



# The official Pro guide



Last updated: March 2025

**Go to the next level  
and become a Pro**

# Ready to become a Pro?

We're so excited that you've decided to join our growing community of educators!

Each page of this guide will take you one step closer to becoming a Pro in using Delightex and being fully prepared to implement it in your school.

Once you've covered all you need to know, we'd like to invite you to go deeper into the world of Delightex and introduce you to its community of educators and the various resources available online.

So sit comfortably, get your computer or tablet and let's get started!



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# Chapter 1.

# Getting started

# with Pro

Tech check

Key concepts & lingo

Setting up your account

Upgrading to Pro

PRO

# Tech check

To start with, let's get techy! Here's what's needed technically to use Delightex. Make sure that you have the correct infrastructure before going further.

## How does Delightex work?

The Delightex web app simply works **in the browser on any computer** (including Google Chromebooks).

The Delightex mobile app works on **iOS and Android** and lets you create and explore Delightex on a **smartphone or tablet**.

## Delightex in the browser

In order to use Delightex, you'll need a web browser that supports **WebGL**.

We recommend using the most recent versions of Google Chrome or Mozilla Firefox.

## Delightex on iOS and Android

The Delightex app runs on iOS 8 or Android 4.4 and higher. In order to experience Delightex scenes in Virtual Reality, Augmented Reality or gyro mode, your device must have a built-in gyroscope sensor.

## Network access requirements

Some schools have firewalls that may block certain domains and prevent you from accessing Delightex. In order to resolve this, it's necessary to allow all of the domains needed to access the Delightex website and mobile app.

To learn more, view the tech check page at [delightex.com/tech-check](https://delightex.com/tech-check)

# Key concepts & lingo

Time to learn some Delightex vocabulary! Let's go through some of the key concepts in Delightex and related lingo.

## Activation key (A1A1 - A1A1 - A1A1 - A1A1 - A1A1)

Every Delightex Pro license plan has a unique **24-character alphanumeric key**, letting educators join their license plan and unlock Pro.

## Seats

Every license plan has a certain number of seats. Each User in a license plan (either teacher or student) uses a seat. Seats can be reassigned to new Users anytime.

## Class code (A1A1A)

Every class in Delightex has a unique **5-character alphanumeric code**, letting students join it.

## Login code (000 - 001)

A login code is an instant **6-character numeric code** that can be generated to simultaneously log in to the same Delightex account from another device.

## CoBlocks

Delightex's visual block-based coding language is named CoBlocks.

## Project

A creation or a project in Delightex is named a Project. In Delightex Basic, the number of Projects is limited to two. In Pro, it's unlimited.

## Scene

A Project contains one or more scenes. The number of scenes is always unlimited.

### Share code (TBS - SAG)

Every shared Project has a unique **6-character alphabetical code** to easily access it.

### Share link ([app.delightex.com/TBS-SAG](http://app.delightex.com/TBS-SAG))

Every shared Project can be opened using its direct share link.

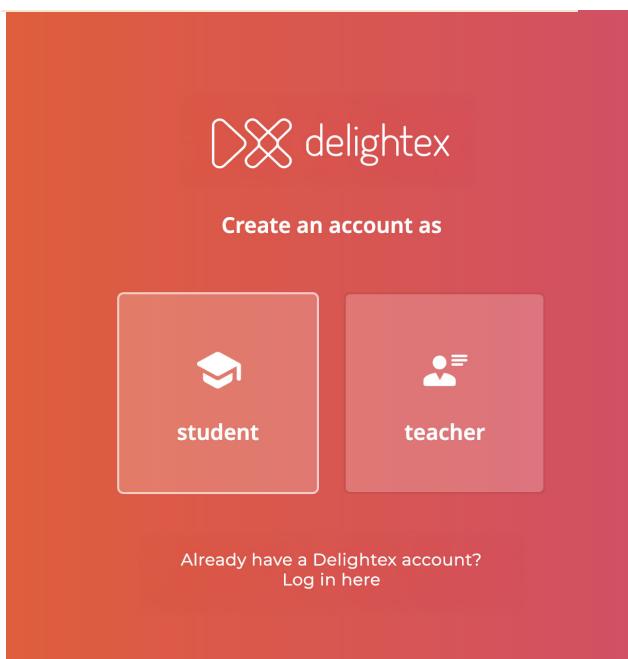
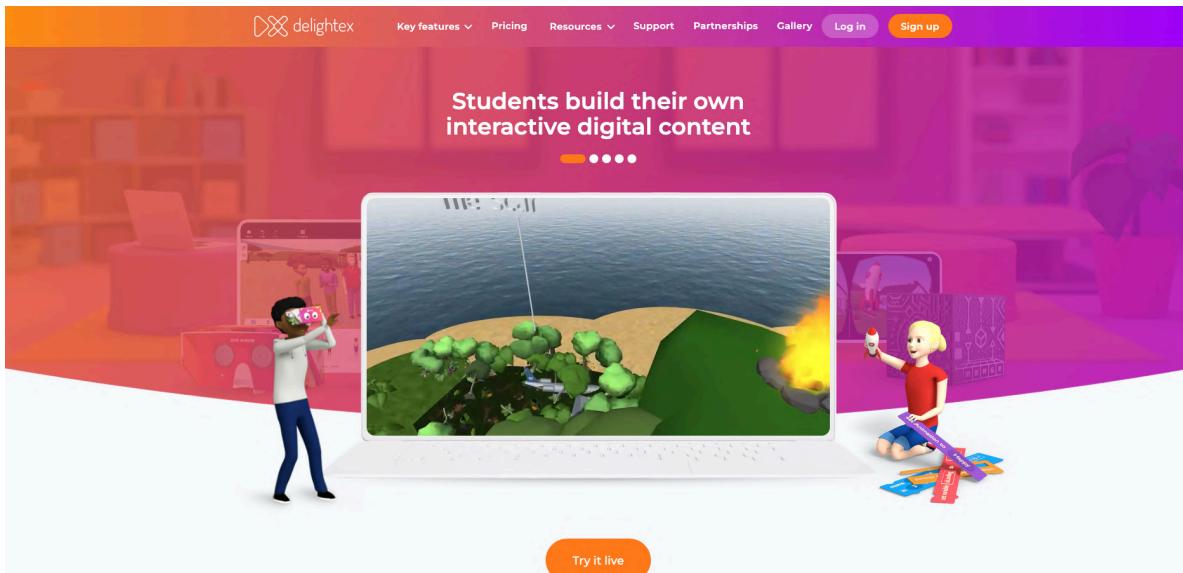
### QR code

Every shared Project has a unique QR code, which can be scanned to access it.

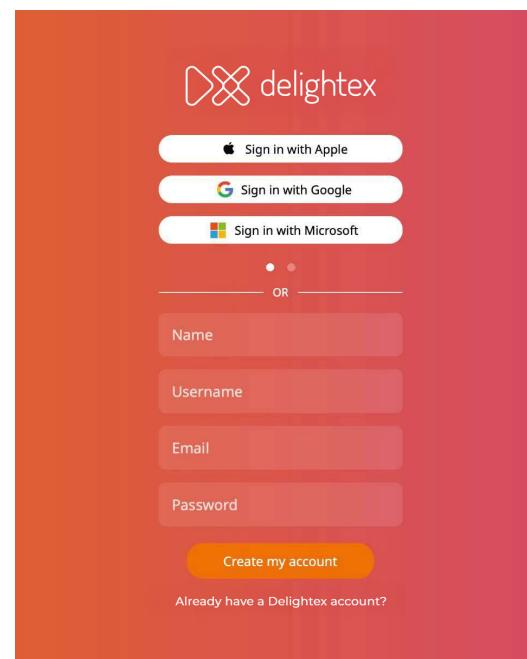


# Setting up your account

1. Go to [delightex.com](https://delightex.com) and click **Sign up** to create your Delightex account.

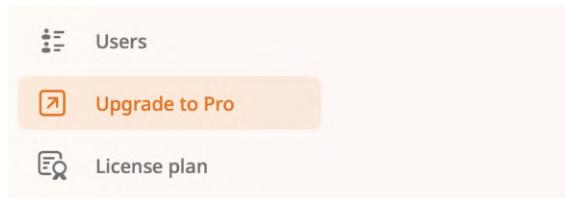


2. Create an account as a **teacher**.

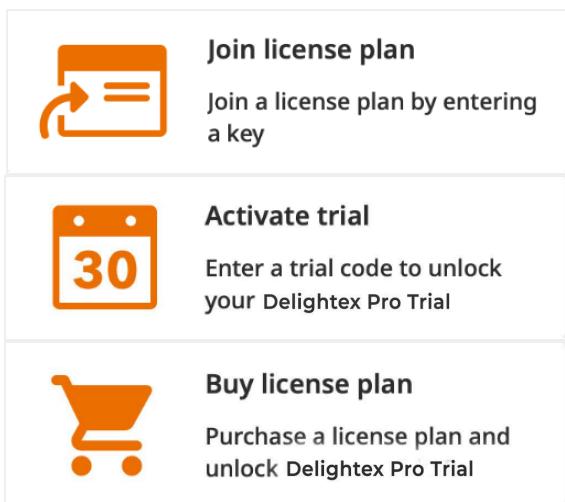


3. Define your login details or sign in with **Apple**, **Google** or **Microsoft**.

# Upgrading to Delightex Pro



From your Delightex account, click **Upgrade to Pro**.



- Join license plan**  
Join a license plan by entering a key
- Activate trial**  
Enter a trial code to unlock your Delightex Pro Trial
- Buy license plan**  
Purchase a license plan and unlock Delightex Pro Trial

If you have a key to a Delightex Pro license plan, click **Join license plan** and enter your **key**.

If you haven't used your Pro trial yet, click **Activate trial**.

To buy a license plan online and pay by credit card, click **Buy license plan** and select your desired number of Pro seats.

Pro license plans are **paid annually** for your chosen number of **seats**. Each User in a plan (teacher or student) uses a seat. Seats can be reassigned to new Users anytime.

You can also **request a quote** to [sales@delightex.com](mailto:sales@delightex.com) to get a **PO** (purchase order) and pay by wire transfer or your preferred payment method.

Delightex Pro is also available in a **Custom plan** for schools and districts.

Learn more on [delightex.com/pricing](http://delightex.com/pricing).

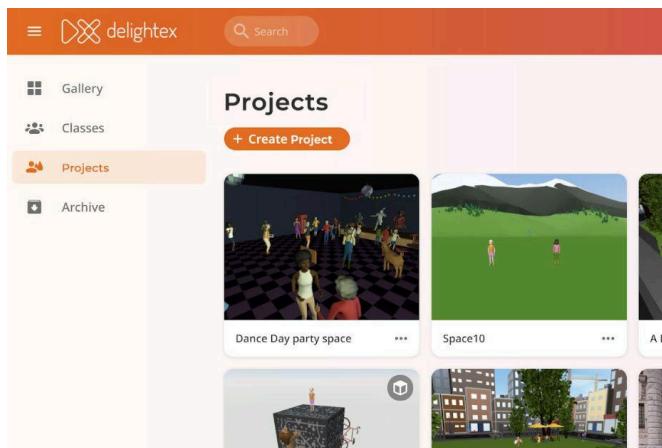
# Chapter 2.

# Creating like a Pro

- Creating a first Project
- Setting up a first scene
- The 3D camera
- Creating for the MERGE Cube
- The Delightex Library
- Uploading external files

PRO

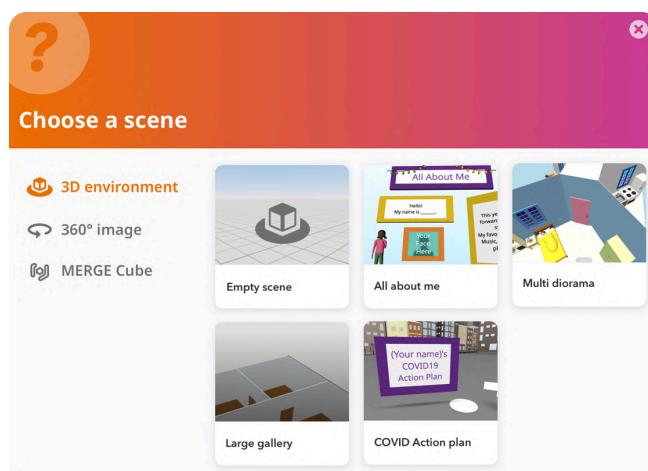
# Creating a first Project



To start creating, go to **Projects**.

This is where all of your creations will be stored!

