Name of activity:	TEACHING CIVICS IN 3D VIRTUAL REALITY		
Educational objective:	Basic information on how to teach different types of teaching methods in 3D virtual reality. The learning object contains instructions on how to use the freely available online software Kitely and is supported by examples of teaching Civics in a 3D environment – teaching a topic, a workshop where students have to work together or an escape game on topics from Civics.		
Qualities in focus:	Civic responsibility Digital competences		
Target group, age of the students:	19th years of age (tertiary education)		
Suitable for:	Civics Information and Communication Technology Educational area: Man and Society Educational field: Citizenship education		
Teaching aids, preparation:	PC, dataprojector, internet network		
Time needed:	1 unit (45 minutes)		
Description of activity:	With the help of worksheet, teacher will introduce students with basic rules for working in 3D virtual reality. The software is available online for free on: https://www.kitely.com/. Students can meet with the examples of working in 3D virtual reality (see the set of photos from the 3D virtual world attached to this learning object). Students can first practice their move in the 3D virtual reality at the free Training center in Kitely at: https://www.kitely.com/virtual-world/Ilan-Tochner/Kitely-Merchants-Sandbox. The last part represents a feedback discussion of students and explanation of their questions.		
Created:	11. 3. 2021	Author:	doc. PhDr. Hana Marešová, Ph.D., MBA
Own reflections:	Students will meet with the work in 3D virtual reality and can be inspired to learn (and teach in the future) in a non-traditional online environment. At the end, there is a feedback with student´s reflection, on which students can express their opinion on working in such environment.		

Enclosures:	30/3D_virtual_education.pdf + 30/examples_3D_virtual