

# Trinity Church3D

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

## Lesson

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

## Objectives

Students will gain a basic understanding of Trinity Church through 3D simulation and visualization.

## Activity

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

## Materials

### Trinity Church3D Homepage

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

<http://www.sunrisevr.com/trinitychurch3d>




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## 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.*

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### 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 Trinity Church as it appears on-screen
4. Begin the lesson by asking students what they already know about Trinity Church; write responses on the board
5. Review basic facts about Trinity Church including:
  - Trinity Church is a famous Church in New York City.
  - At the time of its completion in 1846, the spire and cross of the church was the highest point in New York City
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 height of the church
  - The history of the church
9. Have a final wrap-up with students with a question and answer period about Trinity Church. Ask them how where it is located and why it is important. Ask them what parts of the church they found interesting.

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### Optional Activity: 3D Scavenger Hunt + Discussion

Have students find a particular part of Trinity Church, such as the cross. If students are on multiple computers, have them “race” to the part of Trinity Church 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](http://www.sunrisevr.com) for off-line use via PC and Mac if there is no internet connection