

3DBear Certified Virtual Learning Teacher

Eligible
for
CARES
funding

Engaging Students with Enriched Remote Learning Augmented and Virtual Reality Science Labs



The 3DBear Virtual Learning Academy prepares teachers to enrich remote and face-to-face learning with help of Augmented Reality and time tested pedagogy.

Engage students with easy-to-use lessons, integrated to Microsoft Teams or Google Classroom.

Teachers will be able to prepare science labs, create custom content, and deliver instruction remotely or in school, and meet rigorous learning objectives.

There are six phases to the Academy:

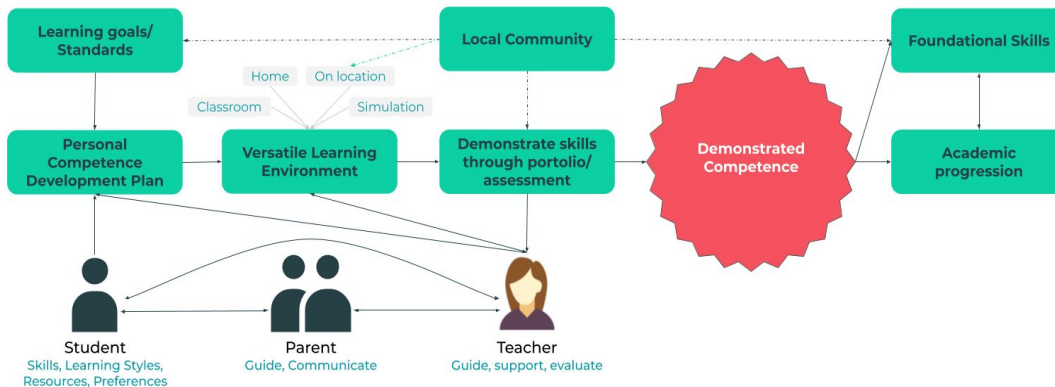
1. Fundamentals
2. Best practices for delivering lessons using versatile learning environments
3. Tricks of trade for engaging students
4. Design Thinking and PBL
5. Advanced Design and Modelling
6. Virtual Coaching for Mastery

Leading to 3DBear Certification

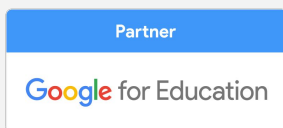
Model Biomes
Recreate Historical Scenes
Inquiry Based Learning

Explain Math Principles
Social and Emotional Learning
Create a Story

3DBear Versatile Instructional Model



Apple recommended 3DBear as one of the best apps for remote learning in [App Store](#)



Contact: **Jussi Kajala**, CEO
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Virtual Learning Academy

Fundamentals

Learn how to

- Set up your students and classes using Augmented Reality
- Use Microsoft Teams or Google Classroom fundamentals
- Assign and modify lessons & science labs
- Create and modify videos and photos you have created using Augmented Reality

Design Thinking and PBL

Learn how to

- Apply the different stages of design thinking across the curriculum
- Teach students to self-direct in PBL or IQL
- Use Agile techniques to enable creative and critical thinking
- Encourage collaboration and communication among students to drive project conclusion

Versatile Learning Environments

Learn how to

- Utilize best practices for delivering lessons using versatile learning environments
- Use existing lesson plans in ELA, Science, Math, STEM, Social Emotional Learning, Social Studies, History, Literacy, Science, and Art
- Provide feedback and assess students
- Adapt lessons for multicurricular learning

Advanced Design and Modelling

Learn how to

- Use programs that create 3D objects and import them into AR scenes, photos, and videos
- Create 360 photos and 3D Scans
- Use 360 Photos and 3D Scans create interactive lessons and assessments
- Teach students to make and use 360 Photos and 3D Scans to make their own outputs interactive

Tricks of trade for engaging students

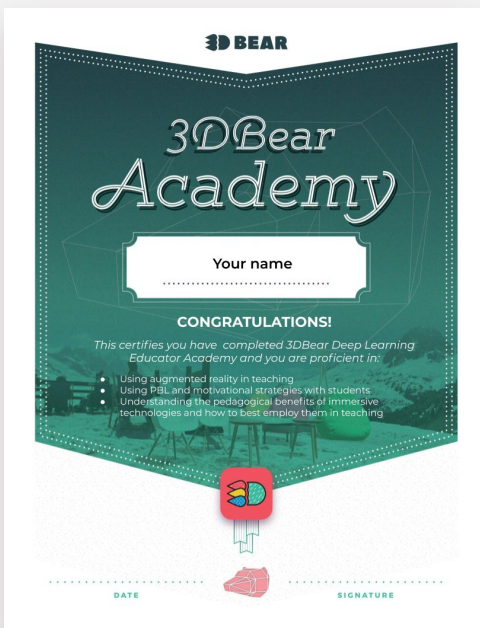
Learn how to

- Modify lesson plans to meet curricular goals and standards
- Increase student voice and choice to motivate students
- Use different types of projects that motivate different types of students and learners
- Curate class collections of 3D Objects to expand projects and facilitate student creation
- Integrating virtual learning activities with Google or Microsoft Classroom

Virtual Coaching for Mastery

Learn how to

- Apply your learning more deeply
- Adjust lessons based on student progress, learning styles, and situations
- Overcome obstacles in student learning
- Share best practices and success stories
- Examine behaviors, practices, beliefs, values, and feelings from having attempted to implement new practices
- Use deep reflection to foster the conditions for teacher and student success



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