

## How virtual reality turns students into scientists

Jessica Ochoa, How virtual reality turns students into scientists, TED talks [online], [dostęp 03 luty 2020], dostępny w Internecie:

[https://www.ted.com/talks/jessica\\_ochoa\\_hendrix\\_how\\_virtual\\_reality\\_turns\\_students\\_into\\_scientists](https://www.ted.com/talks/jessica_ochoa_hendrix_how_virtual_reality_turns_students_into_scientists)

[www.diki.pl](http://www.diki.pl)

### I Discussion in groups.

1. When you were a pupil in primary or secondary school did you use to conduct experiments in science at school?
2. Did you ever think you could be a scientist? Why yes/no?

### II Match the words with translations. There is one extra translation you do not need to use.

- |                       |                            |
|-----------------------|----------------------------|
| 1. feedback           | a) zestaw słuchawkowy      |
| 2. virtual reality    | b) zachowanie w pamięci    |
| 3. access             | c) źródła bezpośrednie     |
| 4. learning retention | d) wirtualna rzeczywistość |
| 5. funding            | e) rozszerzony             |
| 6. extended           | f) postęp techniczny       |
| 7. headset            | g) finansowanie            |
| 8. primary sources    | h) informacja zwrotna      |
|                       | i) dostęp                  |

### III Match the words with definitions.

- |                          |                               |
|--------------------------|-------------------------------|
| 1. curriculum, curricula | a) correct, exact             |
| 2. cutting edge          | b) proof                      |
| 3. accurate              | c) judgement, evaluation      |
| 4. evidence              | d) extremely exciting         |
| 5. assessment            | e) employ                     |
| 6. mind-blowing          | f) subjects studied at school |
| 7. engage                | g) thrilling                  |
| 8. confusing             | h) the most modern stage      |
|                          | i) difficult to understand    |

### IV Watch the video at

[https://www.ted.com/talks/jessica\\_ochoa\\_hendrix\\_how\\_virtual\\_reality\\_turns\\_students\\_into\\_scientists](https://www.ted.com/talks/jessica_ochoa_hendrix_how_virtual_reality_turns_students_into_scientists) and answer the following questions.

1. What kind of company has the speaker started? What is its purpose?
2. Who does the company collaborate with and why?
3. What 2 things are needed to be able to use the programme?
4. What subject did the pupils study in this programme?
5. How long was each virtual reality exposure?
6. When and where was BioDive introduced?
7. How does virtual reality can help young people in their future careers?

### V Are the questions TRUE or FALSE?

1. The programme involved university students.
2. The pupils had digital journals.
3. Teachers are able to monitor students progress.
4. Each student needs to have a phone to use the programme.
5. The pupils have to collaborate in order to do the required tasks.

**VI Work in groups of 3-4 persons and discuss the questions below.**

1. How does the speaker start her presentation and how does she finish it?
2. What elements make it a good presentation?
3. Did the presentation make you interested in the BioDive programme?
4. In what other subject could virtual reality be useful?

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