**O3.2\_Framework of the lesson plan**

**Age group/class: 15 years old and above**

**Lesson title: The Tower of Pisa, history and curiosities**

**School Discipline: Art**

**Key concepts:** The Tower of Pisa – history, purpose, dimensions

**Aims:**

* Experience the Square of Miracles
* Observe the position of the tower in relation to space

**Skills developed**: observation, description, analysis

**Materials/Equipment needed**:

* VR headset
* VR video <https://eloquent-ramanujan-887aa5.netlify.app/math.html>

**Lesson plan:**

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| **Stages** | **Description of activity** | **Time** |
| **Preparation before the lesson** | This lesson focuses on the Tower of Pisa.  If this is a first VR experience for students – go through the safety rules: -  Learners are to sit down whilst using the VR glasses and not hold anything in their hands, unless the experience is of such a nature that it requires you standing, in which case, ensure enough space is allowed around all students.  -  Learners will be told to expect a feeling of vertigo. If it gets worse, students must remove VR glasses.  -  Learners need to know how to adjust the viewing focus before using the headsets.  -  Learners must not use the headset when they are: tired, need sleep, under emotional stress or anxiety, when suffering from cold, flu, headaches, migraines as this can worsen their susceptibility to adverse reactions.  -  Learners should be given the choice to opt out of using VR. |  |
| **Introduction** | Share Learning Intentions with students.  Ask learners to think and write any questions they have regarding the learning objectives, as for example: *Where the tower is located?*, *How come it is tilted?*, *What its purpose was?* (teacher ensures all questions are answered by the end of the lesson). | 5 min. |
| **Initial Immersive Experience** | Learners put on the VR headsets and explore the video at their own pace.  Turn the headsets off and bring students back into the classroom. | 3 min. |
| **Guided Immersive Experience** | Learners begin to explore the square and take notes.  Students put on the VR headsets and start the immersive experience focusing on finding more information about the tower: historical background, real purpose, dimensions.    Allow time for this guided exploration or on and off for as long as it is needed for learners to familiarise with space. | 5 min. |
| **Follow up** | When the VR moment is over, learners gather in groups of 2 or 3and share their ideas.  Learners compare notes and discuss to complete their knowledge and understanding. The teacher facilitates the discussion and ensures there are no misunderstandings.  Learners use their research stations (laptops/tablets/phones) to add to the knowledge gained through the VR experience by completing their notes.  The task is:  -  write a paragraph in which you describe the tower with particular reference to history, style and motifs, reason why the monument is called leaning, its location and purpose, dimensions and materials. | 5 min.  10 min. |
| **Formative Assessment** | Teacher shows official websites (<https://www.opapisa.it/en>, <https://www.florence-museum.com/it/torre-di-pisa.php>) with a little of history and curiosities of the Leaning Tower of Pisa, and information about the monument presented during this lesson, including the Square of Miracles and the pieces that represent together the allegory of human life. | 5 min. |