

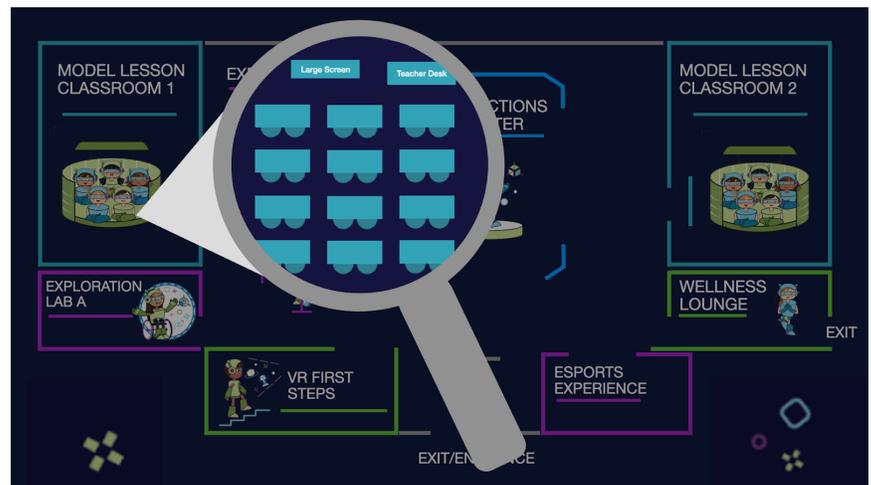


EMERGENT TECHNOLOGIES MODEL CLASSROOM

The Emergent Technologies Classrooms in the Innovation Arcade showcases emergent technologies as part of K-20 instruction in the form of Model Lessons. Sessions in this space should be as close to a true classroom experience as possible so as to motivate attendees and encourage them to replicate the experience. To that end, participants will be wearing “student hats” and should be immersed in the lesson as it would be presented in a K-20 learning setting. Stay “in character” as a teacher until the conclusion of your lesson.

CLASSROOM LOGISTICS

- [Stars at Night ballroom- B1](#)
 - Classroom 1 & 2
- Setup time: 30 mins
- 50 Active Learners
 - 25 Desks w/2 seats each
- 50 Passive Learners
 - back of the room
- Large screen monitor w/HDMI
- 2 Lav Mics & PA system
- 2-3 tables
- Dedicated WiFi
- Sanitation supplies



TECHNOLOGY AVAILABLE FOR VR MODEL LESSONS

- 15 Meta Quest 3s: Submit app requests (link to be added)
- All other sessions are BYOD

TIMING GUIDANCE

Total session length: 60 minutes

- *Minimum lesson length: 30 minutes*
- *Implementation Discussion: 20 minutes*
- *Q&A: 10 minutes*

FACILITATION GUIDANCE

- Please prepare all hands-on materials in advance. A committee member will be on hand to support you in distributing items.
- The committee will be providing you with a “Branding Kit” that may be used to add to your visuals. You will not be able to hang anything on the walls.
- We ask that you prepare a “Lesson Plan” to submit via the presenter portal in addition to any presentation materials you share.