



**JAIME  
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## Create and Consume Immersively with AR/VR

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Book: [Learning Transported](#)

### **A little bit about Jaime**

- ❑ An educator who began her career as a math teacher and later moved into Instructional Technology.
- ❑ Currently provides staff development and training on immersive technology as an ed tech consultant.

### **What are AR, VR, and mixed reality?**

- Augmented reality taking something we see in our world and looking at it digitally layered.
- Virtual reality is full immersion in a virtual world.
- Mixed reality takes augmented reality to the next level that will make things more realistic.

### **How can we use AR and VR in the classroom without devices?**

- First look at what your goal is as you integrate AR or VR or any technology you think about implementing in the classroom.
- Look at where your students are at, not “which app should I use”.
- You can use the devices you currently have.
  - Blog post: [3 tips for creating a positive AR and VR experience in every classroom](#)

### **How to get started**

- Community is key. Find people who share your passion for integrating AR and VR in the classroom.

- [#ARVRinEDU Twitter chat](#)
- Find something you and your students are passionate about and utilize the technology to enhance your curriculum.
  - Example: Students used 3D Bear to reimagine and design a garden.
  - You and your students can utilize AR to reimagine spaces and see things in ways you never thought possible.
- Creating virtual tours of your school or other space.

### **Student creation with AR and VR**

- Apps for student creation:
  - [Cospaces](#) is a great app for allowing students and use Merge to express their creativity.
    - Blog post: [6 ways to start using Augmented Reality in your classroom](#)
  - [Thyng](#)
  - [StoryFab](#) works on older devices and allows students to retell stories.
  - [3D Bear](#)
  - [Tiltbrush](#)

### **Consumption with AR and VR**

- Identify what the needs are and go from there.
- VR
  - Search 360 videos on YouTube and enhance your lessons with a simple video.
    - Example check out this [360 video on YouTube](#).
    - You can use this even on Chromebooks
  - [Nearpod](#) is also a great resource for using 360 in the classroom.
  - [Google Expeditions](#)
    - You don't need a VR headset to use Google Expeditions
- AR
  - [Wonderscope](#) uses AR and students have to read in order for the story to continue.

### **Related posts on the Ditch That Textbook blog:**

- [6 ways to start using Augmented Reality in your classroom](#)
- [3 tips for creating a positive AR and VR experience in every classroom](#)
- [20 virtual field trip ideas and activities for your classroom](#)