

# 3DBear Certification Academy

## Virtual Science Labs

Eligible for CARES funding

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



The 3DBear Virtual Learning Academy prepares teachers to utilize Augmented Reality and time tested pedagogy to integrate technology into science labs to engage students in immersive learning experiences whether teaching in class or remotely. Teachers will be able to prepare lessons & science labs, create custom content, and deliver instruction to students that will enable student voice, shift responsibility for learning to the students themselves, and meet rigorous learning objectives.

There are six phases to the Academy:

1. Learning the foundations
2. Preparing and delivering labs in versatile learning environments
3. Tricks of the trade for engaging students
4. Design Thinking and PBL
5. Integrating advanced modelling and design
6. Virtual Coaching for Mastery

Leading to 3DBear Certification

#### Engage

Solve Real Problems  
Engage in Deep Learning  
Demonstrate Competence

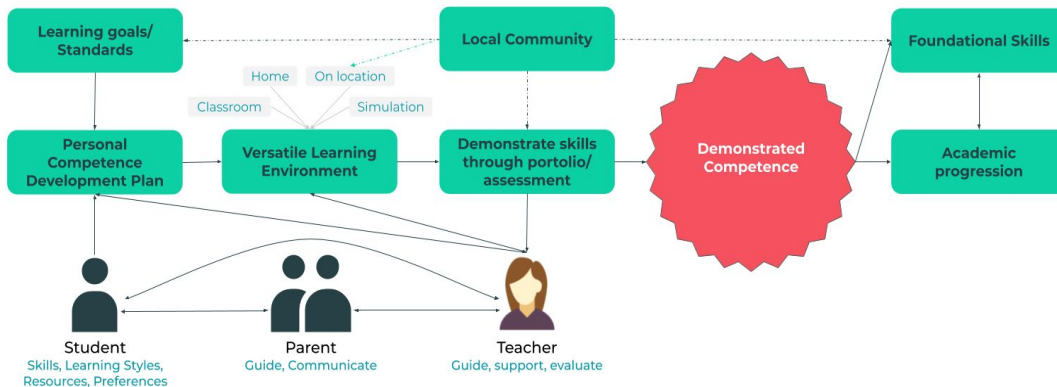
#### Learn

Earth Science  
Physical Science  
Biology  
Chemistry  
Physics

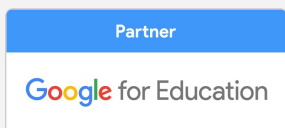
#### Master

Model Biomes  
Demonstrate Photosynthesis  
Create Life on Mars  
Design a Sustainable Environment  
Apply physics to everyday life

### 3DBear Versatile Instructional Model



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



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# Virtual Learning Academy

## Learning the Foundations

### Learn how to

- Create Augmented Reality scenes as part of lesson plans both as a teacher and student
- Set up your students and classes in MS Teams and Google Classroom
- Assign and modify lessons & science labs
- Create and modify videos and photos you have created using Augmented Reality

## Design Thinking, PBL, & Agile

### Learn how to

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

## Preparing & Delivering Lessons

### Learn how to

- Utilize best practices for delivering lesson plans and labs in versatile learning environments
- Assign and adopt lessons to classes, groups, and individuals
- Introduce labs to students when they are in-class or remote
- Provide feedback and assess students, including student self-assessment
- Adapt lessons for multicurricular learning

## Advanced Modelling & Design

### 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 the 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
- Integrate labs into 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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