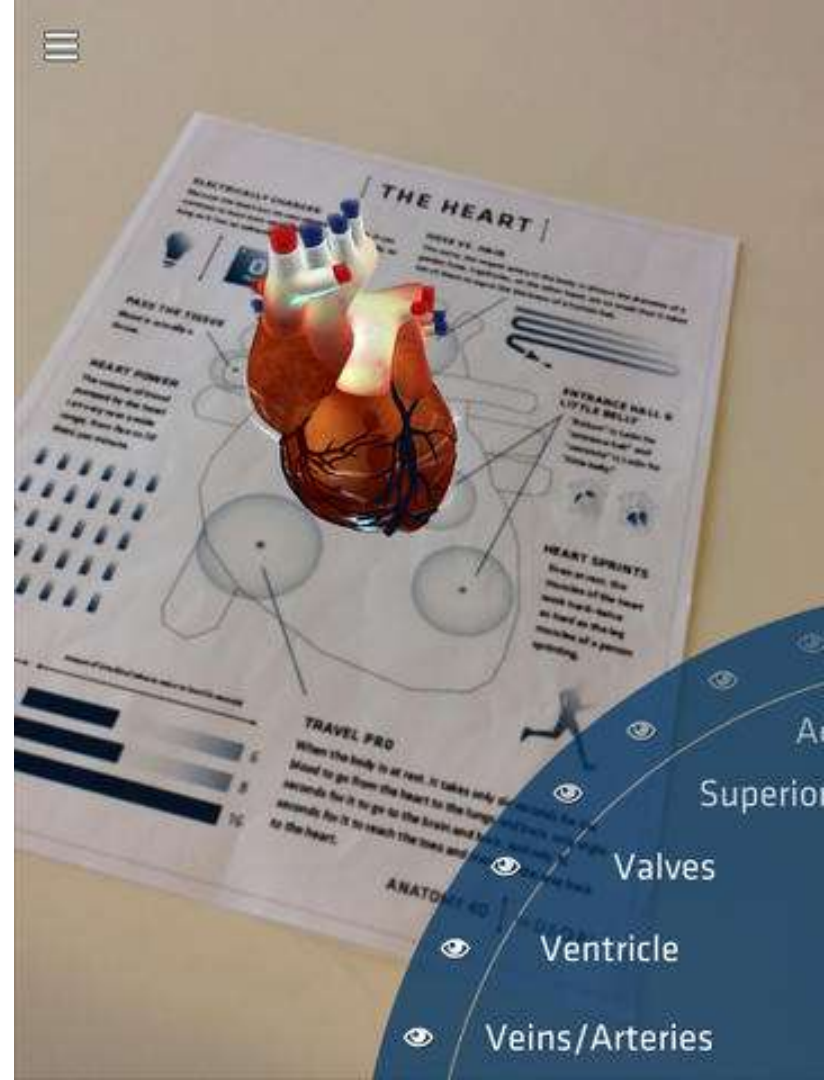


Augmented Reality Check

**Using AR to bring a new dimension to
learning**

What is AR?

A technology that superimposes a computer-generated image on a user's view of the real world, thus providing a composite view.



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Voxcast Podcast

Conversation with
educators from around
the world.

[iTunes](#), [Stitcher](#), [Podomatic](#)





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AMANDA STANEC

JUDY LOBIANCO

JAMIE SPARKS

SPARKiTEAM
INNOVATION TEAM

Why use AR in your class?

