

## **PBL Title: Revealing the Wonders of Ancient Egypt**

Driving Question:

What made Ancient Egypt one of the most remarkable civilizations in history—and how can we share its secrets with the world today?

Things to do

Divide class in 5 groups three groups will work on ppt and 2 group will work on virtual meseum

## **Criteria of Virtual Museum**



### **Title of Project:**

**Virtual Museum on the Egyptian Civilization**



### **Project Objective:**

Students will explore the major aspects of Ancient Egyptian Civilization by creating a virtual museum with six themed rooms, showcasing their research, creativity, and digital presentation skills.



### **Museum Overview:**

Your virtual museum will have 6 rooms, each focusing on a key topic.

Each room should include:

- A title
- 3–5 main exhibits (images, short texts, videos, or models)
- A short description for each exhibit
- One activity or question for visitors



## **ROOM THEMES AND CONTENT GUIDELINE:**




### **Room 1: Mummies and the Afterlife**

Focus: Beliefs about life after death and the mummification process.

Include:

- Images of famous mummies (e.g., Tutankhamun, Ramses II)

- Steps of mummification (with simple diagrams)
  - Beliefs about the afterlife
  - Tools and materials used for embalming
- Activity:
- 👉 “Create your own mummy wrapping plan” – students draw or digitally design how they would preserve a mummy.
-  Room 2: Egyptian Artifacts

Focus: Objects that show daily life and religion.

Include:

- Jewelry, pottery, amulets, tools, statues, papyrus scrolls
  - Explain what each artifact was used for
  - A map showing where major artifacts were found
- Activity:
- 👉 “Artifact Detective” – visitors guess the purpose of 3 mystery objects.

### Room 3: Importance of the River Nile

Focus: Why the Nile was called “*The Lifeline of Egypt.*”

Include:

- Map of Egypt showing the Nile River
  - Explanation of annual flooding and farming benefits
  - Irrigation systems and crops grown
  - Transportation and trade on the Nile
- Activity:
- 👉 “Design a farming plan” – visitors plan how to use Nile water for farming.

### Room 4: Architecture of the Egyptians

Focus: Buildings that showed Egyptian skill and beliefs.

Include:

- Pyramids of Giza, temples of Luxor, Sphinx
- Building techniques (stone cutting, ramps)
- Interior decoration of tombs

Activity:

👉 “Build a pyramid challenge” – make a 3D model (paper, blocks, or digital).

## Room 5: Egyptian Writing and Education

Focus: The writing system and learning in ancient Egypt.

Include:

- Hieroglyphics chart
- Papyrus and ink tools
- Scribes and their role
- Rosetta Stone explanation

Activity:

👉 “Write your name in hieroglyphics” – using an online hieroglyph generator or hand-drawn symbols.

## Room 6: Famous Pharaohs and Gods

Focus: Key rulers and deities worshipped by Egyptians.

Include:

- Pharaohs: Tutankhamun, Cleopatra, Ramses II
- Gods: Ra, Osiris, Isis, Anubis
- Symbols of power (crown, crook, flail)

Activity:

👉 “Who am I?” quiz – show symbols or crowns, visitors guess the pharaoh or god.



# How to Make a Virtual Museum DIFFERENT from a Regular PPT



## 1. Use Interactive Tools Instead of Plain Slides

Tool	What It Does	Why It's Great for a Museum
<b>Padlet</b>	Lets you make a digital wall or board with columns/rooms	Students can post images, videos, and text in each room — looks like a real museum wall
<b>Genially</b>	Interactive presentation website	You can make clickable rooms, pop-up artifacts, sound effects, and virtual tours
<b>Canva Presentation</b>	Has templates for museums, history projects, and virtual tours	Visually stunning, easy drag-and-drop design
<b>Google Sites</b>	Makes a mini-website with pages for each room	Visitors can explore each “room” like a website
<b>ThingLink</b>	Lets you upload one image and add clickable spots	Perfect if you want one museum floor plan with clickable rooms or artifacts



## 2. Make a Virtual Museum Floor Plan (Clickable Map)

Instead of linear slides:

- Design a **map of your museum** (like a top view of 6 rooms).
- Add clickable buttons: “Enter Room 1: Mummies,” “Enter Room 2: Artifacts,” etc.
- Each click opens a new page/room.  
👉 Use **Genially** or **Google Slides (with hyperlinks)** for this effect.



## 3. Add Multimedia Exhibits

Make it feel *alive*!

Include:

- **Short videos** (e.g., “Inside the Pyramid of Giza”)

- **Audio narration** (students record short explanations)
- **Background Egyptian music**
- **GIFs or 3D models** of pyramids and artifacts

👉 Example: In **Canva** or **Genially**, you can record your voice for each slide/room.



#### 4. Use Avatars or Tour Guides

Instead of plain text, create a **virtual guide** who talks to visitors.

- Tools: **Voki**, **Canva Talking Avatar**, or **Genially characters**.
- Each guide can say:

“Welcome to Room 1! Here you’ll learn about mummification...”

This adds storytelling and makes learning engaging.



