

Mount Rushmore 3D

Teaching Mount Rushmore, American Landmarks, and the US Presidency through 3D simulation

Lesson

Teaching Mount Rushmore, American Landmarks, and the US Presidency through 3D simulation

Objectives

- 1) Students will gain a basic understanding of Mount Rushmore through 3D simulation and visualization
- 2) Students will gain a deeper understanding of the structural features, construction, and symbolic importance of Mount Rushmore

Activity

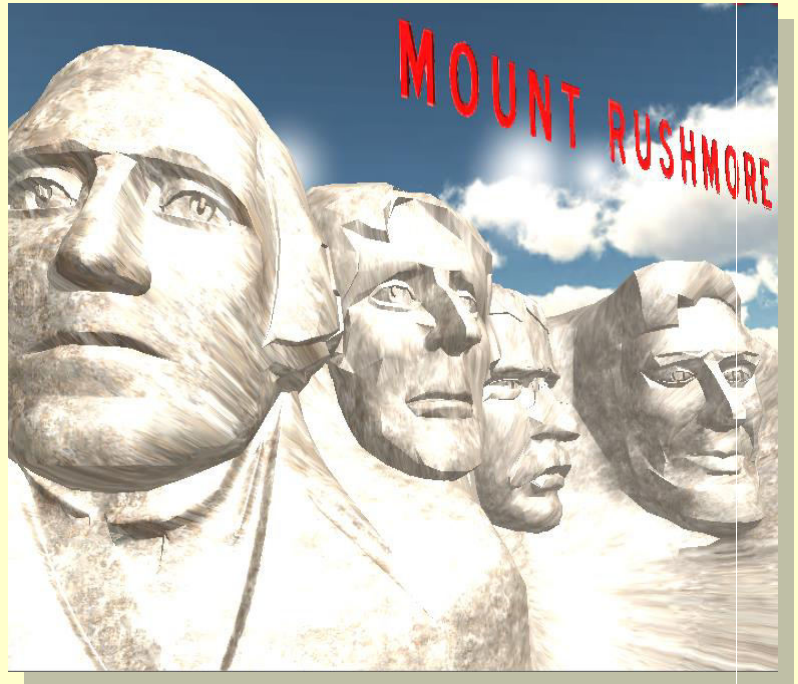
Students travel to Mount Rushmore in real-time 3D, helping them to visualize and understand its structure and significance.

Materials

Mount Rushmore3D Homepage

(click or cut and paste URL into browser)

<http://www.sunrisevr.com/mountrushmore3d>



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

- Unity3D/Flash-Enabled Computer
- Internet Access

Optional Technology

- Projector
- Multiple Computers

Grouping

- Large Group Instruction
- Small Group Instruction
- Individualized Instruction

Staging

Check computer for Internet access, Unity3D/Flash, and projection 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 Mount Rushmore as it appears on-screen
 - 4) Begin the lesson by asking students what they already know about Mount Rushmore; write responses on the board
 - 5) Review basic facts about Mount Rushmore including:
 - It was carved into a mountain
 - It has served as a symbol of the American Presidency
 - 6) Start traveling through the program, facilitate discussion by asking 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:
 - US Presidents Depicted on Mount Rushmore
 - Carving Process
 - Black Hills
 - 9) Have a final wrap-up with students with a question and answer period about Mount Rushmore. Ask them where it is located, why it was carved, why it is important, and what US Presidents were depicted.
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Optional Activity: 3D Scavenger Hunt + Discussion

Have students find a particular part of Mount Rushmore, such as Lincoln's Nose. If students are on multiple computers, have them "race" to the part of the building 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

Functional Notes

- The program is available on multiple platforms
- 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>.
- If you see something in **red** you can probably click on it
- For ease of use you can go through most 3D objects, and even the ground
- 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