

St. Peters3D

Teaching Global Landmarks, Italian Culture, and Architecture through 3D simulation

Lesson

Teaching Global Landmarks, Italian Culture, and Architecture through 3D simulation

Objectives

Students will gain a basic understanding of St. Peters through 3D simulation and visualization.

Activity

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

Materials

St. Peters3D Homepage

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

<http://www.sunrisevr.com/stpeters3d>



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 St. Peters as it appears on-screen
4. Begin the lesson by asking students what they already know about St. Peters; write responses on the board
5. Review basic facts about St. Peters including:
 - St. Peters is one of the most famous structures in the world
 - St. Peters is the most famous example of Renaissance architecture
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:
 - St. Peters was designed by the greatest architects of its era, Bramante, Michelangelo, Carlo Maderno and Bernini.
 - St. Peters was completed in 1626 and was biggest church ever constructed
9. Have a final wrap-up with students with a question and answer period about St. Peters. Ask them how it works, and what are the primary components and function of each component. Ask them what parts of St. Peters they found interesting.

Optional Activity: 3D Scavenger Hunt + Discussion

Have students find a particular part of St. Peters, such as the dome. If students are on multiple computers, have them “race” to the part of St. Peters 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