#### 5. Make It Feel Like a Real Museum

Add these design touches:

- Each “room” has a **different wall color** or **background theme**.
  - Room 1: Dark tomb-style background
  - Room 3: Blue Nile river theme
  - Room 4: Sandstone pyramid theme
- Use **frames** around pictures (like art exhibits).
- Add “labels” and “info cards” beside each image.



#### 6. Add Interactive Activities

Each room should have a **visitor challenge**:

- Room 1 → “Wrap a mummy” game (drag-drop or drawing)
- Room 3 → “Plan the farms near Nile” mini-map
- Room 6 → “Who am I?” guessing quiz (Genially has built-in quiz tools)

## 7. Make a Virtual Tour (Optional but Impressive)

If your students are more advanced, try:

- **360° Virtual Museum** using **Google Tour Creator** or **CoSpaces Edu**
- Upload images of pyramids, temples, etc.
- Add clickable info spots.

## 8. Make It Collaborative

If students are working in groups:

- Each group manages **one “room”**.
- Combine all rooms into one shared Padlet, Canva, or Genially project.
- Give each group a unique link to edit their room.

## 9. Creative Extras

- Add a **museum ticket design** (entry pass with student’s name)
- Add a **guestbook page** (“What did you learn today?”)
- Make a **souvenir corner** (digital postcards, Egyptian name generator)

## 10. Showcase Ideas

Once the museum is ready:

- Host a **Virtual Museum Day** in class.
- Share the museum link on Google Classroom or screen-share in Zoom.

- Assign student guides to “walk visitors through” each room.

## Suggested Structure (if using Padlet or Genially)

**Title:** *Virtual Museum of Ancient Egypt*

**Rooms:**

1. Mummies
2. Artifacts
3. River Nile
4. Architecture
5. Writing and Education
6. Pharaohs and Gods

Each with:

- 3–5 exhibits (images + descriptions)
- 1 fun activity
- 1–2 short videos or audio clips

Would you like me to **recommend one platform (e.g., Padlet or Genially)** and then show **exact step-by-step instructions** to build your museum on that tool (with links and setup)?

If yes, which do you prefer — **Padlet, Genially, or Canva?**

Great — here are **10 excellent tools/websites** you can use for creating an interactive virtual museum (especially suitable for a Grade 6 project) — plus short pros and cons for each.

You can choose 2-3 that match your students’ devices/internet and use them for your “6-room” museum on Egyptian Civilization.

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#	Tool/Website	What it does & strengths	Things to check / Limitations
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1	Artsteps — “Make your own VR Exhibitions” <a href="http://artsteps.com+1">artsteps.com+1</a>	Free online tool to build a virtual exhibition space: add walls, doors, images, videos, text, 3D objects. Great for creating the “rooms” feel. <a href="http://findingtheatre.wordpress.com+1">findingtheatre.wordpress.com+1</a>	Might require more careful design (layout) and devices may vary in performance if 3D. Internet speed may matter.
2	ThingLink — create virtual exhibition with clickable hotspots <a href="http://ThingLink">ThingLink</a>	Lets you use one image (or 360° photo), add interactive hotspots that show extra info/videos. Good for each artifact in a room. <a href="http://ThingLink">ThingLink</a>	Free tier may have limits; creating 360° photos might be extra work.
3	Genially — interactive authoring tool <a href="http://Genially.com">Genially.com</a>	Very user-friendly drag & drop. Good for younger students; you can create clickable menus (rooms) and interactive content.	Some advanced features might need payment; ensure browser/device compatibility.
4	Emaze — virtual art gallery & 3D space creation <a href="http://emaze">emaze</a>	Creates a 3D virtual gallery feel; you can embed videos, sound, images. Great for a museum look.	Might require more time to explore templates; may need stable internet.
5	Klpty — virtual tours & 360° walkthroughs <a href="http://klpty.com">klpty.com</a>	Allows upload of panoramic/360° images, add hotspots, embed into website. If you want “walk through the rooms” experience.	If you don’t have 360° images, might be harder; device/internet needs to support.
6	Delightex Edu — virtual exhibition design for students <a href="http://delightex.com">delightex.com</a>	Specifically made for education: students can design exhibitions on topics they study. Good fit for Grade 6.	Might have less flexibility or fewer design templates than commercial tools.
7	Omeka — open-source web publishing system for digital exhibitions <a href="http://OEDB.org+1">OEDB.org+1</a>	For more advanced users: you can build a website-like museum with strong structure and archive. Good if you want a “web site museum”.	Requires more setup (web hosting or installation) and may be too advanced for younger students or quick project.



8	Google Tour Creator — free tool for virtual tours (360° images) <a href="#">Google Sites</a>	Free, good for creating tours of spaces. You could make “Room 4: Architecture” with a virtual tour of a pyramid or temple.	If you don’t have 360° images or Google Street View coverage you may need to create or adapt images.
9	PandaSuite — no-code platform for interactive apps/web experiences <a href="#">PandaSuite</a>	Lets you build interactive experiences (apps, web) with multimedia: good if you want something beyond a slideshow.	Might be more than needed for Grade 6; requires some learning curve.
10	Virmuze — free platform to create online exhibits easily <a href="#">Akimbo</a>	Very simple: uploading pictures to create online exhibit. Good for small scale and simple museum rooms.	Less “wow” interactive features compared to others; design may be simpler.