You can start by exploring the **Welcome Project** to get familiar with the basics. When you're ready to create your first Project, click **Create Project**.



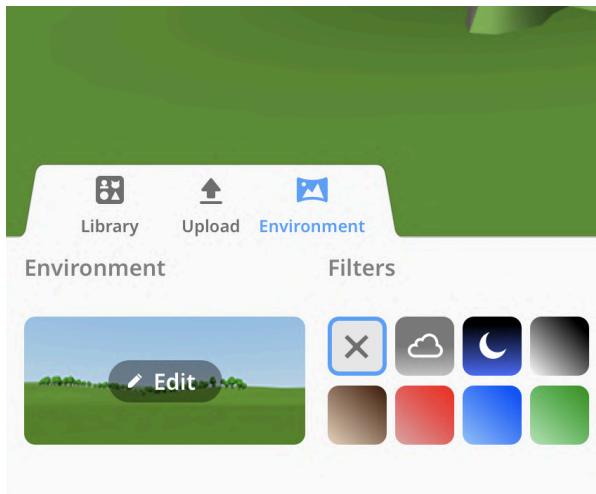
Your first step is to choose a scene to build in. You'll be able to add all the scenes you want later!

You can build in a **3D environment** of your choice. These scenes can be viewed in VR and AR.

You can also build upon a **360° image** that you choose. These scenes can be viewed in VR.

If you have the **MERGE Cube add-on**, you can also build for the **MERGE Cube** and project your creations onto the MERGE Cube!

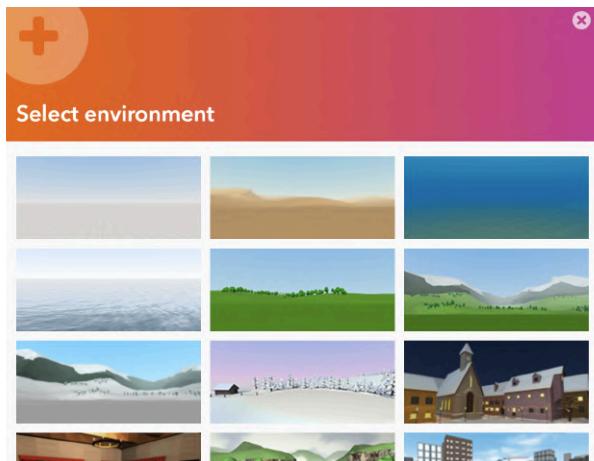
# Setting up a first scene



To create your first scene, start by selecting the **3D environment** or the **360° image** you would like to use as the background.

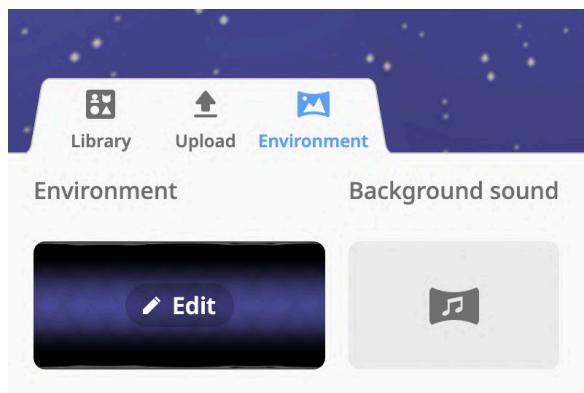
To choose an environment, click **Environment** at the bottom-left.

If you're creating inside of a **3D environment**, click **Edit** and choose one of the predefined environments.



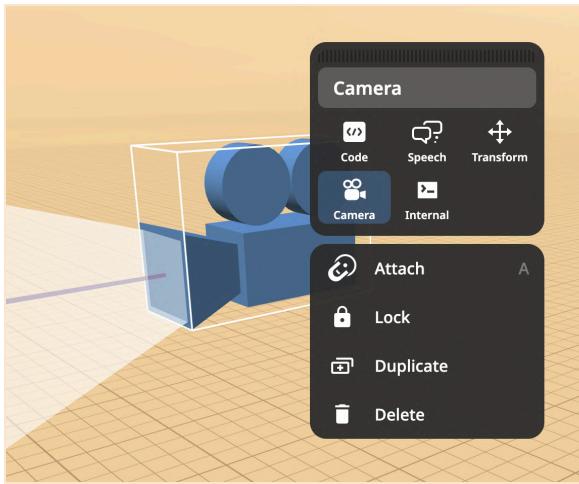
If you're creating inside of a **3D environment**, click **Edit** and choose one of the predefined environments.

You can then customize your scene further using **Filters**.



If you're building upon a **360° image**, click **Edit** and upload any 360° image you like from your device.

# The 3D camera



The **3D camera** at the center of your scene lets you define the perspective from which your scene can be explored.

If needed, you can find the 3D camera object in the Library's **Special** category.

You can also choose from several **camera movements** to change the way in which you experience your creation. To change the camera movement, click **Camera**.

## Fixed

The camera is fixed to a certain position and you look around your scene using your **mouse** or keyboard **arrows**.

## Walk

You walk in the scene using your keyboard arrows or **WASD** keys.  
You use your **mouse** to look around.

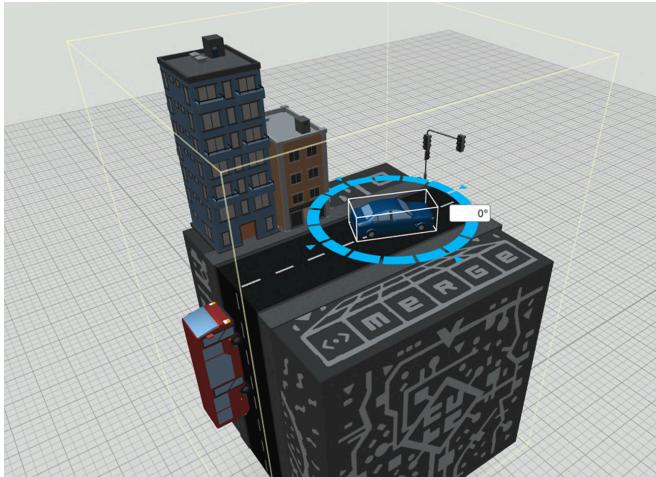
## Fly

You fly above the scene using your keyboard arrows or **WASD** and **QE** keys to change height. You use your **mouse** to look around.

## Orbit

You move in a circle on a zone that you define around the center of your scene using your **mouse**, keyboard **arrows** or **WASD** keys.

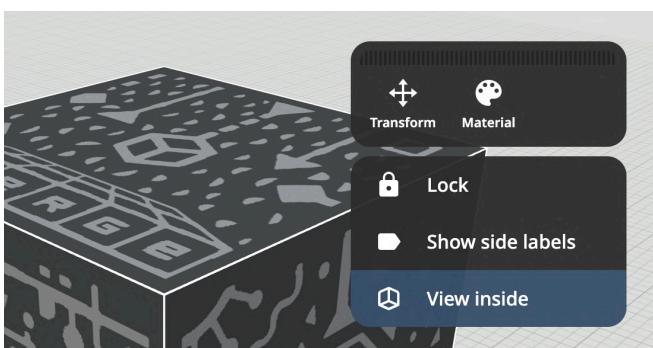
# Creating for the MERGE Cube



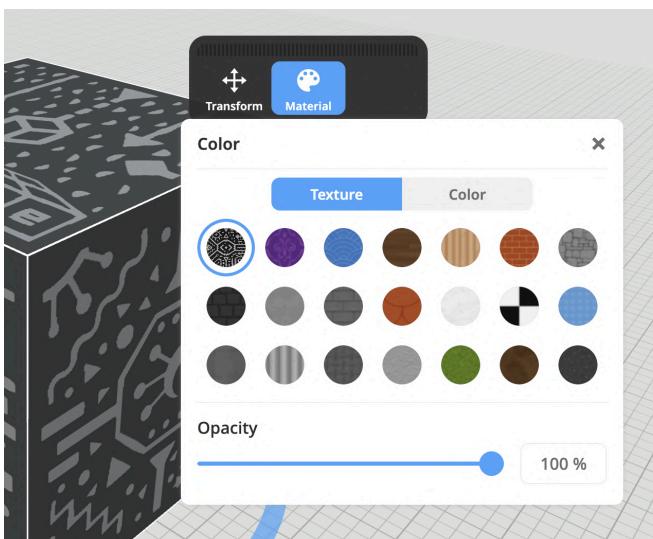
The Delightex Pro **MERGE Cube add-on** is needed to create for the MERGE Cube.

When creating for the MERGE Cube, you'll find a virtual MERGE Cube at the center of the stage.

Build your hologram on, in, and around the 3D cube, however you want it to look once projected.

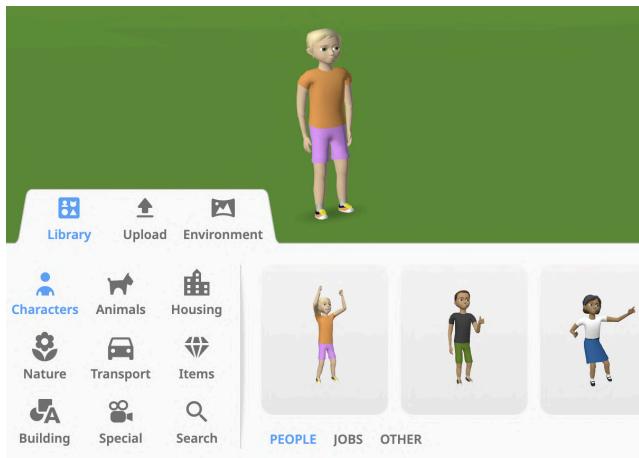


You can unlock the cube to move it around and place content anywhere you like. To create inside of the cube, click **View inside**.



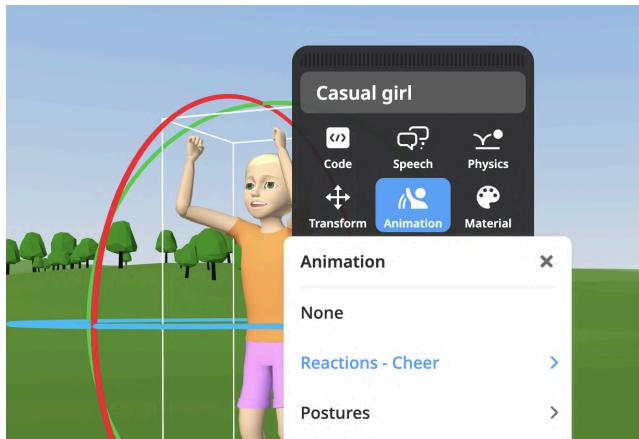
You can change the cube's **material** and **opacity** under **Material**.

# The Delightex Library

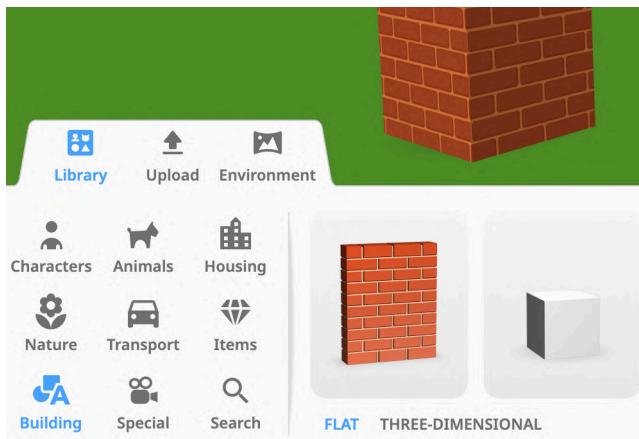


Time to start creating! In the **Library**, you'll find many **3D objects**, which you can simply drag and drop onto the stage.

Objects from the **Library** can be moved, rotated or resized, coded, and edited to change their colors.



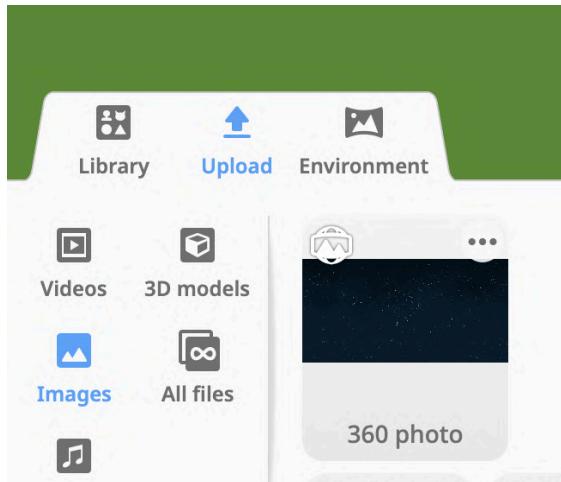
**Characters** can also be animated under **Animation**.



