

Teaching Strategies of using AR/AI

WELCOME TO AN ERA
WHERE THE BOTTOM
OF THE PYRAMID
IS ON THE
SMART DEVICE.

Arjita SETHI
TEDxSanFrancisco 2015

Francisco



Arjita Sethi

Co-founder @ The School of English

Educator for 15 years

ESL Teacher

TedxSF Speaker



Anshul Dhawan

Game Developer @ Zynga

Lead Product Manager on Growth team

AI / Machine Learning

Senior Software Engineer

What is Augmented Reality?

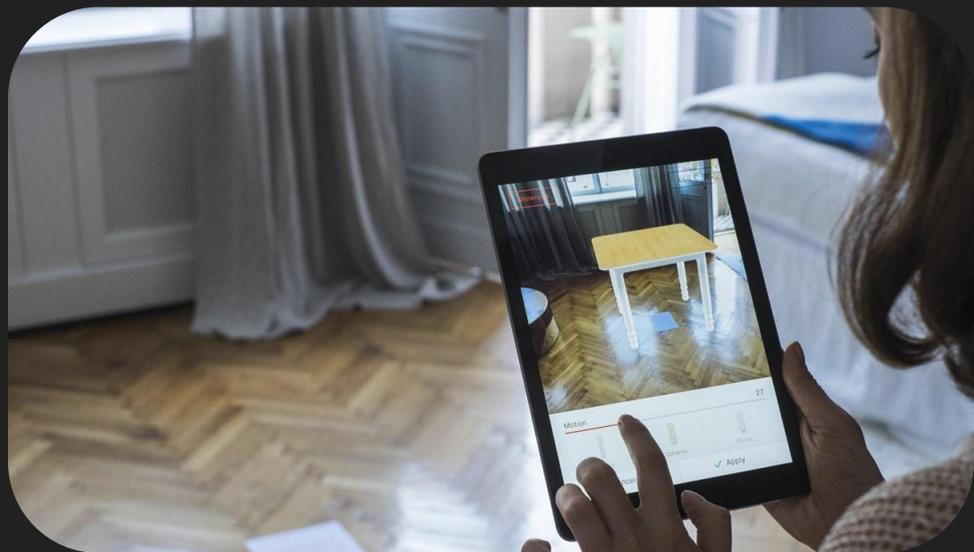
Adding a layer of
virtual objects on
top of real
Physical space.



Maps & Navigation



Virtual Furniture



WHY AR is needed in Classrooms today?



Limited Time



Lack of accountability on student performance.



Lack of resources for support and guidance.



So how can AR Solve all these problems?

Lesson Planning:

Following #pedagogy of “Intellectual Autonomy”, each child can learn from anything in the classroom that they find interesting.



Lesson Planning:

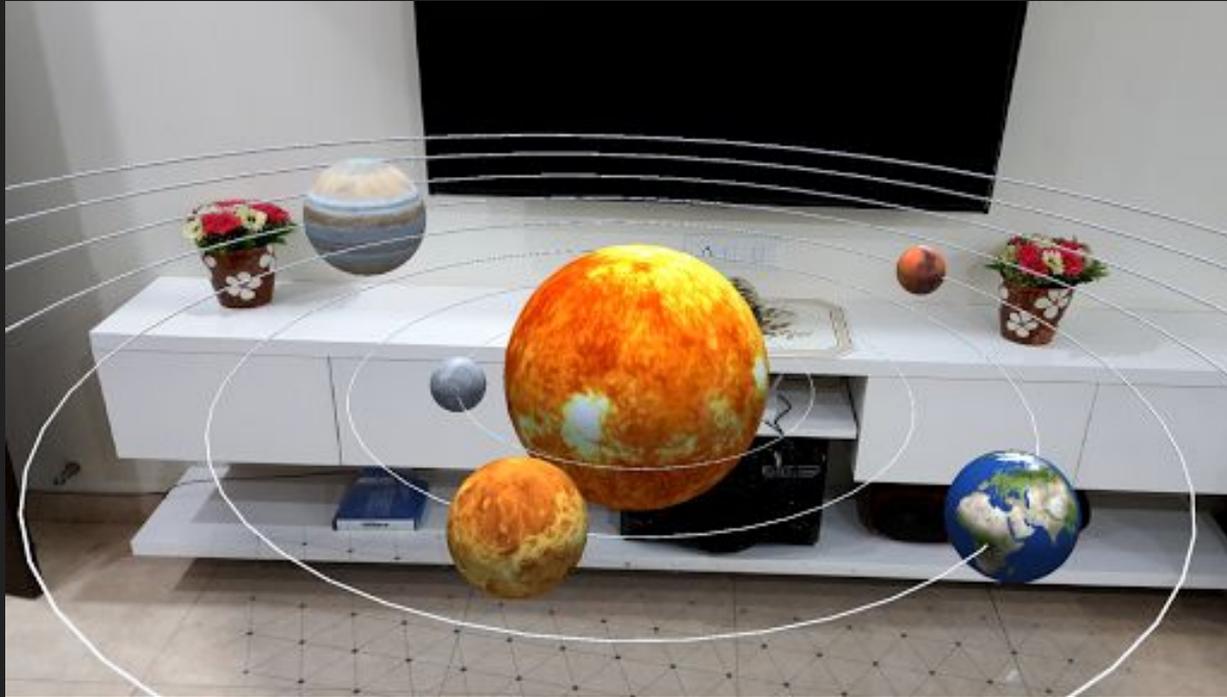
Following #pedagogy of “Constructivism”, you can now make the usual books even more interesting and build on top of child’s existing knowledge.



