



# Junior Creator Kit (Educator Handbook)



# Tutorial Lesson 1:

## Controls and cards

Venue	Computer Lab or equivalent
Lesson duration	120 minutes
Class Size	30 students
Resources	30 iPads, 1 projector, 1 projection screen 30 Creator Account cards 1 Teacher Account card 10 lesson cards







## Lesson Objectives

1. Students will be introduced to Presence XR coding app.
2. Students will master the basic controls to navigate the Box Office and virtual game worlds.
3. Students will familiarize themselves with the use of Presence cards.
4. Students will master the user interface of Presence XR coding app.



## Topic/Theme/Industry relevance

Interior designers, 3D modellers, 3D architects, programmers



# Lesson plan

10 mins

## Attendance taking and grouping of students

1. Introduction of facilitator(s)
2. Attendance taking of students
3. Grouping of students and appointments of group leader (groups of 4 or 5)

10 mins

## Setting of expectations and routines

1. Facilitator will communicate expectations. i.e. Groupings will remain the same for the whole duration of the programme.  
All students must take care of the device they use.  
All students will be responsible for their own Creator Account card once it is given out on the first lesson.

2. Facilitator will set the routine for the programme with the students. i.e. Facilitator will allocate group number and ipad numbers to each group. Group leaders will be responsible for the collection of the devices for the group and help to hand out to each student. At the end of the lesson, the group leader will collect all devices to be returned to the instructor/cart.  
(Devices for absentees are to be returned to instructor.)

## Note

Troubleshooting tip: if the Creator Account card does not work, type in creator ID and password to log in.



10 mins

## **A d m i n i s t r a t i o n**

1. Instructor will give out Creator Account cards for the students to keep.
2. Instructor to keep track of creator ID of each student.
3. Remind students that they are responsible for their own Creator Account card.

15 mins

## **I n t r o d u c t i o n**

1. Instructor will demonstrate the correct application to use (Presence Pics).
2. Instructor to play V1: Learn to Move and V2: Learn to Scan.

35 mins

## **M o v e   t u t o r i a l   a n d   p r a c t i c e**

1. Instructor can play V1: Learn to Move again.
2. Students to play cards P3 to P6.
3. Instructor to check for no. of students who have unlocked the Rocket!
4. Discussion (20mins)

**PRESENCE  
PICTURES**

## **Suggested discussion**

As you move in the game, your right thumb control enables you to view the virtual world in 360°. This would be useful if you were to become a 3D modeller or interior designer in future. Select one industry and discuss the possible uses of a 360° camera.

Alternative: teacher to allocate one industry to each group to start discussion.

20 mins

## **R O C K E T !**

1. Instructor to play V8: How to use the Rocket.
2. Rewards are to incentivise the students. They are given in the form of Presence coins.
3. Students to compete for speed run in a world card challenge.

10 mins

## **C o n c l u s i o n**

1. Instructor will recap lesson: log in, movement control (left and right thumb) and Rocket .
2. Instructor will demonstrate how to log out.

10 mins

## **C h e c k i n g   o u t**

1. Students will save their progress and log out of their account.
2. Group leaders will collect and account for all the devices in their group and return to instructor/ipad carts.

The end

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## **Note**

Students to play Presence cards at the Rocket.

Understand that Presence coins is the currency used in the Presence metaverse where students can buy panels, pictures and coding scripts to be used in or enhance their virtual worlds.

\*Presence coins can also be used to buy physical world cards in the online store.

## **Note**

Students will be responsible for their own Creator Account cards and the maintenance of their own account.

\*Note: not logging out may mean other creators using their account.