**Building blocks** are available in the **Building** category.

These primitive shapes let you create anything you want in 3D!

# Uploading external files



You can upload various **external files** to use in your creations. To upload an external file, click **Upload**. You can upload:

- images including GIFs and 360° images
- videos
- 3D models (in .obj, .stl, .fbx)
- sound files

Delightex Basic is limited to 10 uploads.

# Chapter 3.

# Coding like a Pro

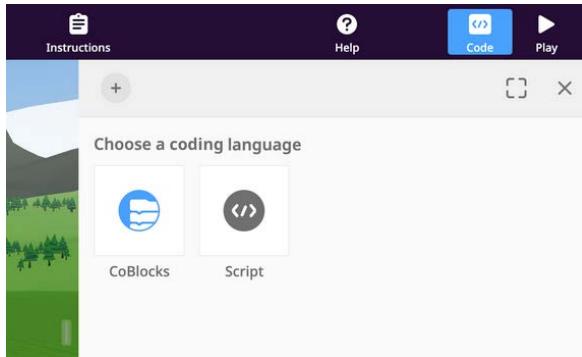
CoBlocks Scripting  
language The  
Physics engine

PRO

# CoBlocks

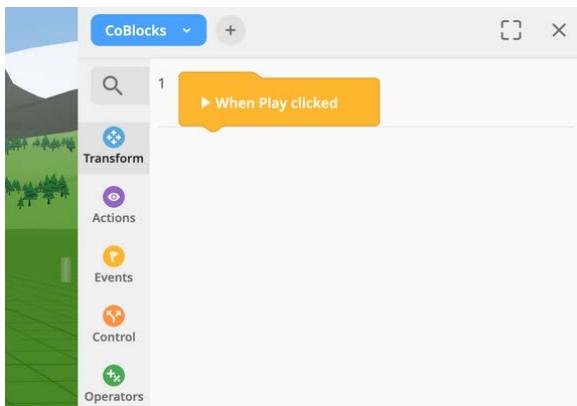
CoBlocks is a **visual coding language** that lets you simply drag and drop **CoBlocks** (blocks of code) to program your Project.

A CoBlock represents a snippet of code, or **statement**, which tells Delightex to do something like starting a specific action in your scene.



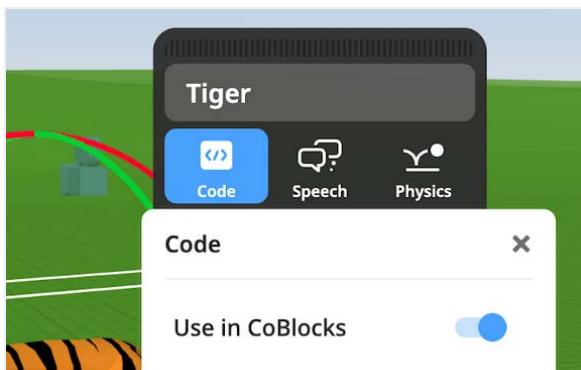
You can find the **Code** icon in the top-right toolbar.

To open the CoBlocks coding editor, click the **CoBlocks** icon.



The empty space on the right side is the **CoBlocks workspace**.

The list of CoBlocks on the left side is the **CoBlocks toolbox**.



To program an item with CoBlocks, enable its use in CoBlocks.

To do this, select the object you would like to use in your code, click **Code**, and enable **Use in CoBlocks**.

There are 2 main types of CoBlocks: **Expression** and **Statement** CoBlocks:

## Statement CoBlocks

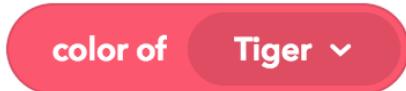
Statement CoBlocks often perform a specific **action**. For example, you can make an item talk, using the **say** CoBlock.



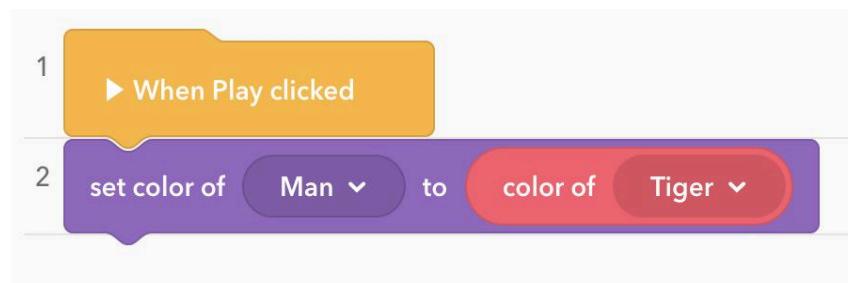
## Expression CoBlocks

Expression CoBlocks contain **values**. These values can be:

- Colors (red, green, blue)
- Numbers like 5 and 0.25
- Strings like "Hi there!"
- Other items in the scene



Expression CoBlocks can be recognized by their round shape and are always placed into other CoBlocks:

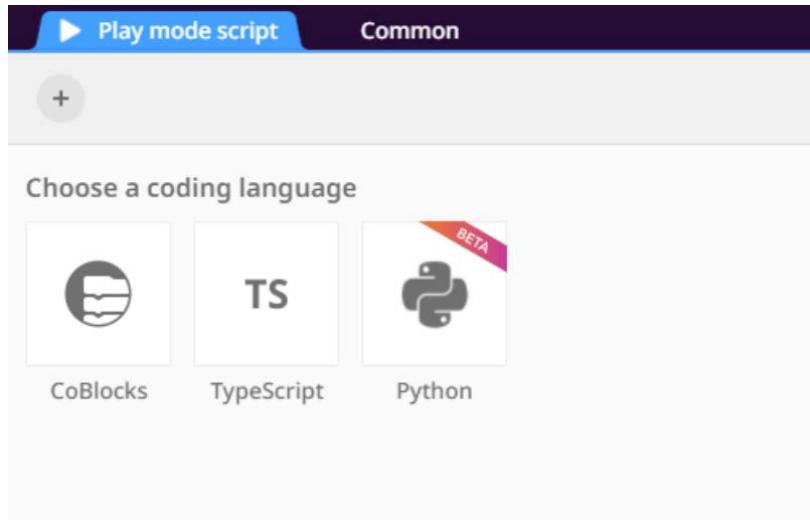


Check out the [\*\*CoBlocks reference guide\*\*](#) to learn more about coding with CoBlocks.

# Advanced coding languages

Delightex Pro also lets you use other languages for more advanced coding. P can all be coded with **scripting languages** as well as with **Python**.

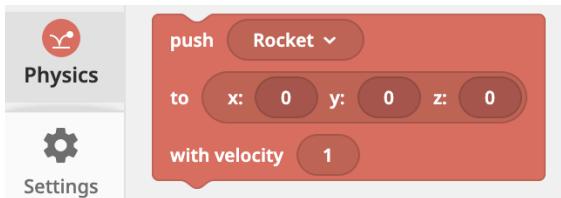
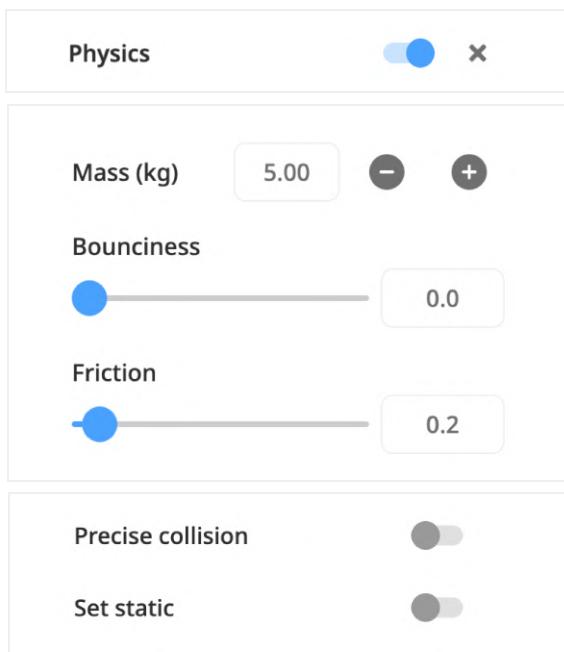
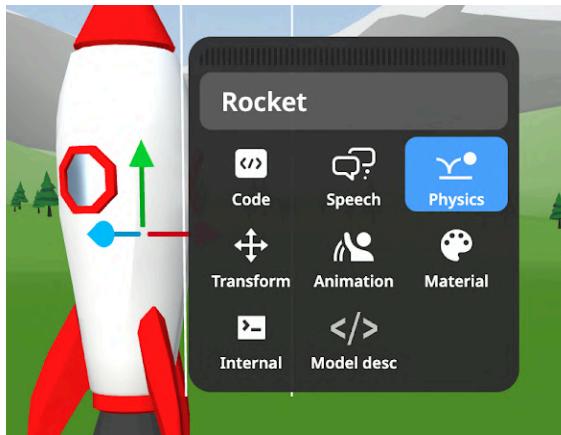
To open the **Script** coding editor, select the **Script** icon.



Each method contains a code sample and a demo project.

The API documentation can be found on [delightex.com/api](https://delightex.com/api)

# The Physics engine



Delightex Pro has a built-in physics engine, letting you use real world physics in your Projects.

To use the physics feature, right click on an object and then click **Physics**.

Enable real world physics for your objects by turning on the **Physics** switch.

You can define the **physics properties** of any 3D object in your scene.

These include object **Mass**, **Friction** and **Bounciness**.

You can also play with more advanced physics properties like objects' **Collision precision** and define whether an object should be **Set static**.

To go further with Physics, use the CoBlocks from the **Physics** category.

# Chapter 4.

# Mastering VR, AR and more

- Exploring Projects
- Switching between devices
- The Virtual Reality mode
- The Augmented Reality mode
- The MERGE Cube mode

PRO

# Exploring Projects

The magic with Delightex is that you can explore your creations in many impressive ways, including VR, AR and even projecting onto the MERGE Cube!



## Play mode

The **Play mode** lets you easily explore a Project and move around it on any device. Simply open a Project and click **Play**.

To move **on a computer**, use your mouse and the arrows or WASD on your keyboard, like you would in a video game.

To move **on a tablet**, use touch with one finger on the arrow.



## Gyro mode

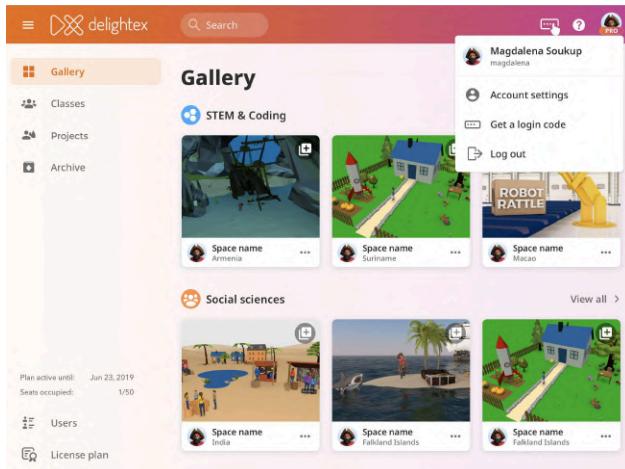
You can explore a Project with the Gyro mode using a **tablet** or a **smartphone** and the **Delightex app**. This lets you move your device to look around your Project through the screen.

Open a Project in **Play mode** and click the **Gyro** icon.



# Switching between devices

Instant **login codes** enable seamlessly logging into the same account from multiple devices, without the need to enter your complete login details again.



In your Delightex User menu, click **Get a login code** to generate an instant login code.

 **Get a login code**

## Instant login code

To log in on another device, enter this login code:

**000-111**

Valid for 0:59 minutes

 Refresh code

 Got it

Your instant login code will let you easily log into your account from another device during a minute.

You can generate instant login codes and use this option as often as needed.



From the other device you want to log into, click **Sign in with a login code**.

You'll then be able to type in your instant login code to join your account.

# The Virtual Reality mode

3D creations are even more fun when you explore them in VR! You'll quickly realize the power of VR and the dimension it adds to student learning.

Projects can be experienced in VR with **ClassVR** headsets or with any mobile VR headset such as the **Samsung Gear VR**, plastic viewers and cardboard viewers like the **Google cardboard**.

