

September 11 3D

NOTE: This program was designed to provide student understanding of the events of September 11, 2001 without graphic video footage.

Lesson

Teaching the September 11 Tragedy through 3D simulation

Objectives

1) Students will gain a basic understanding of the September 11 Tragedy through 3D simulation and visualization,

Activity

Students visit the September 11 Tragedy in real-time 3D, helping them to understand what happened in a non-graphic fashion.

Materials

September 11 3D Homepage

(click or cut and paste URL into browser)

<http://www.sunrisevr.com/september113d>



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 the September 11 Tragedy as it appears on-screen
 - 4) Begin the lesson by asking students what they already know about the September 11 Tragedy; write responses on the board
 - 5) Review basic facts about the September 11 Tragedy including:
 - September 11, 2001 terrorist attacks
 - al-Qaeda
 - Impact on global politics
 - 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 a final wrap-up with students with a reflection period about the September 11 Tragedy
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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