

First Nations Mask

Grades

4-7

Created by Mike Page & Nate Lott *Requires accounts with CoSpaces Edu Pro and Sketchfab



Difficulty 3



2-45 minutes



small group

Tags: Social Studies, CoSpaces Edu, Sketchfab

App/Tech Tools

CoSpaces Edu Pro accounts, Sketchfab account, MERGE Cube, MERGE Headset (optional), device (phone/tablet)

Materials

Learning Objective

Understand how to bring complex 3D models into a virtual environment. Coding interactive components into that environment for presentation purposes. Viewing, testing and adapting that environment in Augmented Reality.

Activity

1. In this lesson students will be downloading 2 First Nations traditional masks, placing them in CoSpaces, coding them to move and adding sound effects. The lesson is based around social studies and gaining a better understanding of two masks in traditional culture but once students know how to take models off of Sketchfab the lesson can be modified to fit any subject.
2. Start by reading the Huxwhukw and Galukwampt masks history [here](#) this will give your students a well rounded understanding of the importance the masks hold in First Nations dance ceremonies.
3. Next click [here](#) to take your students to the file they will need to download.

4. Watch the videos below which will explain how to place the masks into CoSpaces and then to view them on your MERGE Cube.


Placing your files in CoSpaces.



Coding your files to move.



Extension Ideas

- It is possible bring sounds into your scene, start by taking your students to the site [here](#).
- Placing that sound into your space. A red play button icon inside a white rounded rectangle with the text "Video 3" to its right.
- If you have a microphone on your computer you could add your own narration to the scene.

Suggested Questions

- The account that is mentioned in the video has hundreds of interesting artifacts, could you search through more 3D files and bring them into your scene?
- The scale of your objects can be made quite large, how big can you make the object on your Merge Cube?
- Do you think you could add some buttons to rotate the object in a specific direction?
- Could you find a gif of a First Nations traditional dance and add it to the scene?