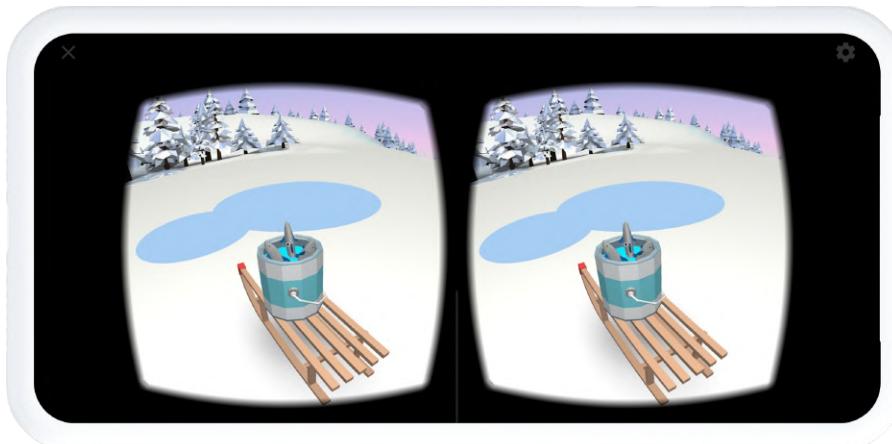


## Mobile VR

To explore Projects with mobile VR, open the **Delightex app** on your Apple or Android smartphone, open a Project and click **Play**.



Click the **VR goggles icon** at the bottom of your screen:



Projects are ready to be viewed in VR when it shows 2 screens, one for each eye.

Place your phone in your mobile VR headset and dive in!

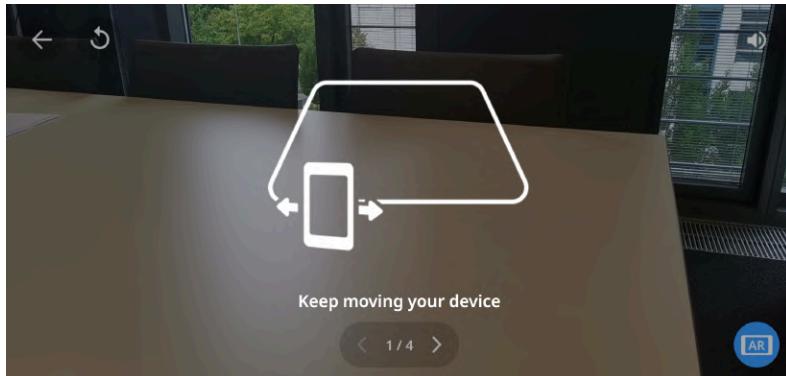
# The Augmented Reality mode

Delightex creations can be projected onto the real world with AR!



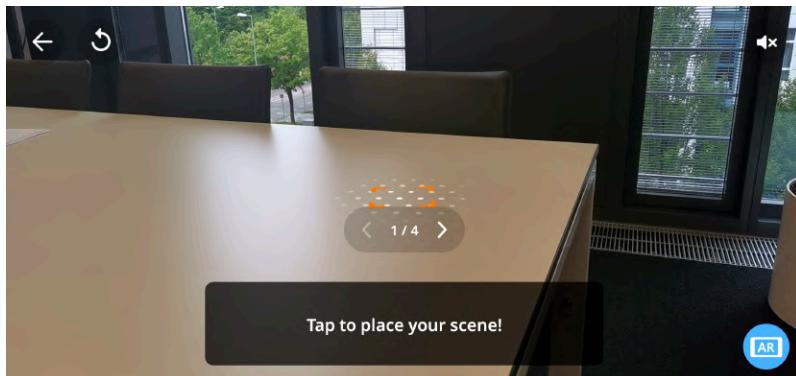
To explore Projects in AR, open the **Delightex app** on an **AR-compatible** device, open a Project and click **Play**.

Click the **AR** icon:



Scan your surroundings with your device to detect a surface to project your scene on.

Use a flat surface and avoid plain colors and shiny surfaces!

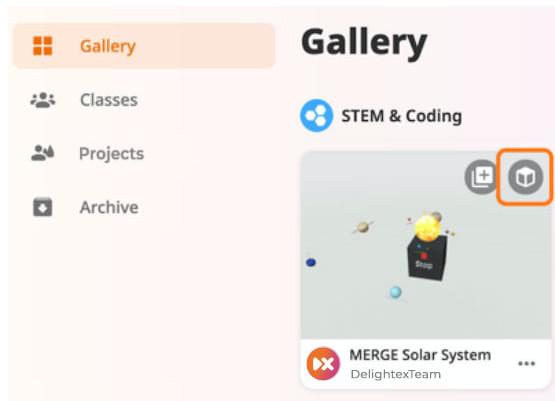


Then, tap to place your scene!

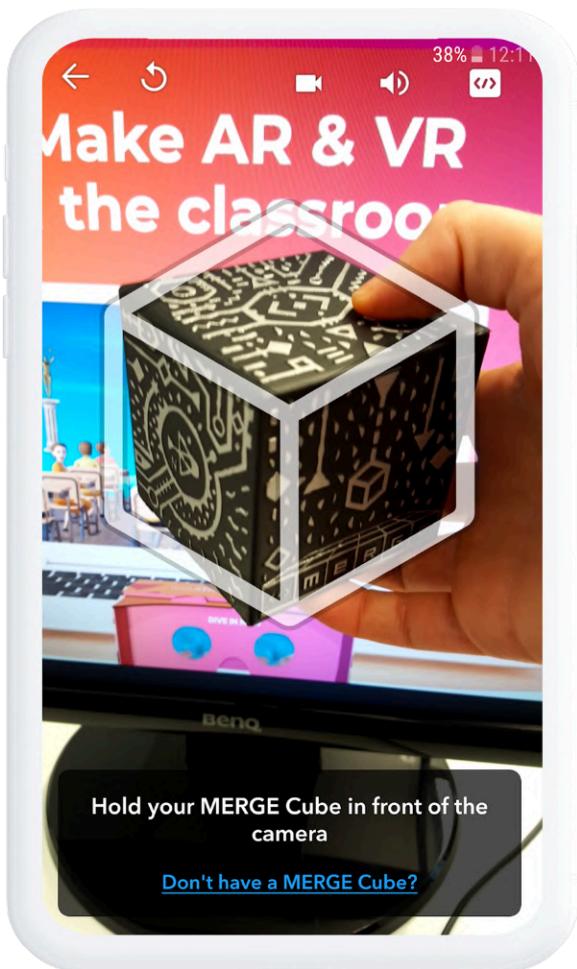
You can then resize the scene or rotate it and move around it with your device.

# The MERGE Cube mode

You can project onto the MERGE Cube in AR (Augmented Reality) using the **MERGE Cube mode**.



**MERGE Cubes** in the Delightex Gallery are indicated by this icon:



To view a Project on the MERGE Cube, open it with the **Delightex mobile app**, using your **smartphone or tablet**.

Open a Project and click **Play**.

You'll automatically be in the **MERGE Cube mode**.

Holding the MERGE Cube in one hand, place it in front of your device's camera.

You may have to move the MERGE Cube around before it gets detected by your device.

# Chapter 5.

# Pro sharing

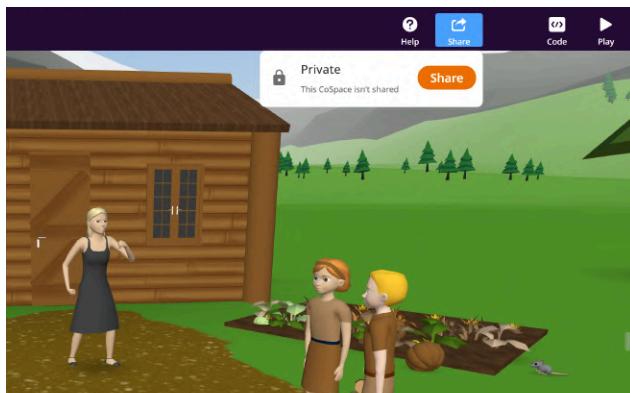
# features

- Sharing a Project
- Publishing to the Gallery
- Remixing Projects
- Updating a shared Project
- Recording and sharing videos
- Exporting 360° images

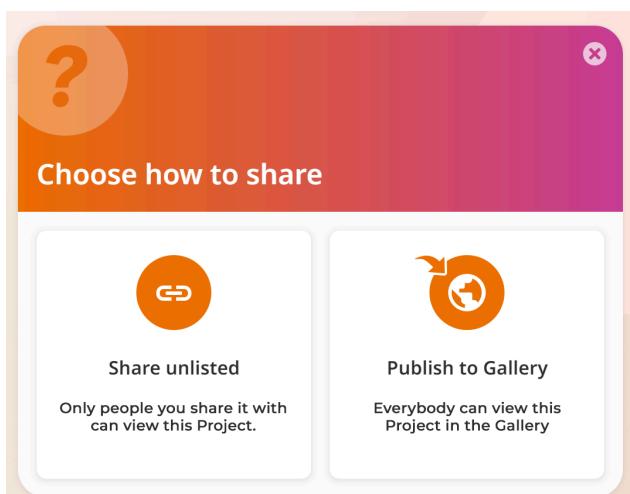
PRO

# Sharing a Project

Pro Users can easily share their Projects with others, whether they have Delightex or not!



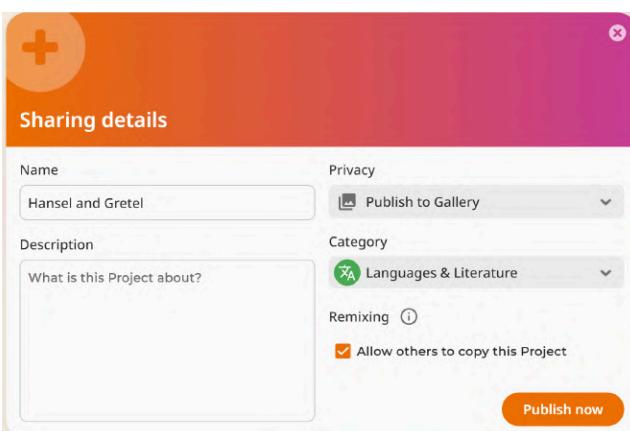
To share your Project, open it and click **Share**.



Choose how you want to share your Project with others.

Click **Share unlisted** to share your Project with specific people.

Click **Publish to Gallery** to let everybody view it in the public **Delightex Gallery**.



Type in a **name** for your Project and a **description** introducing it.

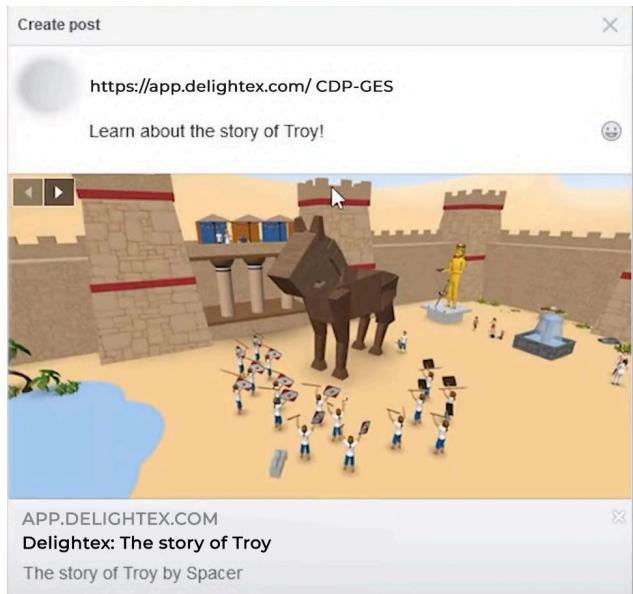
Then, enable **remixing** if you want to allow others to be able to copy your Project and edit it into their own version.

All Projects published to the Gallery are shared remixable.



Every Project can be shared and accessed using a simple **share code** or a **share link**.

Each shared Project also has a unique **QR code**, which can be scanned with a smartphone or a tablet to easily access it.



You can also easily share your Project on your favorite social media channels!

Click a **social media share icon** to create a post including your Project.

Personalize it and share it with your friends and followers.

## Delightex for language learning

 Coralie Fond (Hentsch)  
Feb 10 · 1 min read Twitter LinkedIn Facebook More

Delightex was featured as part of an "Immersive Language Learning" online workshop introducing various EdTech tools to language educators.



