrisevr.com/easterisland3d

3D Simulation and Investigation

3D simulations are designed to make subject matter more engaging to today's technology-savvy kids, and help them bridge the gap between the "concrete" world and the abstract world of concepts. When students experience complex subject matter in real-time 3D it becomes clearer. Students learn best when they are actively immersed in subject matter from a variety of different viewpoints; 3D simulation is designed to help students visualize difficult ideas and objects through investigation at any scale (atomic, cellular, planetary, conceptual, etc), and doing things that would normally be impossible.

Required Technology
- PC/Tablet

Optional Technology
- Projector
- Multiple Computers
- Internet Connection

Grouping
- Large Group Instruction
- Small Group Instruction

Staging
Check computer/Tablet for Internet access if needed

Procedure

1. Access program

2. Pick a lead student navigator to control movement through the 3D environment

3. Pick a lead student reader to read information about Easter Island as it appears on-screen

4. Begin the lesson by asking students what they already know about Easter Island; write responses on the board

5. Review basic facts about Easter Island including:
   - Easter Island is an island in the South Pacific Ocean
   - Easter Island is famous for the many massive statues located there

6. Start traveling through the program, facilitate discussion by asking students where the class should go.

7. Use the 3D simulation as a visual aid; explain information as needed

8. Have students pay special attention to:
   - The number of statues on the island
   - The size of the largest statues

9. Have a final wrap-up with students with a question and answer period about Easter Island. Ask them where it is located, and why the island is famous. Ask them what parts of Easter Island they found interesting.

Optional Activity: 3D Scavenger Hunt + Discussion
Have students find a particular part of Easter Island, such as the quarry. If students are on multiple computers, have them "race" to the part of Easter Island the teacher wishes to highlight. Once students find/arrive at the location, the teacher may commence discussion. Repeat in other areas of the simulation as desired to build understanding.

Homework/Review
Students may also access the program outside the classroom to supplement textbook questions

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Functional Notes
1. The program is available on multiple platforms
2. If using the program online, please ensure the Unity3D Player is installed on the computer; through the Internet Explorer Browser; download the latest at https://unity3d.com/webplayer.
3. If you see something in **red** you can probably click on it
4. For ease of use you can go through most 3D objects, and even the ground
5. The school library can request and access programs (free) at www.sunrisevr.com for off-line use via PC and Mac if there is no internet connection