

In class, we were watching videos of what real polar explorers were dealing with in bad weather or, like blizzards because they couldn't leave their tent if it was really bad.

So in the sandbox, we've been creating different, different polar situations where we've been in crevasses. We've been making tents, and one of us has been working on an Endurance model. And I think it's a really good learning tool because you can see it in front of your own eyes, and then you really understand it a lot more.

In the Sandbox I built a tent which had shelter by little snow mounds. And inside the tent I had different things that the polar explorers might need. I thought carefully about what I put on the outside of the tent to make it realistic. And I put snow hills and Penguins because it's their natural habitat instead of polar bears, because polar bears don't live in Antarctica.

Augmented reality helps me show and produce my learning because once I've seen it, I understand it a lot more than I probably would have if I had been taught it just by pen and paper and what someone has told me, because once you sort of see it with your own eyes, you sort of know what it's like. And you think, wow, that's what explorers have to do. And it's quite amazing, really.

I think the difference that sound makes is that it is much more immersive. And although sound or songs wouldn't be playing if you're stuck in a crevasse, I think it really sets the tone of the emotions you would feel, like claustrophobic or scared or maybe worried. And I think it really sets the tone.

It makes it much more of an immersive reality. Augmented reality is a really good way of learning, and I think it should be introduced in classrooms across the country.