# **Core Skills Analysis**

## **English**

- Improved communication skills by interacting with other teenagers in the virtual environment.
- Enhanced storytelling abilities through creating narratives within the virtual world.
- Developed critical thinking by analyzing and discussing various themes presented in the game.

## Math

- Practiced problem-solving skills to overcome challenges within the virtual reality game.
- Enhanced spatial awareness through maneuvering within the game environment.
- Applied mathematical concepts like geometry and angles when strategizing in the game.

# **Physical Education**

- Improved coordination and reflexes through physical movements required in the VR game.
- Enhanced cardiovascular endurance by engaging in active gameplay.
- Developed team-building skills by collaborating with other teenagers in the virtual world.

#### Science

- Explored scientific concepts within the virtual reality environment.
- Engaged in experiments and simulations that enhanced understanding of scientific principles.
- Applied problem-solving skills to resolve scientific challenges presented in the game.

### **Social Studies**

- Gained cultural awareness by interacting with teenagers from diverse backgrounds in the virtual setting.
- Explored historical contexts presented within the virtual reality game.
- Developed empathy and perspective-taking skills through role-playing scenarios in the game.

## **Tips**

To further enhance learning through VR group play, encourage Angus to take on leadership roles within the virtual environment, engage in peer-to-peer teaching to share knowledge with others, set specific learning goals related to each subject area, and participate in post-activity discussions to reflect on the insights gained.

## **Book Recommendations**

- Ready Player One by Ernest Cline: A science fiction novel that explores a virtual reality world where teenagers compete and collaborate to solve challenges.
- <u>Warcross</u> by Marie Lu: A young adult novel about a teenage gamer who enters a virtual reality championship and uncovers dark secrets.
- <u>In Real Life</u> by Cory Doctorow: Graphic novel following a girl who navigates a virtual gaming world that reveals societal issues.