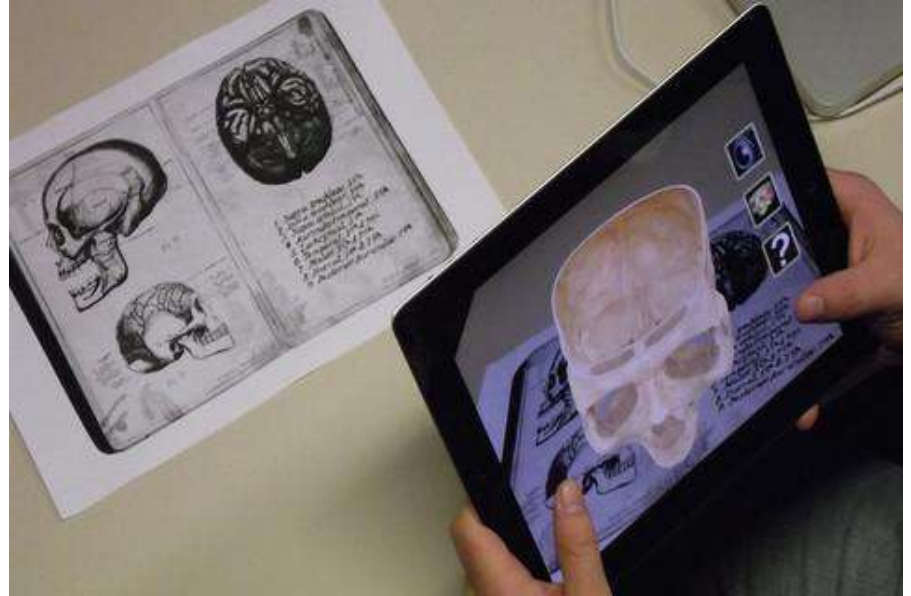
The brain response to
novelty

Interaction enhances
learning

Create a blended classroom

Integrate technology

Easier access to content



The SAMR Model

R

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

M

Modification

Tech allows for significant task redesign

A

Augmentation

Tech acts as a direct tool substitute, with functional improvement

S

Substitution

Tech acts as a direct tool substitute, with no functional change

Transformation

Enhancement

Substitution

Tech acts as a direct tool substitute, with no functional change.

cup of coffee



Augmentation

Tech acts as a direct tool substitute, with functional improvement.

latte



Modification

Tech allows for significant task redesign.

*caramel
macchiato*



Redefinition

Tech allows for the creation of new tasks, previously inconceivable.

pumpkin spice



Substation - direct tool substitute

Quiver

AR Coloring pages

Print from app or website,
color, and watch it come to
life.

New educational section



Augmentation - functional improvement

AR Flashcards

Helps students learn the
alphabet

Tap to hear letter and
animal name



Modification - task redesign

Brain Based Exercise Posters

Exercise task cards with AR targets

Create a blended classroom experience

Self-directed student experience



Brain Based
→
Exercises



Movement with a purpose



Aurasma

[Aurasma 4.0](#)

Create and share your own AR experiences.

Access “Auras” offline

One overlay at a time



Aurasma in my class

Vine video

Set up exercise stations

Students scan task card

Watch the video

Do the exercise

Next student scans



The diagram illustrates the 'Scissor Jumps' exercise. It shows two stick figures in a sequence. The first figure is in a starting position with its right leg forward and arms slightly bent. An upward arrow indicates the jump. The second figure is in the air, with legs crossed in a scissor motion and arms extended upwards.

Scissor Jumps

Front to Back

Front to back movements use your motor cortex as a bridge between your occipital lobe and your prefrontal cortex. These movements help build connections across front and back hemispheres of the brain.

Step 1
Stand with your right leg in front of your left.

Step 2
Position your right arm behind your body.

Step 3
Quickly jump straight up and switch legs and arms before landing.

Step 4
Maintain a fast pace throughout.



Scan the QR code for a video demonstration

Create an “Aura”

