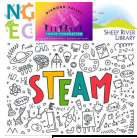


Next Gen EduCare & DVYF – STEAM After School Club Descriptors

GRADES 9-12: BASICS OF VIRTUAL REALITY

- **Description:** Dive into the metaverse and learn valuable skills for your future. From Graphics design to game creation, this club will explore many aspects of Virtual Reality while focusing on valuable skill sets for youth future in the market.
- **Goals:** To learn basic to intermediate skills in at least 3 Virtual Reality Apps while learning the basics of Virtual Reality hardware and haptics.
- **Learning objectives:**
 - Master Virtual reality hands and controller use.
 - Learn about Graphics designer tools and develop intermediate VR creation skills.
 - Appreciate flowcharts and metaverse world creation.
- **Summarized curricula:**

Club lesson	Theme/Focus
1	Intro to Oculus Quest 2 with First Steps Learn the basics of virtual reality haptics through First Steps – an app that teaches how to use hands in Virtual Reality.
2	Intro to Oculus quest 2 with First Hands In this intermediate virtual reality session, youth will learn about First Hands, an app that focus on augmented reality interaction while teaching complex hand haptics movement.
3	Intro to Flowchart creation with Node Node is a flowchart creation app that focus on organizing complex tasks.



4	<p>Intro to Metaverse worlds with Spatial</p> <p>We will welcome youth to the metaverse with Spatial, an app that allows them to create their own virtual house.</p>
5	<p>Intro to Graphics Designer with Gravity Sketch</p> <p>Gravity Sketch is one of the most used apps for design nowadays. This session will introduce the app and its basic tools.</p>
6	<p>Graphics Designer 1 – Using Primitive shapes</p> <p>Youth will learn how to use primitive shapes to create complex objects.</p>
7	<p>Graphics Designer 2 – Co-lab</p> <p>Youth will learn how to cooperate virtually in the same project by using Gravity Sketch Co-Lab.</p>
8	<p>Graphics Designer – Subdivision and minor functions</p> <p>Working together or alone, youth will learn how to create complex objects by using the subdivision tool.</p>
9	<p>Intro to Meta's Horizon World and Game Creation #1</p> <p>Part 1 of 2. Youth will be able to create their very first game on Meta Horizon World – an app that combines designing and coding a virtual reality world.</p>
10	<p>Intro to Meta's Horizon World and Game Creation #2</p> <p>Part 2 of 2. Youth will be able to create their very first game on Meta Horizon World – an app that combines designing and coding a virtual reality world.</p>