



VIRTUAL TOUR CREATION AT STEWART'S MELVILLE COLLEGE, ESMS

Connecting with Cultural Heritage & Learning Digital Skills

BACKGROUND

Stewart's Melville College is part of ESMS, a unique family of Independent Schools in Edinburgh, Scotland and has been providing education to boys for over 150 years. The school has created an environment for world-class teaching and learning based on Scotland's national curriculum, Curriculum for Excellence. Simon Luxford-Moore, Head of eLearning has embraced effective technology in learning, enabling their learners to develop skills for life now and for the future. This approach has enabled the school's culture of innovation to flourish where testing out new ideas with confidence sets a new standard for both teachers and learners.

The school has pioneered the use of Augmented and Virtual Reality to bring real world contexts and immersive learning experiences into the delivery of their curricula. Combining ClassVR headsets with digital documentation and augmentation tool ThingLink they

set out to take the concept of learning skills through mixed reality to a new level.

WHAT THEY WANTED TO DO

Stewart Melville's College has a large school community stemming back many generations. Mr Luxford-Moore and the pupils wanted to be able to develop the ways they connect with the ESMS families, enabling all to experience the school whether they are young, old, near or far away, or physically unable to tour the school. The intergenerational project was devised by the learners and encouraged by Mr Luxford-Moore to engage the school family community by creating an immersive virtual experience of the school for all. They wished to enable all generations to explore the whole school, showcase the archives including important historical artefacts - even include the friendly school ghost!

STEWART MELVILLE'S EXPERIENCE AT A GLANCE

Using a Project Based Learning approach 10 pupils aged 8-11 years worked collaboratively to build a virtual tour of their school. They planned the viewer's pathway, collaborated on points of interest, and created media to embed in the tour. Taking eight 360° images and linking them together, pupils explored how to add further images, text, voice and video highlighting special aspects of their historic school with interesting facts linking to former pupils. This created a student-led immersive introduction of the school which was shared with the school community and former students aged 80+ years triggering happy memories for many.

Simon Luxford-Moore

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WHAT THEY DID

Using a Project Based Learning approach the pupil pioneers began to storyboard a virtual tour of their school including visits to several areas of interest that they wished to bring to life visually. They used a 360 degree camera to capture images of these areas. Working with the school archivist, they learnt and recorded various facts about the school, and added them to the storyboard. Exploring examples from ThingLink image library, pupils made a plan for what kind of information they could include in the tour, and how it could look. After this was time for hands-on exploring and creating! Through discussion and working in small groups, each group worked on their allocated scene collaboratively using ThingLink's Shared Folders. The learners led their own learning and were free to explore, create and record their narrative.



BENEFITS FOR LEARNERS AND THE COMMUNITY

The ClassVR headsets provide a key immersive experience and added dimension for both young and older former pupils visiting the school during open days, including octogenarians unable to physically visit all the places in the school. The headsets' immersive experience is able to trigger memories and stories of school life at ESMS which the former pupils were able to then articulate to current and prospective pupils. Artefacts such as scrapbooks collated by pupils during World War II have been brought alive with stories provided by the former pupils through the intergenerational project with ThingLink and ClassVR.

“ This was an amazing experience and a true testimony to how collaboration can work in a cross-curricular context with children from Primary 4 to Senior 6. A true whole-school initiative! The children really enjoyed the project management experience and planning which went into the design and creation of their ThingLink. New skills were developed and the active peer support was evident throughout the time they had together. They had fun - and through the joyful and meaningful context of this eLearning project they also learned some interesting facts about the history of our school, met new people in different year groups and were able to work with autonomy and teamwork to create something which they are rightly proud to share.”

Mr Luxford-Moore, Head of eLearning at Stewart Melville's College

VIRTUAL TOUR CREATION IN THE CURRICULUM CONTEXT

“ I think I improved some of my digital learning skills because I learned how to create tags and change what they looked like on ThingLink. I learned different things about the school and I really enjoyed working with the rest of the group who are in different years to me. I would like to use ThingLink again and would use it to add tags to posters and our collaborative project later this year.”

Lucy, Pupil (aged 9)

The cross-curricular project created valuable learning experiences across areas such as technologies, social science, health and wellbeing. In terms of curriculum design, the project touched all seven principles of curriculum design including challenge and enjoyment, progression, depth, breadth, relevance and coherence.

The project provided learners an opportunity to lead their own learning. Pupils were able to quickly grasp the basic concepts of digital storytelling and use their creativity skills to add images, video and voice to aspects of the scenes. Ultimately, the project was not only about developing digital and collaborative skills, but engaging with their heritage and the history of the school.

Contact us to learn more about ThingLink and Class VR

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ThingLink is a visual learning solution for education and the workplace. It provides a way to bring images, 360 images and video to life with clickable embedded media.

ClassVR is a versatile platform using the power of Virtual and Augmented Reality for education and training from the classroom to the boardroom.

