



**JAIME
DONALLY**

Create and Consume Immersively with AR/VR

Website: Arvrinedu.com

Twitter: [@JaimeDonally](https://twitter.com/JaimeDonally) #ARVR

Facebook: Facebook Group [ARVR in EDU](#)

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](#)