Inside the "Spot the difference: Zoo" created with CoSpaces Edu: [cospac.es/2xUP](https://cospac.es/2xUP)

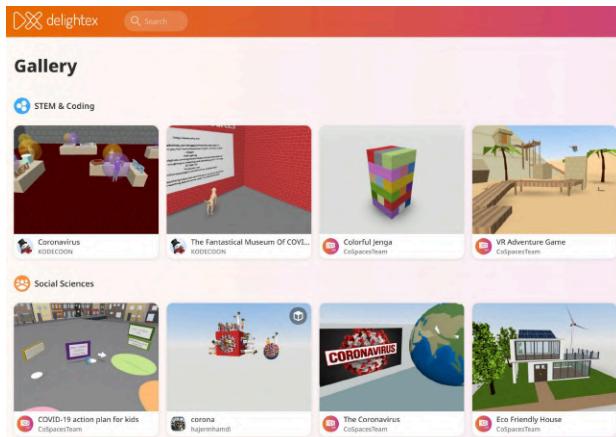
You can also add your Project to a website using the **embed code**.

Simply copy and paste the embed code to add it wherever you like.

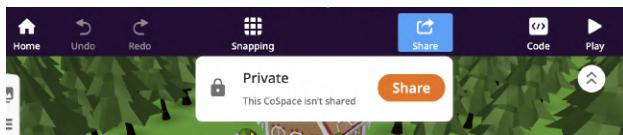
This will place your Project on your page inside a viewer, ready to be explored!

# Publishing to the Gallery

Pro teachers are able to publish to the Delightex Gallery, where Users share ideas and get inspiration!



The Delightex **Gallery** features many examples of Projects organized by fields of application and shared by educators who use the platform.



To publish a Project to the Gallery, open the Project you want to publish, click **Share** and **Publish to Gallery**.



Enter details for your Project, choose the category which it should appear.

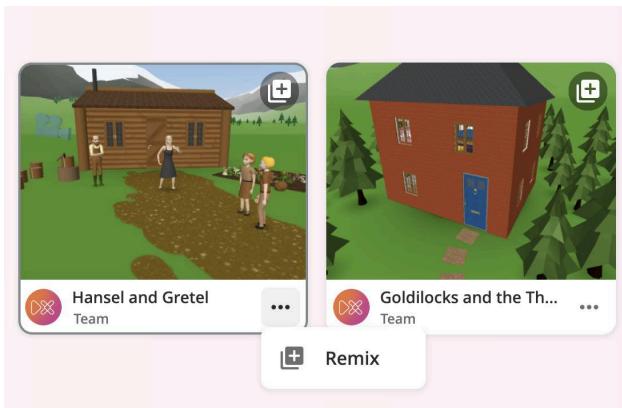
All Gallery Projects can be remixed.

When you're ready, click **Publish now**.

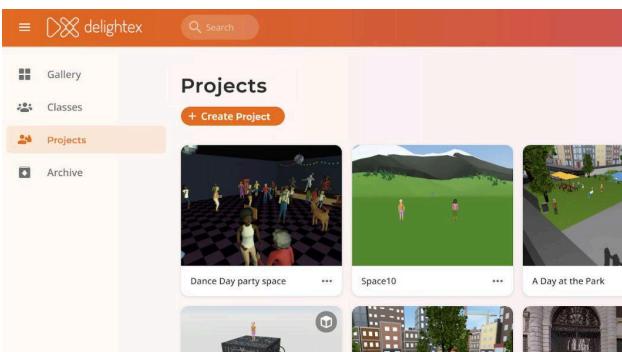
# Remixing a Project

Pro teachers are able to remix shared Projects into their own creations!

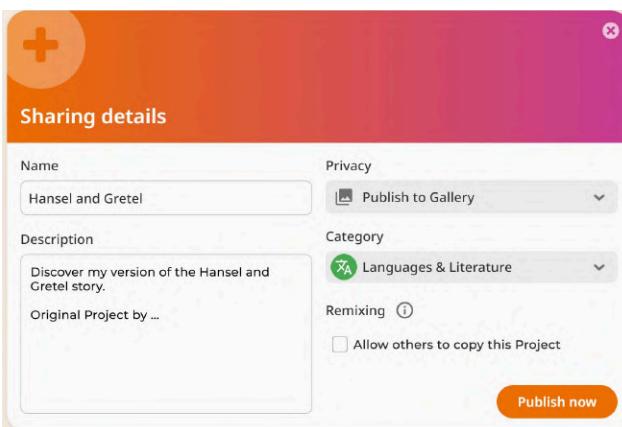
All of the Projects available in the Gallery can be remixed.



To remix a Project, select it and click **Remix**.



You'll get your own editable copy on this Project under your **Projects**.



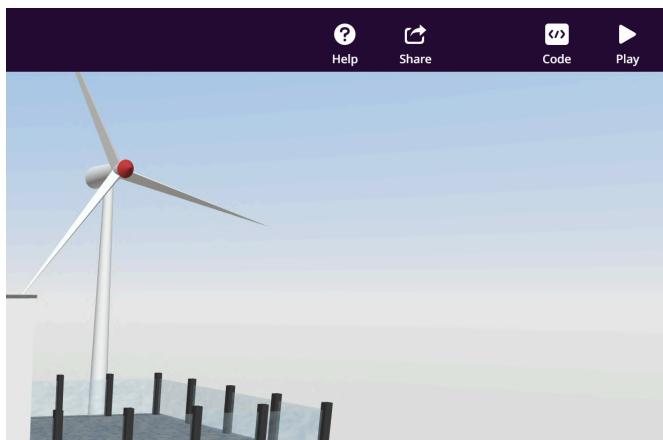
Remixed Projects can also be shared in their edited versions.

When sharing a Project that was remixed, please mention the name of the User who originally created it.

You can simply include it in your Project's description.

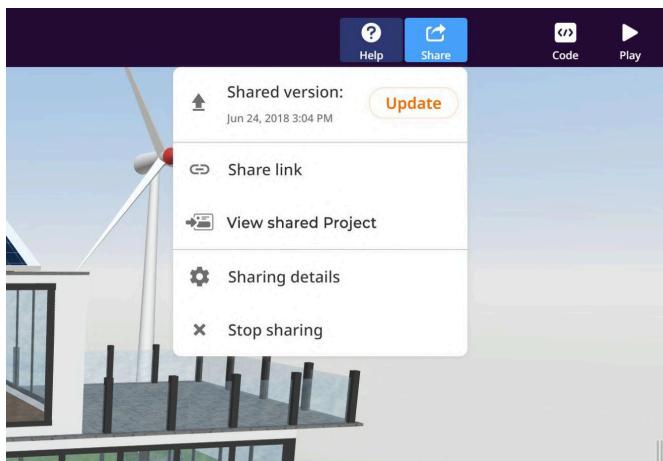
# Updating a shared Project

The Projects that you've shared can be easily updated anytime!



You can, at any time, update the Project you've shared.

Click **Share** to change your sharing options or to update your shared Project.



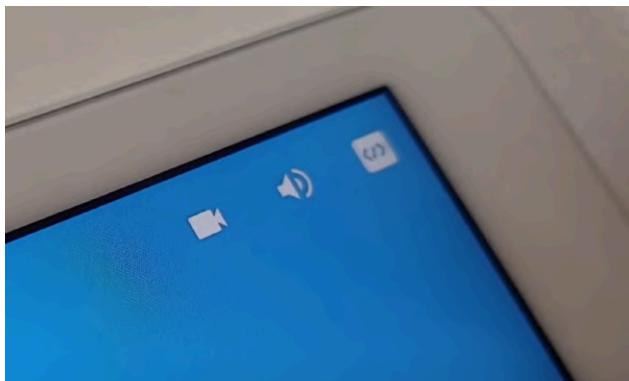
After you've made your edits, click **Update** to update your shared Project.

You can always see the **last update date** of the last version you shared.

If you no longer want to share this Project, simply click **Stop sharing**.

# Recording and sharing videos

Another fun way to share your creations is to make videos of your Projects!



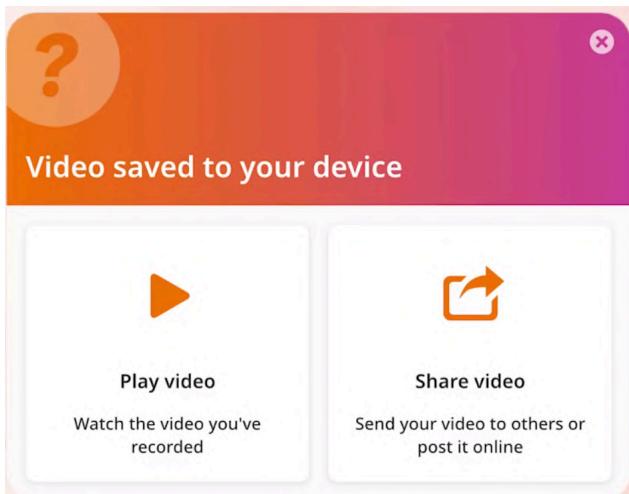
From a phone or a tablet in the Delightex mobile app, **Play** the Project you want to share.

Then, click the **camera icon** to make a video of this Project.



Click the **red record button** to start recording your screen.

When you're done, click the **stop button** to end the recording.



Your video file will be automatically saved onto your device.

You can then watch it, send it to others or share it on online platforms such as Seesaw and FlipGrid.

# Exporting 360° images

Another great way to share your creations is with 360° images of your scenes!



To export a 360° image of one of your Projects' scenes, double or right click on the **camera object**.



Click **Camera** and Save 360° image.

A **360° image of your scene** will be automatically exported and saved to your **downloads**.

You can then send this image to others to let them explore your scene or even dive into it in VR!

# Chapter 6.

# Pro class

# management

Setting up a class

Creating an assignment

Managing students

Adding teachers to classes

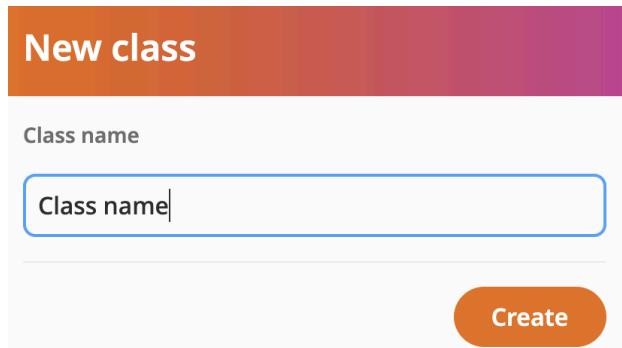
PRO

# Setting up a class

The first step to implement Delightex in your classroom is, in all logic, to create a first class!



Go to **Classes**, and click **Create class**.



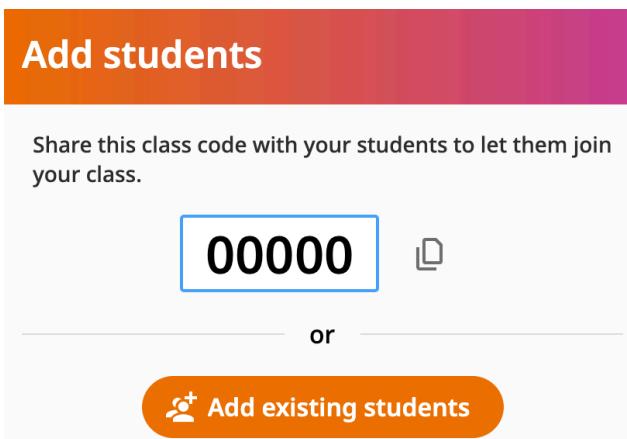
New class

Class name

Class name

Create

Enter a name for your class and click **Create**.



Add students

Share this class code with your students to let them join your class.

00000

or

Add existing students

After you've created a class, you can create a **class code**.

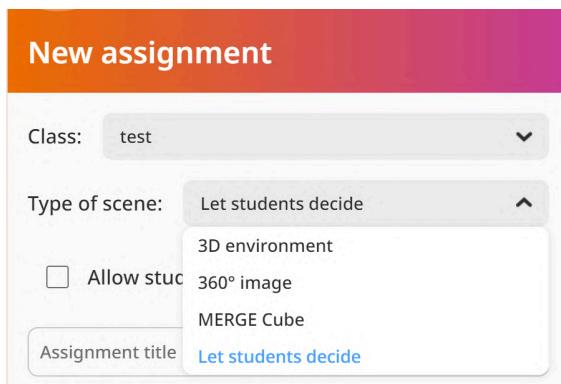
Share your class code with your students to let them join your class.

To add students who are already connected to your license plan, click **Add existing students**.

# Creating an assignment



To create an assignment, go to your class in Classes and click Create assignment.



