# Anne Frank VR lesson plan

**Note:**

This lesson plan is designed to facilitate a big class of 32 students. Smaller classrooms require less materials

**Materials needed for this lesson plan:**

- VR kit of 8 headsets: Pico or Meta
- Projector or Smart Board
- Devices/laptops for the students

**Preparation of the classroom:**

Divide the tables in groups of 4, with one VR set at each group. Students need their own device to gather information online and to later bundle this information with the activities described in this lesson plan. Print out the question sheets with the questions attached to this lesson plan. Feel free to add your own questions, depending on the textbook level and curriculum.

This lesson plan is based on a lesson time of 60 minutes.

Feel free to adapt this lesson plan to your own liking.

VREDUCATION
by VREXPERT

# Didactic model

| Lesson phase | What does the teacher do? | Student activities | Organization | Time |
|---|---|---|---|---|
| **Introduction** | Introduce the students to the WWII chapter. | The student listens to the introduction. | Tables in groups of 4. Two question sheets per group; example questions available on the next page. | 10 mins |
| **Core** | The teacher walks around assisting groups with answering the questions. The teacher also helps the students with making sure the VR set is set-up comfortably. | In groups of 4, one student uses the Anne Frank VR Experience to gather answers to questions attached to this lesson plan. The other 3 students use the other set of questions.<br>If the students finish the assignment within the timeframe, allow them to share the headset experience with each other. | Charged VR set on each group of 4 tables | 30 mins |
| **Conclusion** | The teacher uses this time to get students to gather the information learned on the (white-)board. | Students share their findings. This is a great opportunity to allow for discussions. Students write their answers to the questions on the classroom board.<br>After gathering all the information, students can use the remaining time to connect their empathic findings to the relevant theory. | Classroom (white-)board to be divided in two sections: VR answers and theory answers. | 20 mins |

# Questions to be used

These questions can be divided into theoretical and empathic questions. Feel free to consolidate your books and curriculum to add your own!

**Questions that can be used during the assignment:**

- When did the invasion in The Netherlands start?
- How many people lived in The Annex?
  - What were their names?
- When and how was the Annex discovered?
- Where was the Frank family sent to after being discovered?
- Which of the people survived the Bergen-Belsen camps?

These questions, and others of your choosing, are to be answered by the three students in the group ***not*** using VR. They gather the information by checking their textbooks, or by doing research online. Homework questions are a great addition here.

**Questions for the 3 students to be answered by the student that uses the VR app:**

- How big was Anne Frank's room, compared to your own bedroom?
- What did Anne Frank plan on doing after the liberation?
- What did Anne Frank mean by 'food periods'?
- What did Anne Frank like to do 'for fun'?
- What were the living conditions like; did people have to share certain rooms?
  - Describe which people lived together in which rooms