

Making Christmas symbols in 3D

Today you'll find out 10 interesting facts about Christmas and you'll make 3D Christmas drawings in the virtual reality! Release your creativity, your room is your canvas, and your imagination is your palette! Choose digital paints and paintbrushes, paint with light and rainbow – the possibilities are endless.



OBJECTIVES

The participant:

- practices creativity and visual thinking,
- develops their digital competence,
- knows Christmas symbols
- can draw 3D models in virtual space,
- knows how to search for information on the internet.



MATERIALS AND EQUIPMENT

- a printout of 10 interesting facts about Christmas (one copy per pair),
- two VR headsets with the Open Brush app installed,
- two tablets,
- the participants' own phones,
- pieces of paper,
- marker pens, pencils, crayons,
- an interactive whiteboard or a projector.

AGE
13+

DURATION
60 minut

NUMBER OF PARTICIPANTS
6 or more

APPLICATION

Open Brush
<https://www.oculus.com>



scan QR code

The app can be used both in regular and immersive mode, but for best results, choose the latter. The app is available only in English, but is very intuitive.

Note: This script uses an app for the Oculus Quest 2 headset. If you have another headset, find an app that works with the headset you have.

WORKSHOP

Welcome and introduction

Start from a game of associations. Begin by saying 'Christmas', and ask the next person to quickly say what their association is, such as 'Christmas tree', 'Christmas eve', etc. Depending on the number of participants, you can do one or two rounds of associations. Remember: there are no wrong answers here! This will help you generate many inspiring ideas, which can come in handy in the later part of the workshop.

Main part

Hand out the printed Appendix *10 interesting facts about Christmas to the participants* (one copy per pair). Ask the participants to read out loud one piece of trivia at a time; ask further questions or give extra tasks in each point.

In 1, show the participants what a Douglas fir looks like (see the link in the Useful links section at the end).

In 2, ask the participants if they typically have a live or an artificial tree for Christmas.

In 3, ask the participants to use their phones or tablets and look up what trees the mistletoe grows in (e.g. poplars, birches, lindens).

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In 4, ask the participants to draw their own snowman with all the details (the nose, buttons, hat, gloves, etc). Before the participants start drawing, you can watch a video from the Pedagog Michalina YouTube channel which shows the Open Brush app in action and an example of a snowman drawn in VR (link in the Useful links section at the end).

In 5, ask the participants to name three other animals they associate with Christmas (a donkey, a sheep) and to look up in Google Maps where Bolivia is located (How can they get from your location to Bolivia? How far is it in kilometres?)

In 6, ask the participants to name five different Christmas carols, and then play the song All I Want for Christmas is You, using the projector to show the lyrics (link in the Useful links section at the end). Encourage the participants to sing along.

In 7, ask the participants to look up in Google Maps where Mexico is located (How can they get from your location to Mexico? How far is it in kilometres?)

In 8, ask the participants to look up in Google Maps where Spain is located (How can they get from your location to Spain? How far is it in kilometres?)

In 9, ask the participants about the present they dream about getting this Christmas.

In 10, ask the participants to look up in Google Maps where Syria is located (How can they get from your location to Syria? How far is it?)

Then divide the participants into two groups. Each group gets a VR headset and a tablet sharing the same WiFi network. One participant in each group turns on the headset and opens the Open Brush app, which makes drawings in 3D. The participant shares their screen to the tablet via <https://www.oculus.com/casting> so that the other group members can follow their actions.





The task for each group is to create in VR at least one spatial drawing related to a piece of Christmas trivia (such as the Christmas tree, mistletoe, Santa Claus, etc). If the group have time to make two drawings in the app, the participants can be encouraged to recreate and animate their snowman drawing. While one person is making a 3D drawing in the app, others draw selected symbols on paper, and then change over. It is worth keeping track of time, setting a timer so that each participant has 5-7 minutes to draw in 3D. Depending on the digital competences of the participants, support them in solving problems as necessary. The outcome of the workshop for each participant is at least one 3D drawing and the drawings of Christmas symbols on paper.

Conclusion and evaluation

Finally, each group shares their VR screen to the interactive whiteboard (or the projector) and shows their work. Each group takes a screenshot of the VR screen to be able to download and print out the images. The printouts and the analogue drawings can be displayed in the workshop space.

At the end of the workshop, ask the participants to switch off the headsets and thank them for participation.

Useful links

A photo of the Douglas fir
<https://pl.wikipedia.org/wiki/Daglezja>

Video from the Pedagog Michalina YouTube channel showing a drawing in the Open Brush app
https://www.youtube.com/watch?v=_C9oIpXAQRM&t=447s

Mariah Carey's – *All I Want for Christmas is You*
<https://youtu.be/aAkMkVfWAoo>

Appendix

Handout to be printed out: *10 interesting facts about Christmas*





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