

## Writing Lesson Plan: Virtual Reality and Osmo Word

**Grade level/ Audience:** This lesson is made for second graders and will be done independently.

**Curriculum topic:** The lesson will be a language art topic focusing on “W.2.3.A Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally.”

**Tools:** Virtual Reality and Osmo Word Game

**Synopsis:** The lesson will begin with a fun competitive game. Students will be divided into two groups and line up with their group. Students will play the Osmo Word game one v. one but after each picture, the next two in line step up. It will be a fun way to get students feeling creative and competitive. The game will require students to pay attention to details and may help some students come up with an idea of what to write about for their next part of the lesson. Students will go through their line twice so they will each will get a chance to guess the picture two times. After all students have gone, I will reward the winning team with a small prize. Then students will get a chance to use a virtual reality set. They will have the freedom to choose where they want to go whether it be a virtual reality of Rome, a roller coaster, etc. the choice is up to the student. They will be aware of the writing prompt in advance. There will also be a list of options for those who don't like the freedom. After getting to experience the virtual reality game, the student will write a story with multiple characters and an event sequence. Students will be reminded to make sure their events go in order and to use temporal words.