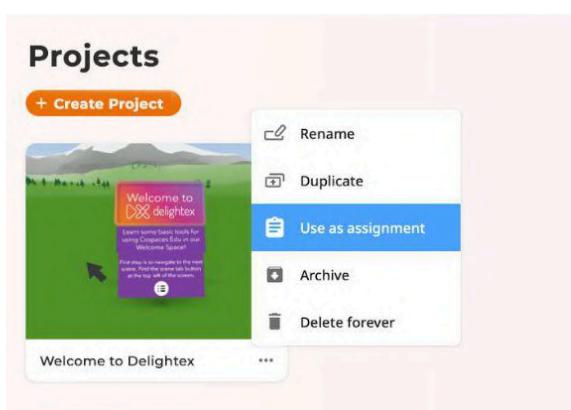
Select the type of scene to create and enter a title and instructions.

If you have access to templates, you can also choose whether to Allow students to use templates for this assignment.



You can send the same individual assignment to every student in your class.

You can send collaborative assignments, letting each group of students work together within the same Project.



You can also send assignments based on existing Projects that you've created or remixed from the Gallery.

To do this, choose the Project you want to use and click Use as assignment.

# Managing students

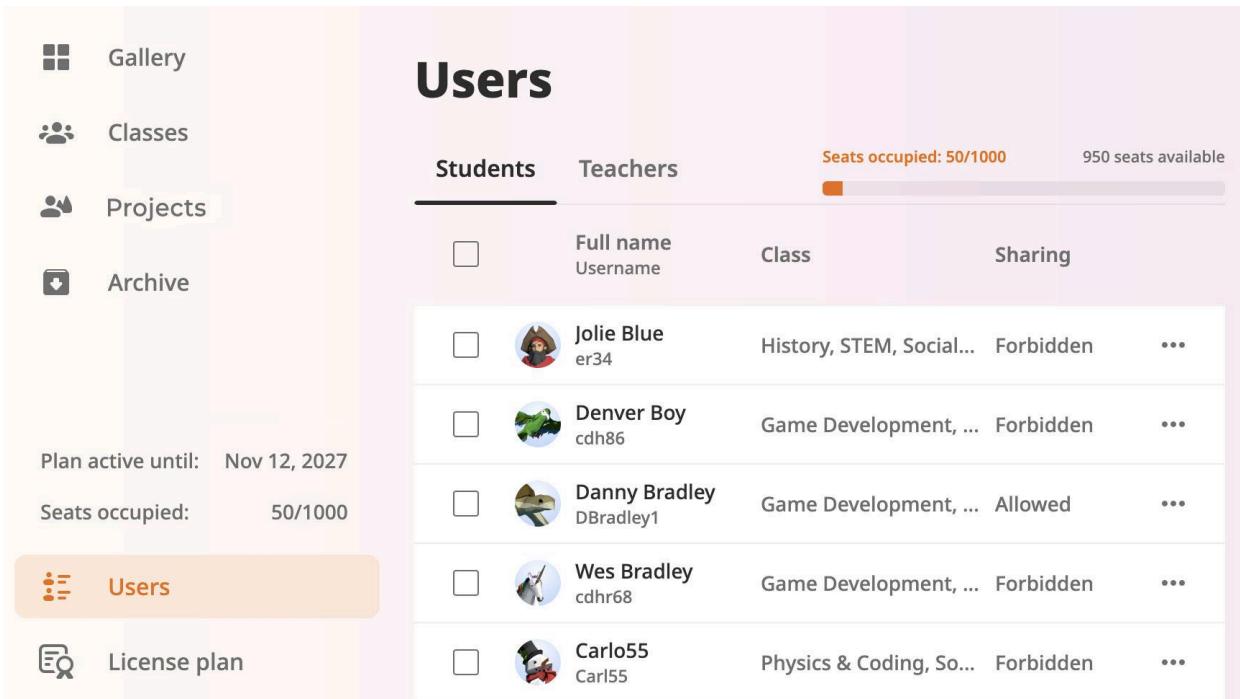


The screenshot shows a 'Class Name' section with 'Assignments', 'Students' (selected), and 'Teachers' tabs. Under 'Students', two users are listed: 'Beth Connolly' (BConnolly) and 'Jolie Blue' (Jolie2001). Each user has a profile picture and three dots for more options.

To view the students in your class, open your class and click **Students**.

Click on your students to view their work once they're done or even in real time!

Here, you can help your students **change their password** or **remove students** from your class.

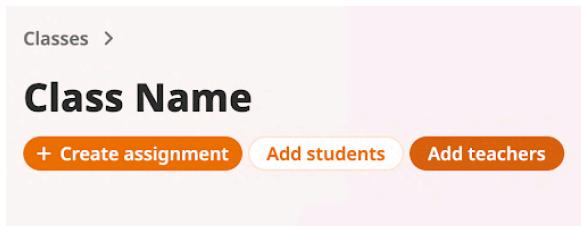


The dashboard includes a sidebar with 'Gallery', 'Classes', 'Projects', and 'Archive'. It displays 'Plan active until: Nov 12, 2027' and 'Seats occupied: 50/1000'. The main area is titled 'Users' with 'Students' selected. It shows a table with columns: 'Full name' (with 'Username' link), 'Class', 'Sharing' (with status like 'Forbidden' or 'Allowed'), and three dots for each student. The students listed are Jolie Blue (er34), Denver Boy (cdh86), Danny Bradley (DBradley1), Wes Bradley (cdhr68), and Carlo55 (Carl55).

	Full name Username	Class	Sharing	
<input type="checkbox"/>	Jolie Blue er34	History, STEM, Social...	Forbidden	...
<input type="checkbox"/>	Denver Boy cdh86	Game Development, ...	Forbidden	...
<input type="checkbox"/>	Danny Bradley DBradley1	Game Development, ...	Allowed	...
<input type="checkbox"/>	Wes Bradley cdhr68	Game Development, ...	Forbidden	...
<input type="checkbox"/>	Carlo55 Carl55	Physics & Coding, So...	Forbidden	...

In the **Users** dashboard, you can manage your students' **sharing permissions**, defining whether they can share their creations with others.

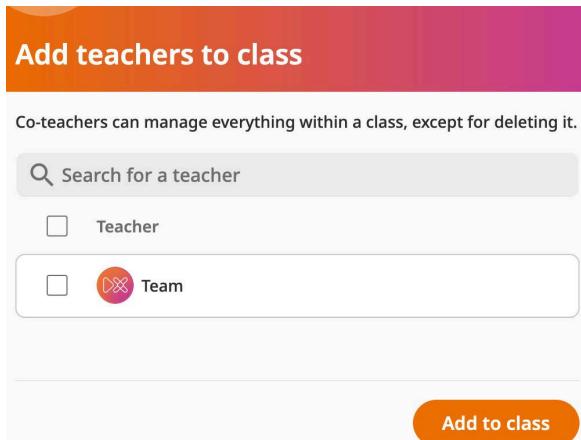
# Adding teachers to classes



Classes >

## Class Name

+ Create assignment Add students Add teachers



### Add teachers to class

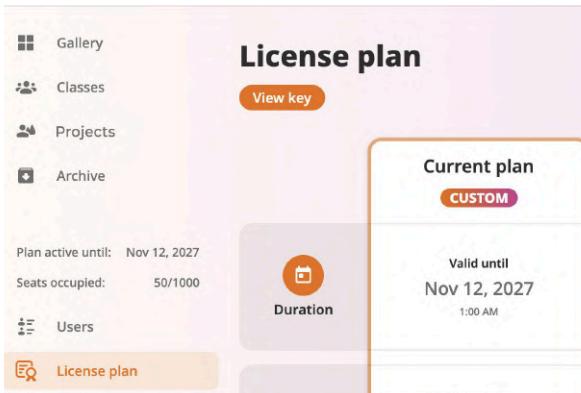
Co-teachers can manage everything within a class, except for deleting it.

Search for a teacher

Teacher

 Team

Add to class



Gallery  
Classes  
Projects  
Archive

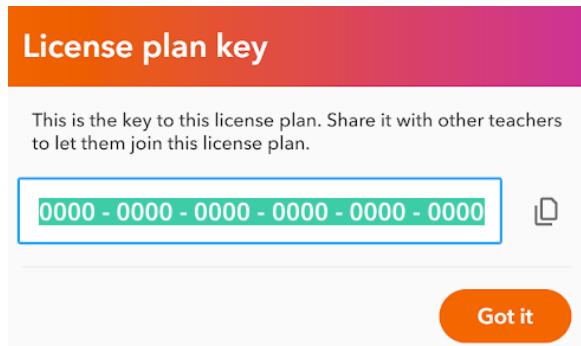
Plan active until: Nov 12, 2027  
Seats occupied: 50/1000  
Users  
License plan

View key

Current plan  
CUSTOM

Valid until  
Nov 12, 2027  
1:00 AM

Duration



### License plan key

This is the key to this license plan. Share it with other teachers to let them join this license plan.

0000 - 0000 - 0000 - 0000 - 0000 - 0000

Got it

You can share your classes in Delightex with other teachers. To add a co-teacher to your class, enter your class and click **Add teachers**.

Select the teachers you want to add as **co-teachers** and click **Add to class**.

Co-teachers can manage everything within a class, except deleting it. To be added to your class, teachers must be in your Delightex Pro license plan.

You can let other teachers join your Delightex Pro license plan by sharing your key with them.

To view your key, click **License plan** and **View key**.

Copy your **key** and give it to the teachers you want to invite to join your license plan.

They'll be able to enter your key from their Delightex account and will be added to your license plan.

# Chapter 7. Pro resources for educators

Getting started resources

Lesson plans

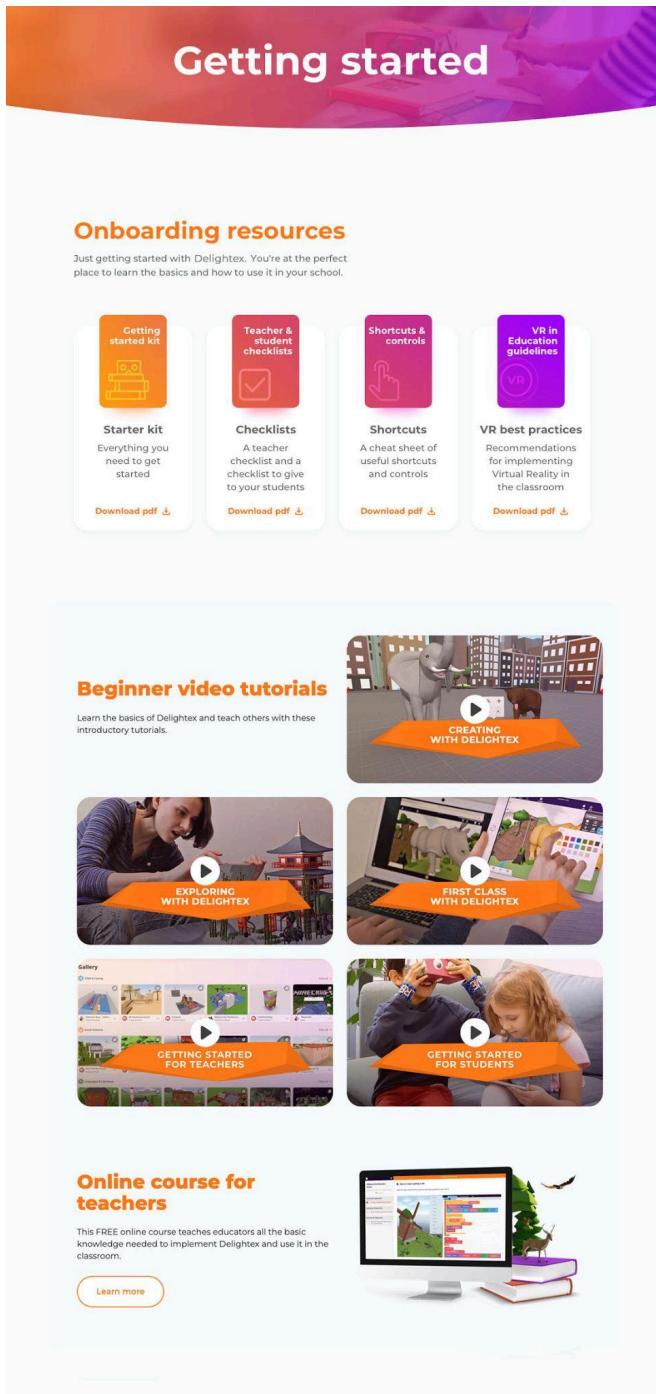
Classroom goodies

Training & PD

PRO

# Getting started resources

Delightex offers several resources to help you get started!



**Onboarding resources**  
Just getting started with Delightex. You're at the perfect place to learn the basics and how to use it in your school.

