



Virtual Reality 7-9 Syllabus

Course Goals

1 VR Technology

Students use a virtual reality headset and peripheral controller to navigate an assortment of educational and entertaining experiences, as well as play-test their own projects.

2 Exploration

Students explore different scientific fields, historical eras, and world landmarks in a variety of engaging apps.

3 Creativity

Students create and share artistic projects in virtual reality.

4 Unity

Students use the Unity platform to design and code 3D applications for VR.

Course Topics

1 Intro to VR

Students try out apps which familiarize them with the VR environment and several different control schemes.

2 Science

Students use immersive apps to explore outer space, the ocean floor, and inside the human body.

3 Geography

Students travel the globe, visiting landmarks worldwide.

4 History

Students learn about cultures and mythology of the past, brought to vibrant life in VR.

5 Art & Design

Students paint and sculpt in VR, and tour virtual art galleries.

6 Problem-Solving

Students tackle assorted puzzles, developing critical thinking and having fun along the way.

7 3D Animation

Students create and manipulate 3-dimensional objects in the Unity environment.

8 Programming

Students learn to code in Unity to complete their VR projects.

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Updated on 4/24/2022