

Presenter Name: \_\_\_\_\_

Subject (Circle All That Apply):    Science            Technology    Engineering    **Arts**    Mathematics    **History**

Grade Level (Circle All That Apply):            **Middle School**            **High School**            **Collegiate**

Topic Title:     Kremer Museum VR    

### Lesson Focus and Goals

**SUBJECT OBJECTIVE:**

1. Interact with VR renderings of Real-Life paintings and learn the history/story behind each piece

**JHSL OBJECTIVE:**

1. Work with students to get them a hands-on experience with Virtual Reality technology in the classroom.
2. Expose students to critical thinking skills in the STEAM field.

### Texas Essential Knowledge and Skills (TEKS)

**Digital Electronics: c.6,B. Computer Science I: c.1.A & c.1.B. Game Programming and Design: c.1.A.**

### Structure/Activity

1. **Halliburton Introduction Talk** (*approx. 5 minutes, only if not have been completed before with students*)  
Even though Halliburton is an oil and gas industry, Halliburton is also very invested in the next generation of STEM Workforce. The Javelina Halliburton STEM Labs provide the opportunities to enhance high level critical thinking and problem-solving skills associated with sciences, technology, engineering, math and geosciences (STEM) to talented, first-generation, at-risk and underserved high school and undergraduate students. Halliburton provides meaningful engagement and resources for students that want to explore the engineering field.
2. **Level 1** (*approx. 2-4 minutes*)  
Upon entering the VR atmosphere, students will initially be left in a lobby. The students can look around and explore to understand how to maneuver in the virtual museum. They will take their time adjusting to the environment and read the instructions displayed on the wall to the right of the central display board.
3. **Level 2** (*approx. 3-4 minutes*)  
After students have gotten used to the environment, they should move towards the display board and read the summary below. Then they are free to visit any of the spotlight pieces mentioned.

4. **Level 3 Introduction** (approx. 2-3 minutes)

The students will be greeted by a holographic couple that will introduce them to the museum and the future plans for the virtual museum. After that the students are free to explore the pieces and they can learn a little history about each individual painting.

## Learning Objective

### *Content Review*

*Students should know that...*

- Historically, Art has been a way for us as a human species to express ourselves
- Contemporary art had its humble beginnings centered around religion and

*Students have been asked...*

1. What does art mean to them?
2. What forms of art are they familiar with?

### *New Content*

*Students will know...*

- The names of many types of art hold a very important history behind them.

*Students will be able to...*

- Learn new information about art in a virtual museum

## Assessment

### Sources of Information:

- 1.