**Starter kit**  
Everything you need to get started.  
[Download pdf](#)

**Teacher & student checklists**  
A teacher checklist and a checklist to give to your students.  
[Download pdf](#)

**Shortcuts & controls**  
A cheat sheet of useful shortcuts and controls.  
[Download pdf](#)

**VR in Education guidelines**  
Recommendations for implementing Virtual Reality in the classroom.  
[Download pdf](#)

**Beginner video tutorials**  
Learn the basics of Delightex and teach others with these introductory tutorials.

**EXPLORING WITH DELIGHTEX**  


**FIRST CLASS WITH DELIGHTEX**  


**Gallery**  


**GETTING STARTED FOR TEACHERS**  


**GETTING STARTED FOR STUDENTS**  


**Online course for teachers**  
This FREE online course teaches educators all the basic knowledge needed to implement Delightex and use it in the classroom.

[Learn more](#)

The Getting started page on the Delightex website [delightex.com/onboarding](https://delightex.com/onboarding) is the best place to start!

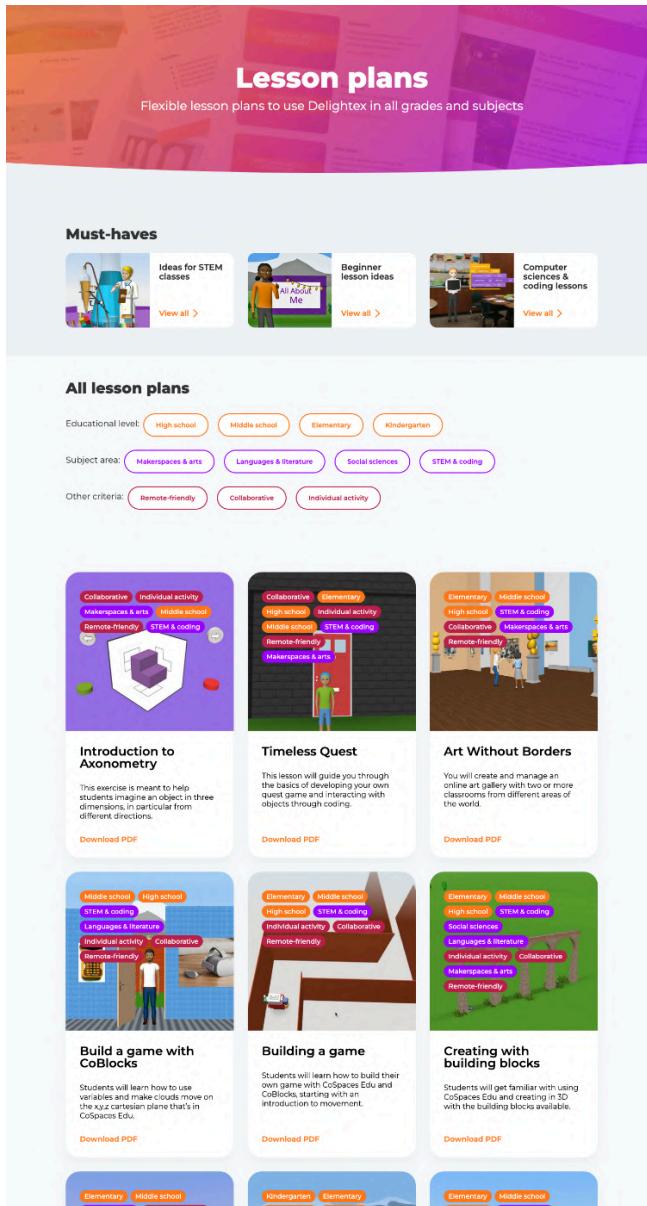
You'll find many onboarding resources to help you easily implement Delightex in your classroom.

In the main navigation, click **Resources**. In the drop-down menu, click **Getting started**.

The Getting started page includes beginner resources like a Getting started kit, student and teacher checklists and much more.

# Lesson plans

The Delightex website also offers many lesson plans that can be easily adapted.



**Lesson plans**  
Flexible lesson plans to use Delightex in all grades and subjects

**Must-haves**

- Ideas for STEM classes
- Beginner lesson ideas
- Computer sciences & coding lessons

**All lesson plans**

Educational level: High school, Middle school, Elementary, Kindergarten

Subject area: Makerspaces & arts, Languages & literature, Social sciences, STEM & coding

Other criteria: Remote-friendly, Collaborative, Individual activity

**Introduction to Axonometry**  
This exercise is meant to help students imagine an object in three dimensions, in particular from different directions.  
[Download PDF](#)

**Timeless Quest**  
This lesson will guide you through the basics of developing your own quest game and interacting with objects through coding.  
[Download PDF](#)

**Art Without Borders**  
You will create and manage an online art gallery with two or more classrooms from different areas of the world.  
[Download PDF](#)

**Build a game with CoBlocks**  
Students will learn how to use variables and make clouds move on the x,y,z cartesian plane that's in CoSpaces Edu.  
[Download PDF](#)

**Building a game**  
Students will learn how to build their own game with CoSpaces Edu and CoBlocks, starting with an introduction to movement.  
[Download PDF](#)

**Creating with building blocks**  
Students will get familiar with using CoSpaces Edu and creating in 3D with the building blocks available.  
[Download PDF](#)

The Lesson plans page on [delightex.com/lesson-plans](https://delightex.com/lesson-plans) provides full lesson plan documents ready to be printed out!

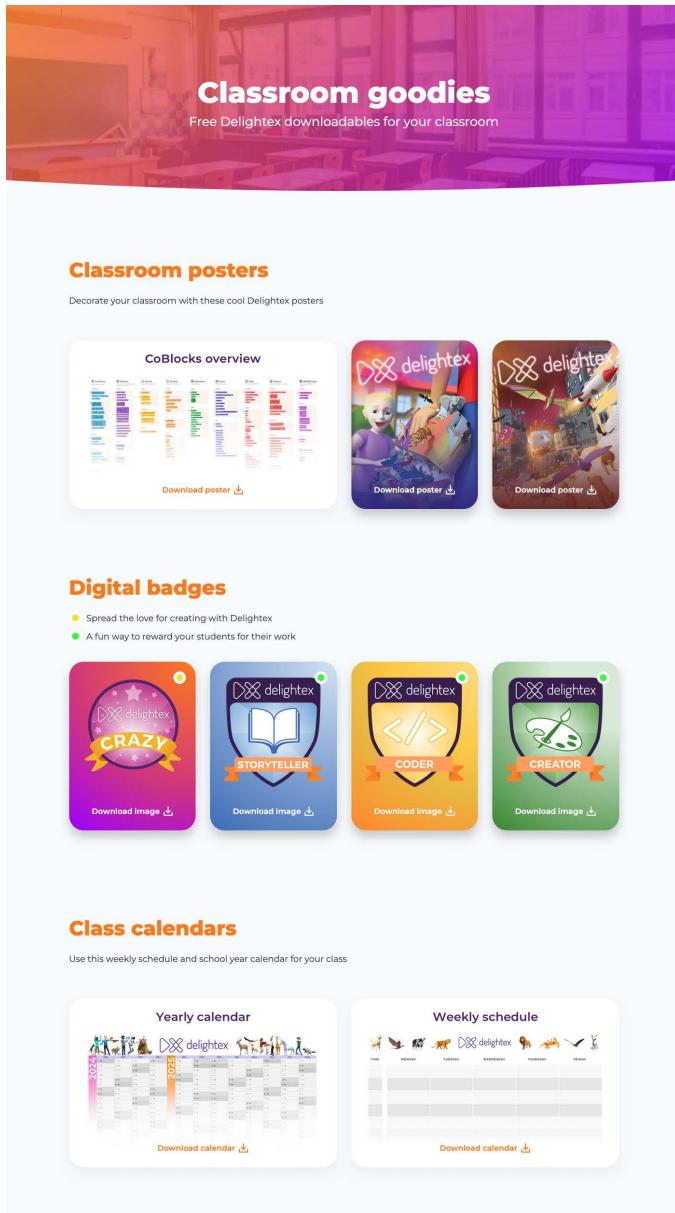
Most lesson plans can easily be adapted to fit many different school subjects and grades.

In the main website menu, click Resources.

Then, in the drop-down menu, click Lesson plans.

# Classroom goodies

You'll find several resources on the Delightex website, including material to get started and lesson plans that can easily be adapted to fit the curriculum.



The screenshot shows the 'Classroom goodies' section of the Delightex website. It features a header with the text 'Classroom goodies' and 'Free Delightex downloadables for your classroom'. Below the header, there are three main sections: 'Classroom posters', 'Digital badges', and 'Class calendars'. Each section contains images of the downloadable resources with 'Download' buttons.

- Classroom posters:** Includes a 'CoBlocks overview' poster and two Delightex-themed posters featuring characters and a cityscape.
- Digital badges:** Offers four digital badges: 'CRAZY', 'STORYTELLER', 'CODER', and 'CREATOR'.
- Class calendars:** Provides a 'Yearly calendar' for 2020 and a 'Weekly schedule' template.

The Goodies page

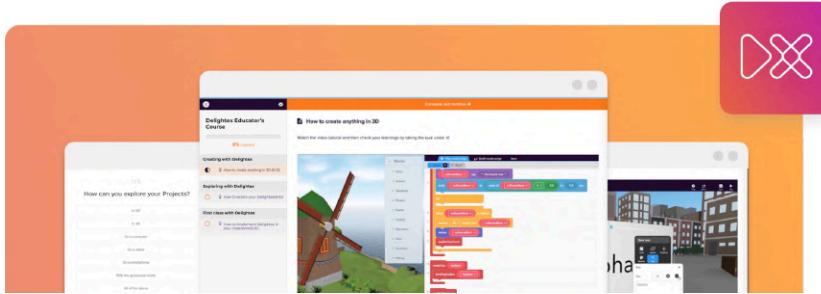
[delightex.com/classroom-goodies](https://delightex.com/classroom-goodies)

offers multiple free classroom goodies that you can print out for your class!

In the main website menu, click **Resources**.

In the drop-down menu, click **Goodies**.

# Training & PD



The **free** educator's **Teachable course** by **Delightex** gives all the basic knowledge needed to use Delightex in the classroom.

Enroll on [cospaces-edu.teachable.com](https://cospaces-edu.teachable.com)

# Chapter 8.

# Pro community and support

The Delightex Ambassadors

The Delightex blog

Social media

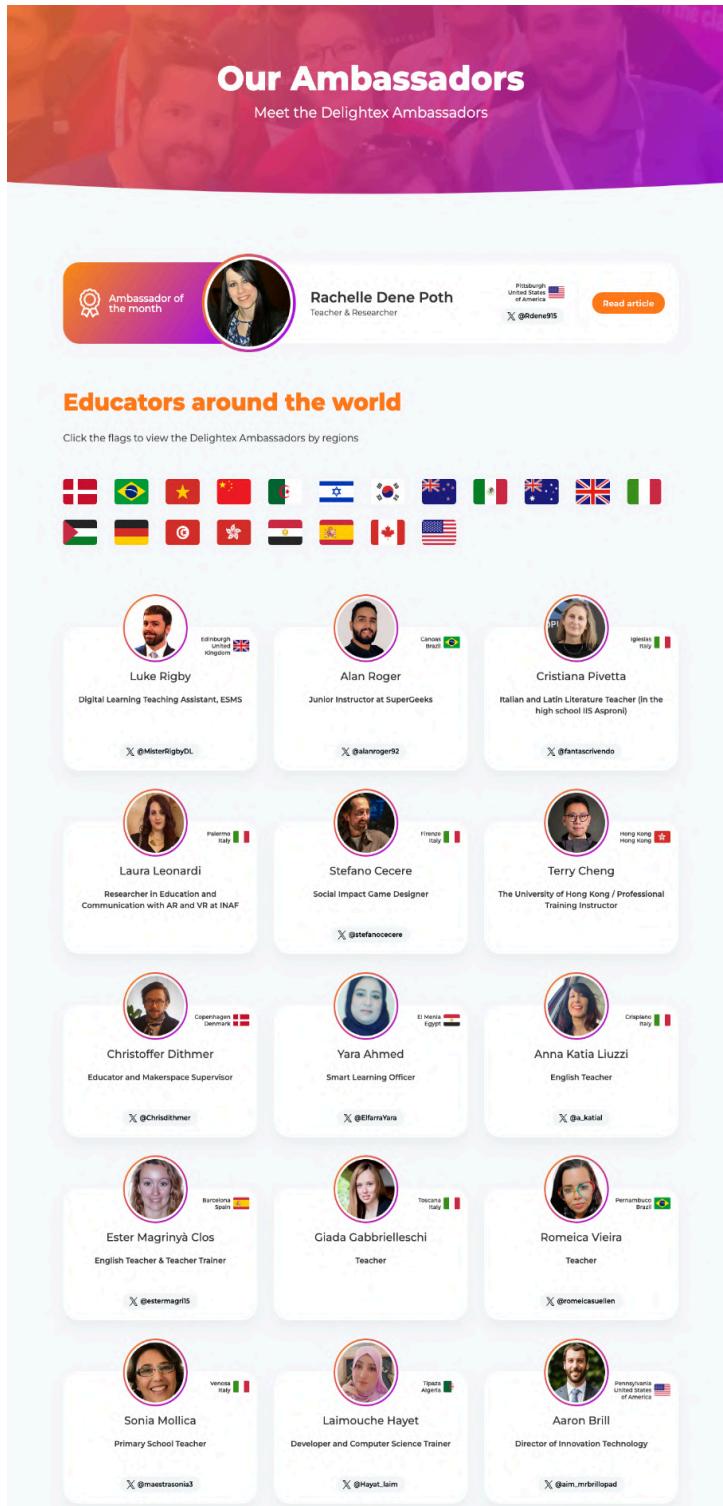
The online forum

Support us

PRO

# The Delightex Ambassadors

**Our Ambassadors**  
Meet the Delightex Ambassadors



**Educators around the world**

Click the flags to view the Delightex Ambassadors by regions

Digital flags representing various countries are displayed.

