

What: Google Expeditions Program
When: Friday, February 16th at Asbury Elementary

The Expeditions team from Google will visit selected schools around the world, including the United States, Australia, New Zealand, the United Kingdom, Brazil, Canada, Singapore and Denmark. Each team will bring a complete Expeditions kit with everything the teachers need to take their students on journeys anywhere. The team will show teachers how Expeditions works and help set it up before class. Then our teachers will be leading the Expeditions using Google Cardboard with their classes!

Asbury Elementary was one of the DPS to be chosen to do this again! Some of you may remember this from 2 years ago. First grade - fifth grade will be participating.

The Expeditions that our Asbury students will be going on are as follows...

1st - Dinosaurs and Forces of Nature

2nd - The Solar System and Forces of Nature

3rd - Phases of the Moon and Dinosaurs

4th - Landforms and Leonardo DiVinci

5th - Muscular System and Forces of Nature

Key messages on Google Expeditions:

- Expeditions is a product that allows teachers to take their classes on virtual field trips, immersing students in experiences that bring abstract concepts to life and giving students a deeper understanding of the world beyond the classroom.
- The Wildlife Conservation Society, PBS, the American Museum of Natural History, the Planetary Society, and the Palace of Versailles contributed to developing the curriculum for students.
- These trips are collections of virtual reality panoramas 360° photo spheres, 3D images and video, ambient sounds annotated with details, points of interest, and questions that make them easy to integrate into curriculum already used in schools.
- While nothing replaces hopping on the bus for a field trip, Expeditions provide an unparalleled opportunity for supplemental learning integrating VR (Virtual Reality).
- Google Cardboard is a virtual reality viewer made almost entirely of actual cardboard. Cardboard allows anyone with a modern smartphone to experience virtual reality. There will be more than 2 million in circulation by the end of the year.