

ASSURE Lesson Plan For AR/VR in The EFL Classroom

Analyse learners	Learner Characteristics: High school preparatory class students, ages 13-14, with a Turkish cultural background and beginner English proficiency. Entry Competencies: Students can understand basic spoken and written language. They can produce simple sentences orally and in writing. They can easily use 'like', 'love', 'hate', and their negative forms. Learning Styles: Auditory and visual learners, prefer digital technology integration to the learning process.
State objectives	After completing the activities, high school preparatory class students will be able to talk about London and indirectly learn the culture of an English-speaking city using the knowledge they gained from the virtual tours easily.
Select instructional methods, media, and materials	Instructional Strategies: Teacher gives the explanation and asks questions about the 'Facts About London' part. After that, students direct their own learning. Technology: Students will scan QR codes. These QR codes will link them to virtual tours. Virtual tours are powered by Google Maps and the Royal United Kingdom website. Media: Virtual tours and pictures of London in the worksheet. Materials: computers/tablets/mobile phones with cameras to scan QR codes and internet access for exploring the virtual world.
Utilize media and materials	Preview the Technology: Test QR codes beforehand to see if they work. Check virtual tours to see if there are any problems with the website and if they still work. Prepare the Materials: Print the worksheets. Prepare the Environment: Making sure that all devices are charged and the internet connection is accessible Provide the Learning Experience: Start with an introduction to London, and ask students questions about the facts about London. Followed by distributing the activity sheets and giving them instructions about how to do the activities.
Require learner participation	Engagement: Discuss briefly about London and students' background knowledge then AR/VR technologies to make students familiar with the upcoming activities in the lesson. Practice: Students visit the places with given QR codes, access virtual tours, answer questions about them, and do the final project in which they make a post for Instagram about the places they visited.

Evaluate and revise	Assessment of Learner Achievement: Evaluate students' answers for each activity and their performance on the final project. Evaluation of Strategies & Technology: Reflect on students' engagement with AR/VR technologies. Revisions: Consider providing accessible virtual tours, and to make them more familiar choose focus elements according to students' native land.
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