

## ASSURE Lesson Plan

<p>Analyse learners</p>	<ul style="list-style-type: none"> <li>● Learner Characteristics: Preparatory class Turkish students, aged 14-15.</li> <li>● Proficiency level: Pre-intermediate.</li> <li>● Entry Competencies: Students are curious about exploring culture and history through technology. Students are familiar with basic digital tools and interactive learning platforms.</li> <li>● Learning Styles: Mostly visual learners.</li> </ul>
<p>State objectives</p>	<p>Highschool preparatory-class students will be able to explore different landmarks and cultural elements of different countries without having difficulties using AR/VR tools.</p>
<p>Select instructional methods, media, and materials</p>	<p>Instructional Strategies: AR/VR based teaching.</p> <p>Technology: AR/VR tools.</p> <p>Media: AR/VR enhanced handouts, images and audio description of traditional Italian foods and landmarks.</p> <p>Materials: Tablets/Computers/Mobile Phones with internet access for students. Digital copies of the interactive handout.</p>
<p>Utilize media and materials</p>	<ul style="list-style-type: none"> <li>● Preview the Technology: Test the 360° videos and AR features in the handout to ensure functionality. Check that all links work seamlessly and narrations are clear.</li> <li>● Prepare the Materials: Open the digital handout from the smartboard.</li> <li>● Prepare the Environment: Ensure students have access to devices and a stable internet connection.</li> <li>● Provide the Learning Experience: Students explore the 360° videos, learn about landmarks, and complete preliminary reflection questions in the handout.</li> </ul>

<p>Require learner participation</p>	<ul style="list-style-type: none"><li>● Engagement: Students interact with 360° videos and discuss their findings with peers.</li><li>● Practice: Students answer the questions and complete their project on the handout.</li></ul>
<p>Evaluate and revise</p>	<ul style="list-style-type: none"><li>● Assessment of Learner Achievement: Review students' answers and project for accurate use of descriptive language and reflection on cultural elements.</li><li>● Evaluation of Strategies &amp; Technology: Gather feedback on the 360° videos and AR/VR tools to measure engagement and ease of use.</li><li>● Revisions: If students face challenges navigating AR content provide additional guidance or step-by-step instructions.</li></ul>