Connection to real world.



Bringing the world in the classroom



Connecting subjects with real life.



Collaboration



Augmented Reality <> Effectiveness

1. 21st century Skills for kids.
2. Engagement through curiosity at an individual level.
3. Motivating as a teacher to see an engaged classroom.
4. Real time accountability of student wellness.

The BEST part!!!!

Super easy to use:



IT'S EASY FOR US

Fun!



Your students will love you for being the cool teacher.



Your peace of mind!!





DaVinci Club AR

An Augmented Reality Experience



Made with ❤️ in
San Francisco, California

A product of
EduALLY

Teaches kids:



Wellbeing and physical movement



Social skills and peer learning



Culture and knowledge about the environment



While providing reports to teachers
and parents about:

Kids physical activity.

Kids progress reports.



Product Overview

1

Kids take a picture of their surroundings.



2



Platform uses **Artificial Intelligence** to identify what's in the picture.

Platform generates related knowledge based on what they find.



3



Kids share the knowledge they unlock with their friends.

DaVinci Club AR Focuses on
3 Pillars of Holistic Education

Social Skills



Language Skills,
Culture,
and Environment

Physical Wellbeing



Social Skills

Peer learning
as the kids see what
their friends are
sharing



Kids learn
collaboration
as they help
each other complete
goals.



Kids also learn
team building as
they can form
their own clubs.



ABC

Language, Culture, and Environment

ENG



English as a
second language

Pronunciation
Vocabulary

Reading Comprehension
Parts of Speech



Culture

History
Geography
Social Studies



Environment

Nature
Science
Technology



Physical Wellbeing

Physical Activity and Children Activity Reports

Kids have to move around to capture different things from their surroundings.



Teachers and parents can also see what the kids are finding and unlocking.

The product tracks the total number of steps taken.

DAVinciClub AR is certified by Kokoa Standard



Pedagogical Approach Score: **91%**

Cross Cultural Skills:

Certified by Kokoa Standard



Learning to understand people, surroundings and phenomena around us.

Encouraging to build new information and visions.

Learning about different countries and their characteristics

How to Use in Your Class

Duration: 60 Minutes lessons.



Devices Required: iPads/iPhones

DaVinci Club Provides:



- ▶ The application for kids.
- ▶ The lesson plan for teachers.
- ▶ Flashcards and charts for the class.
- ▶ Other printable material and tech support.
- ▶ Reports on children's physical activity.
- ▶ Reports on children's learning activity.



DaVinci Club AR



Hands on Workshop

Lesson Framework for 60 minutes

1. Warm Up
2. Play
3. Collaborate
4. Share

Warm Up:

1. Add everyone on your table as a friend.
2. Add them to your club.
3. Look at the cards at your table and go around other tables to see their cards.



Play:

Click pictures of atleast 5 flash cards.

Collect 5 cards.

Share 5 cards.

Collaborate:

Go to your Club 2.

See what your friends shared.

Collect what you find interesting.

Share:

1. Now share what you found most interesting today in the class one by one.
2. Each person gets to talk in the group for a minute.
3. Now go to customize your pet and make a new avatar.
4. Ask you friend to click your picture with your pet.
5. Now share it with your social network and don't forget to tag us :)