Ancient Egypt in AR
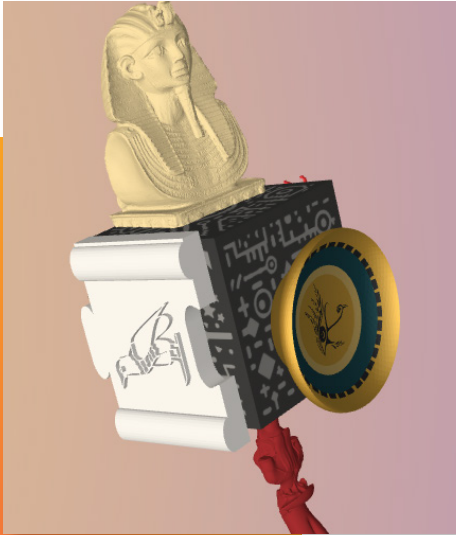
Created by Mike Page & Nate Lott   *Requires accounts with CoSpaces Edu Pro & Tinkercad

Difficulty **2** | 2-60 minutes | 1 to 1

Tags: Social Studies, History, CoSpaces Edu, Tinkercad

App/Tech Tools   CoSpaces Edu Pro accounts, Tinkercad account, MERGE Cube, MERGE Headset (optional), device (phone/tablet)

Materials

Learning Objectives	• Discovering and demonstrating knowledge of ancient civilizations. Focus on Ancient Egypt.

Suggested Vocabulary: Hieroglyphics, King Tut, Pyramid of Giza, Queens of Egypt, Gold

Activity

*Go here to view finished project idea.

1. Review background information about artifacts and key vocabulary in the classroom prior to this activity.

2. Students pick 6 artifacts from Ancient Egypt and place them on the cube. We suggest starting the lesson with the cube and the 6 objects and using the cube as the engagement hook to engage deeper learning. Important and interesting facts of all 6 sides are described on the cube.

MERGE®

3. **<u>Egyptian Artifacts Resources:</u>**

Glossary of terms – <u>Click here</u>   King Tut – <u>Click here</u>   Worksheets – <u>Click here</u>

3D Models to get inspiration from – <u>Source 1</u> and <u>Source 2</u>

Suggested Questions

- What are some of the inventions that were born in the times of ancient Egypt?

- What are the levels of government in ancient Egypt and how do they compare with today's system?

- What are some inventions you think we need to solve problems in our lives?

- What time frame was Ancient Egypt thriving?

Extension Idea

- Students can create their own objects in Tinkercad or download stl's or obj's from Tinkercad or Sketchfab.