

Core Skills Analysis

Physical Education

- The child developed hand-eye coordination by navigating the virtual environment, which requires tracking both their avatar and other players.
- Participating in the game encouraged physical activity, fostering cardiovascular health through running and jumping.
- Spatial awareness improved as the student learned to judge distances and navigate through the digital landscape without colliding with obstacles.
- Engaging in Gorilla Tag helped build teamwork and social skills, as the child had to strategize with and against peers in a competitive setting.

Technology

- The student learned to operate the VR headset, understanding the basic controls to interact effectively within the virtual environment.
- They gained insight into digital environments, recognizing how virtual reality functions differently from traditional gaming consoles.
- Using the VR headset, the child encountered immersive gameplay, fostering an appreciation for technology and its possibilities in education and recreation.
- The experience highlighted the importance of safety and awareness when using technology, as the child learned to navigate their surroundings while engaged in an active game.

Social Studies

- Through teamwork and competition in Gorilla Tag, the student learned the values of cooperation and community engagement.
- The child was exposed to diverse social interactions with peers, enhancing their understanding of social dynamics and relationships.
- Gorilla Tag allowed the child to experience the concept of rules and governance in a game, reinforcing the importance of fair play and respect for others.
- The game also provided insight into the impact of technology on social interactions, illustrating how digital platforms can create new forms of community.

Tips

To enhance the child's learning experience, I suggest encouraging discussions around teamwork and the importance of fair play after gameplay sessions. Additionally, incorporating reflective activities where the child can express what they enjoyed and learned from the game can further deepen their understanding of physical education and social dynamics. Parents can also introduce other VR games that emphasize different skills, such as strategy or problem-solving, to broaden the child's experience with technology and collaboration.

Book Recommendations

- [The Wild Robot](#) by Peter Brown: A heartwarming story about a robot's experience in nature, touching on themes of community and cooperation.
- [Ada Twist, Scientist](#) by Andrea Beaty: This book inspires curiosity and exploration, encouraging children to ask questions and investigate the world around them.
- [Press Here](#) by Hervé Tullet: An interactive book that engages children in following instructions and interacting with the narrative, resembling the participatory nature of VR games.

Learning Standards

- PE KS2 1: Use running, jumping, throwing and catching in isolation and in combination.
- IT KS2 4: Understand the opportunities that computer networks offer for communication and collaboration.
- SS KS2 4: Understand how social groups work and can affect our experiences.