Luke Rigby	Alan Roger	Cristiana Pivetta
Edinburgh United Kingdom	Cancer Brazil	Italy Italy
Digital Learning Teaching Assistant, ESMS @MisterRigbyOL	Junior Instructor at SuperGeeks @alanroger92	Italian and Latin Literature Teacher [in the high school IIS Asproni] @fantascivendo
Laura Leonardi		
Palermo Italy	Stefano Cecere	Terry Cheng
Researcher in Education and Communication with AR and VR at INAF @stefanocecere	Social Impact Game Designer The University of Hong Kong / Professional Training Instructor	Hong Kong Hong Kong
Christoffer Dithmer		
Copenhagen Denmark	Yara Ahmed	Anna Katia Liuzzi
Educator and Makerspace Supervisor @ChristofferDithmer	Smart Learning Officer @ElfaraYara	English Teacher @a.katia
Ester Magrinyà Clos		
Barcelona Spain	Giada Gabbielleschi	Romeica Vieira
English Teacher & Teacher Trainer @estermagrits	Teacher @GiadaGabbielleschi	Teacher @romeicasuelen
Sonia Mollica		
Venice Italy	Laimouche Hayet	Aaron Brill
Primary School Teacher @maestrasonia3	Developer and Computer Science Trainer @Hayet_laim	Pennsylvania United States of America @aim_mrbrillipad

The **Delightex Ambassadors** are Delightex experts and supporters of the platform who are selected to represent Delightex around the world.

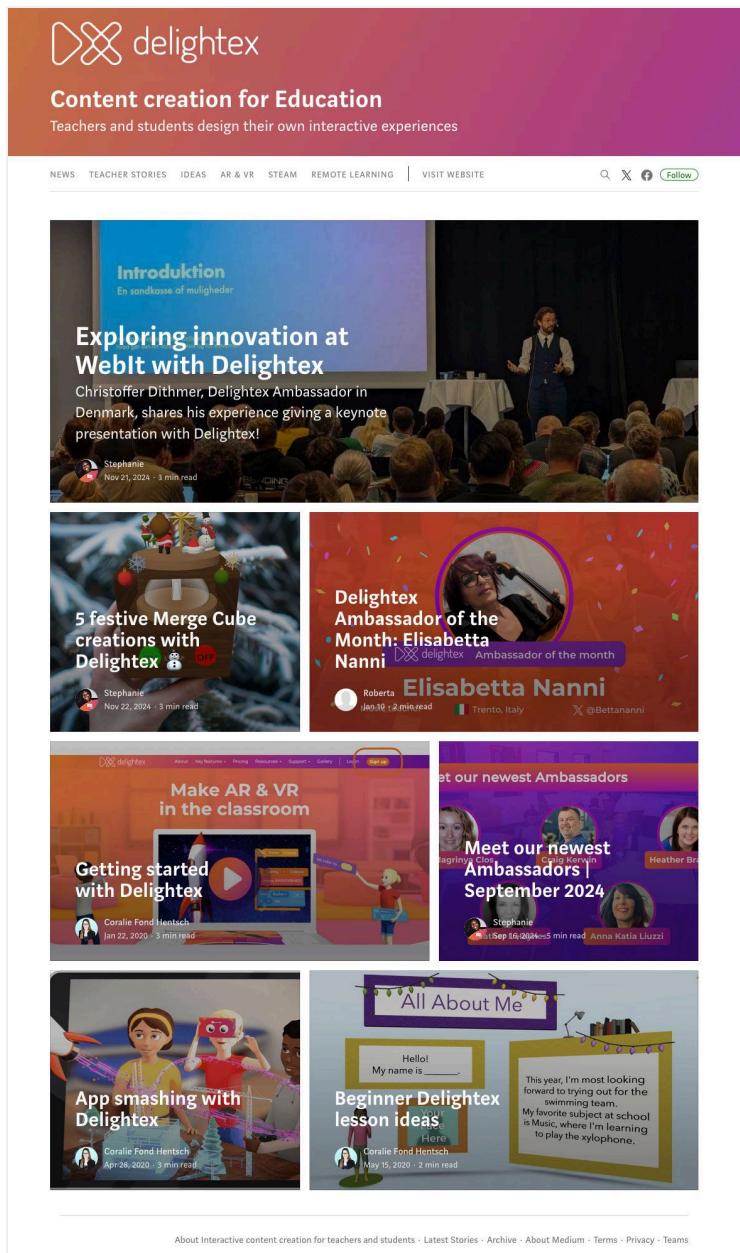
They support Delightex in many ways and offer their help to other Users.

Don't hesitate to connect with them on [X](#) and to reach out to them for support!

Learn more about them on the **Ambassadors page:**

[delightex.com/ambassadors](https://delightex.com/ambassadors)

# The Delightex blog



The screenshot shows the Delightex blog homepage with a header featuring the Delightex logo and the tagline "Content creation for Education". Below the header, there's a sub-tagline "Teachers and students design their own interactive experiences". The main content area displays several blog posts:

- Exploring innovation at WebIT with Delightex**: A post by Christoffer Dithmer sharing his experience giving a keynote presentation. It includes a photo of him speaking to an audience.
- 5 festive Merge Cube creations with Delightex**: A post by Stephane showing creative projects using Merge Cubes.
- Delightex Ambassador of the Month: Elisabetta Nanni**: A feature on Elisabetta Nanni, an Ambassador of the month from Trento, Italy.
- Make AR & VR in the classroom**: A post by Coralie Fond Hentsch introducing AR and VR integration in education.
- Meet our newest Ambassadors | September 2024**: A post featuring new ambassadors for the month of September.
- App smashing with Delightex**: A post by Coralie Fond Hentsch demonstrating app smashing techniques.
- All About Me**: A post by Coralie Fond Hentsch sharing ideas for "All About Me" activities.

At the bottom of the page, there's a footer with links to "About Interactive content creation for teachers and students", "Latest Stories", "Archive", "About Medium", "Terms", "Privacy", and "Teams".

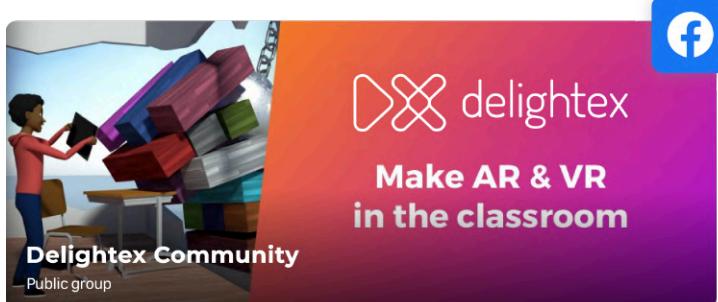
The Delightex blog at [blog.delightex.com](https://blog.delightex.com) showcases real-life stories of teachers and students who use the platform as well as guest posts by our Ambassadors.

We always welcome stories of educators and schools who have found a successful way of integrating Delightex or AR and VR in the classroom.

Interested in getting featured on the Delightex blog?

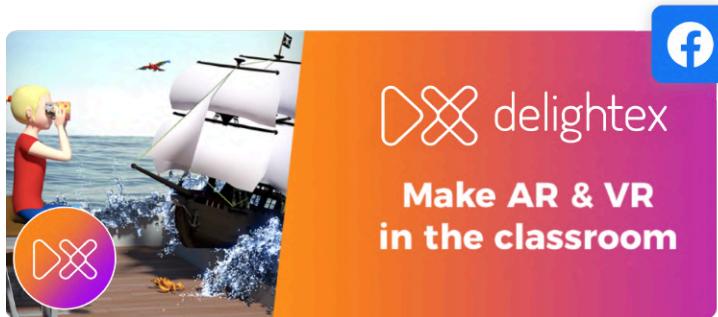
Send us your story idea to [programs@delightex.com](mailto:programs@delightex.com)

# Social media



## The [Delightex Community](#)

Facebook group connects many educators using Delightex in their schools. Grow your PLN and come exchange ideas!



The [Delightex Facebook page](#) is the official page of the platform, managed by the company and provides news and announcements.



## The [Delightex X channel](#)

The [Delightex X channel](#) features a mix of company news and featured posts showing how educators use Delightex around the world. Use [@delightex](#) to connect with Delightex and the hashtag [#delightex](#) to get featured!

# The online forum

The **Delightex online forum** is open to anyone looking to get support or share ideas with other educators.


Sign Up Log In Search icon Menu icon

[all categories ▶](#)
Categories
Latest
Top

Category	Topics	Latest
<b>Announcements</b> Welcome to the Delightex forum!	6	<b>TECH LEAP</b> Advanced rotation direction with Z-axis <span>CodeBlocks</span> 0 7h
<b>General</b> Are you looking for general information about Delightex? Then this is the thread for you! You can use this section to post your own questions if they haven't already been asked, discuss different features and their many possibilities or simply connect with other educators around the world!  <span>Accounts</span> <span>Hardware</span> <span>Licenses</span> <span>Classroom</span>	213	<b>TECH LEAP</b> Hello, I'm having a little problem with priority of key presses <span>CodeBlocks</span> 3 1d
<b>Building, Viewing and Sharing</b> Here you can find the answers to building-related questions, like how do I resize an object, can I import my own 360 images or is it possible to use external objects such as .stl files.  <span>Assets Import</span> <span>MERGE Cube</span>	278	<b>V</b> Carry Score over <span>Coding</span> 5 1d
<b>Coding</b> a great tool for coding! With the use of CodeBlocks script languages, you and your students can make your virtual creations come to life. In this thread, you'll find the answers to many different coding topics, from the basics of writing scripts to coding collision detection. Wheth...  <span>CoBlocks</span>	480	<b>A</b> Making Delightex more inclusive <span>Licenses</span> 16 3d
<b>Tutorials</b> Welcome to the Delightex tutorial thread - a place where the community and the Delightex team can post guides and tutorials, learn more about the tools that Delightex has to offer and demonstrate how they code their virtual worlds!  <span>CoBlocks</span>	49	<b>B</b> Add Pro teachers to a class <span>Licenses</span> 4 3d
		<b>C</b> Continuing music into the next scene <span>Coding</span> 4 3d
		<b>D</b> Testing for education <span>CoBlocks</span> 0 3d
		<b>E</b> How to become pro <span>CoBlocks</span> 0 3d
		<b>F</b> 360° photo environment character scaling <span>Building, Viewing and Sharing</span> 4 4d

To join the forum, go to: [forum.delightex.com](http://forum.delightex.com)

# Support our mission

Delightex is all about expanding imagination and offering new ways to let kids express themselves and learn in a more fun and engaging manner.

## Why does Delightex exist?

Our goal is to provide easy-to-use educational creation tools that empower students to become creators and prepare them for the future.

We hope to help reinvent and improve the learning experience, enhance creativity and foster collaboration in the classroom, while equipping kids with the digital literacy skills that will become crucially important in the years to come.



## Do you share our vision?

We're always looking to connect with like-minded people and organizations who can help us reach our goals and improve student learning worldwide.

Don't hesitate to connect with us through our various online channels.