

# AWESOME KIDS

Escola Básica e Secundária de Muralhas do Minho, Valença

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TECHNOLOGY | INVENTIONS

## THE HIGH-TECH CLASSROOM

Imagine flying through space in a rocket. When you land, you hop right onto the moon. With virtual reality (VR), students don't need to imagine it. They can experience it. They don't even have to leave their classroom.

Many teachers are starting to use VR. Monica Crudele works at Borough School, in Morris Plains, New Jersey. Her students saw the 1969 moon landing with VR. "Some students were nervous. They thought they were going to get dizzy," Crudele told *Time For Kids* magazine. "But they loved it."

Katelyn Flanagan was 10 when she tried it. She liked going to the moon better than looking at pictures of the event. "It was so cool and so lifelike," she says.

### A BETTER EXPERIENCE

Virtual reality is not new. The technology has been around for more than 50 years. But it is getting better all the time. For that reason, it is becoming more popular.

VR allows users to explore a 3D setting with a computer. They wear a headset over their eyes. They sometimes wear headphones for sound. Users say it feels like jumping into a video game.

### A FEW CONCERNS

Some parents and teachers have concerns about VR. The first problem is the cost. Many schools do not have enough money for the headsets.

The second problem is that it may be too much technology for young eyes and young minds. "I'm not worried about it in small doses," Crudele says.

Katelyn agrees. "I would like to go places I've never been, like Ireland and Greece," she says. "It



A girl uses a headset to see a 3D image of a tree.

could be a good history lesson."

Would you like to try VR? The possibilities are endless.

### VIRTUAL LESSONS

**Water Is Life** is a nonprofit group. It teaches people about the importance of clean drinking water.

The group made a VR game called *Hidden Dangers*. The game shows the danger of drinking from a dirty body of water in Thailand. Kids there use a water-filtration straw to stay healthy.

The game uses animated monsters. They stand for types of water pollution. Players fight the monsters. They blast them with clean water. The water comes from a virtual water-filtration straw.

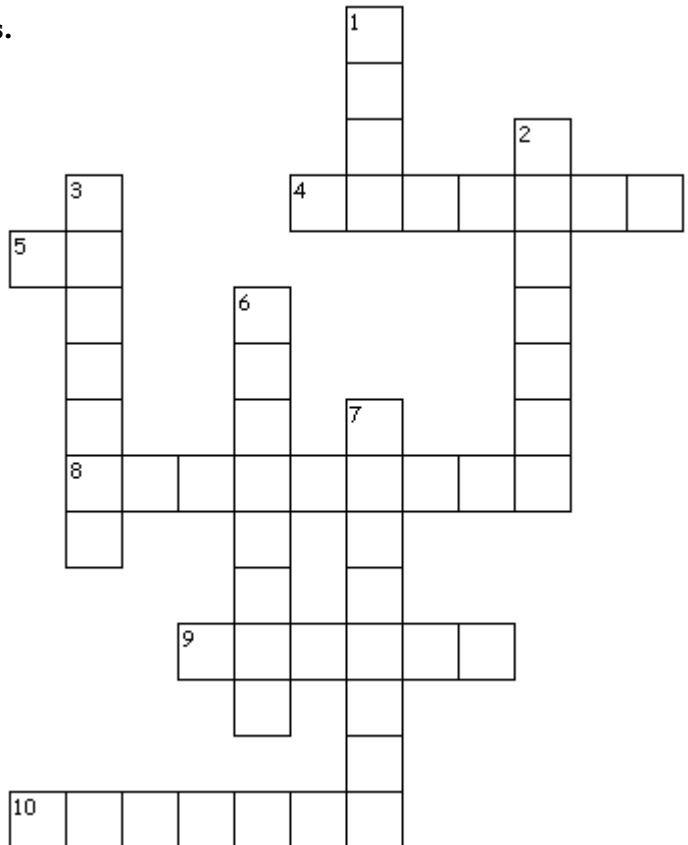
Source: [www.timeforkids.com/g2/virtual-classroom](http://www.timeforkids.com/g2/virtual-classroom)

# AWESOME KIDS

## ACTIVITY KIT 2

### A. Read the article and complete the Criss-Cross.

- Teachers are starting to use it. **5**→
- How some students felt when they saw the 1969 moon landing. **10**→
- Katelyn liked going there. **1**↓
- Virtual reality is getting... **9**→
- You need one to explore a 3D setting. **6**↓
- You need this to experience VR. **2**↓
- Katelyn would like to go there. **3**↓
- That never ends. **4**→
- This kind of group provides a service that people need. **8**→
- In the game, they stand for types of water pollution. **7**↓



### B. Find these words in the Word Search.

|           |         |            |
|-----------|---------|------------|
| Classroom | Minds   | Space      |
| Endless   | Moon    | Technology |
| Headset   | Reality | Virtual    |
| Healthy   | Rocket  | Water      |

S T H N X J L L M G C M H E U V  
 F P G F W I A E R D C O O Y L Z  
 O A A G U U T U R M U F N O R H  
 O C L C T R P E M Z H E U D N U  
 C B I R E J U E S H E A L T H Y  
 R L I G R J E B O D U P S W H F  
 X V A E N D L E S S A Q K V J N  
 B I U S U E L I S V N E E B K Z  
 O B F M S Q I D V R I G H T X I  
 Q P M V S R K O I E L V T P G S  
 N F U I B R O H D T W C W G F H  
 U Z O R N O G O K A Q N G A C I  
 I P K R R D N E M W H O Y P Z U  
 T E K C O R S S C F E K W W O M  
 B A Y E B H T E C H N O L O G Y  
 R E A L I T Y S A U G Q F S C I  
 S U Q V R L H H F L S A I L V Q

### C. Match the words with their meanings.

- |                     |  |
|---------------------|--|
| <b>1. Classroom</b> | a. never finishing, or seeming never to finish   |
| <b>2. Endless</b>   | b. a set of headphones, especially one with a microphone attached to it                                      |
| <b>3. Headset</b>   | c. the round object that moves in the sky around the earth   |
| <b>4. Healthy</b>   | d. strong and well   |
| <b>5. Mind</b>      | e. a room in a school where groups of students are taught  |
| <b>6. Moon</b>      | f. the part of a person that makes it possible for him or her to think, feel emotions, and understand things |