

Space Needle3D

Teaching Global Landmarks and Architecture through 3D simulation

Lesson

Teaching Global Landmarks and Architecture through 3D simulation

Objectives

Students will gain a basic understanding of the Space Needle through 3D simulation and visualization.

Activity

Students travel through the Space Needle in real-time 3D, helping them to visualize and understand its structure, function, and symbolic importance.

Materials

Space Needle 3D Homepage

(cut and paste URL into browser, or Ctrl+click on picture above)



<http://www.sunrisevr.com/spaceneedle3d>

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 the Space Needle as it appears on-screen
 4. Begin the lesson by asking students what they already know about the Space Needle; write responses on the board
 5. Review basic facts about the Space Needle including:
 - The Space Needle is a large structure located in Seattle Washington
 - The Space Needle was built for the 1962 World's Fair.
 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 materials used to build the Space Needle
 - The sway of the Space Needle in wind
 9. Have a final wrap-up with students with a question and answer period about the Space Needle. Ask them where it is located, how high it is, and the reasons for its construction.
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Optional Activity: 3D Scavenger Hunt + Discussion

Have students find a particular part of the Space Needle, such as the observation deck. If students are on multiple computers, have them “race” to the part of the Space Needle 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

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