Click on Aurasma logo

Click the +

Choose animation or your own video

Chose unique target

Name target

Choose public and add to your channel



Brain Based → *Exercises*



Movement with a purpose



Redefinition - creation of new task

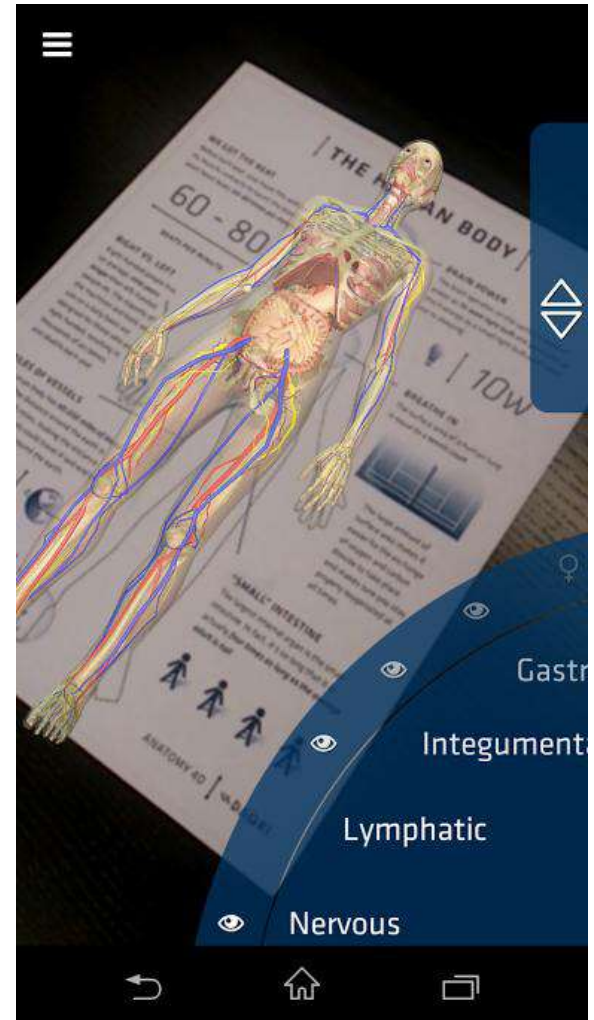
Anatomy 4D

Explore Body systems

Anatomy lab learning
experience

Explore the heart in 4D

Daqri



Daqri

[Daqri.com](https://daqri.com)

4D Studio

Multiple overlays using one
trigger

25 trigger images for
teachers

Must have wifi



Daqri

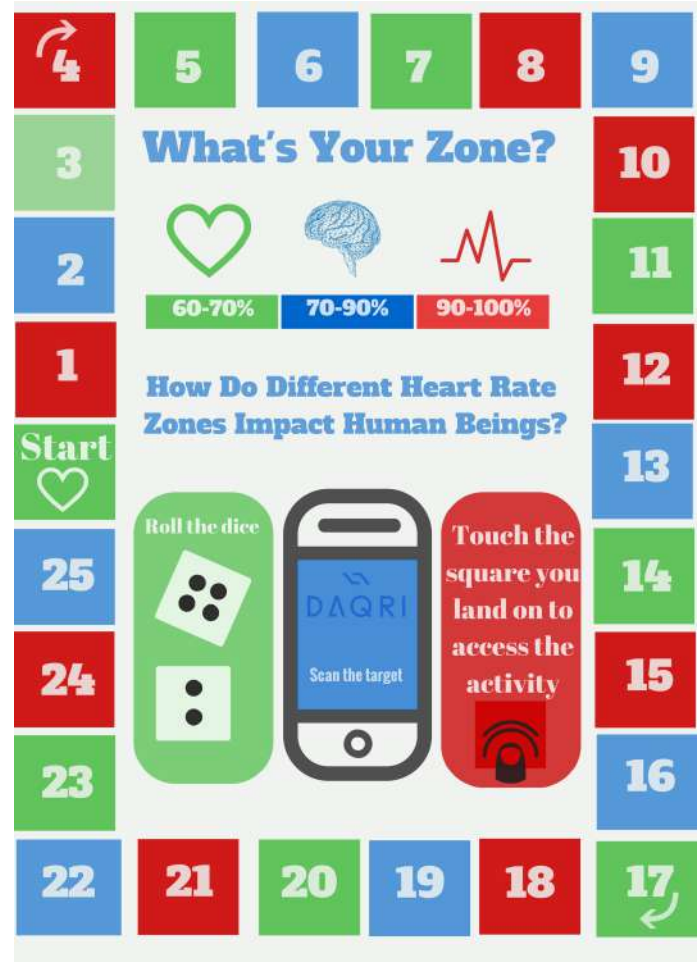
[Collin Brooks tutorial](#)

[AR Physed Board Game](#)

AR Balancing Stations Poster

AR Scavenger Hunts

Choose your own adventure



Thank you for watching!

