

Anne Frank

ANNE FRANK HOUSE VR

OBJECTIVE

Students will experience a simulated tour of the Anne Frank house. In doing so, they will gain a better perspective on the life and environment Anne Frank lived in during the years she authored her diary.

MATERIALS

- Oculus Rift
- Oculus controller/Touch
- Activity section or corresponding Google Doc
- Postcards, notecards, or print postcards from <http://callmevictorian.com/1503/digital-vintage-printable-postcards/>
- Colored pencils, markers, pens, pencils

SYNOPSIS

Anne Frank House VR is an experience in which the user has two options. One is to allow the narrator to take the user through a “story mode” of a computer-generated version of the Anne Frank House. The second option allows the user to choose “tour mode” where they are able to navigate the house independently. Both options provide a narrated guide and quotes from her diary, while the fully guided tour offers more detail and information.

In this activity, students will be creating “Postcards from the Past”. They will adopt the perspective of Anne Frank or a person living in similar circumstances. Students will use this perspective to write either one or a series of postcards to a friend describing daily life and struggles.

TIMELINE

This activity is designed to take be completed in 3-45 minute sessions.

OPTIONAL ENRICHMENT ACTIVITY

Students through supplemental readings will collect information on the life of Anne Frank and develop a timeline.

- Paper version – takes less time - students need paper, rulers, colored pencils, etc.
- Technology-rich timeline – takes more time – students need computer/Chromebook access. Uses Google Sheets. Visit <https://timeline.knightlab.com/> for examples, information and instructions.



Anne Frank

ANNE FRANK HOUSE VR

Previous Activity – Students should have read Anne Frank Diary or researched her as a historical figure in the context of World War II and the Holocaust.

Days 1-2

- Before Day 1
 - Pair students up in groups of two
 - Copy and distribute student activity guide that accompanies the VR experience.
- Discuss some of the ideas posted. Don't share any knowledge with them or actual facts
- Each student will take turns and complete both the Story Mode and the Tour Mode of the VR experience. The person in the headset will communicate information to their partner as they fill out the student activity guide.
- Both partners should be able to finish in about a day and a half. Use the last half of class on day 2 to explain the next part of the assignment, assessment criteria, and possibly show examples.

Day 3 and possibly Day 4

- Students will use notecards or postcards to create either one or a series of messages. These messages should be from the vantage point of Anne Frank or a similar character relaying information, fears, or events of daily life during the Holocaust roundup. Students should use historical events as an accurate setting.
- Post the postcards around the room and allow students time to read other students' entries.



STANDARDS

Language Arts – 8th Grade

- Write narratives to develop real experiences or events using an effective technique, well-chosen details, and well-structured event sequences:
- Orient the reader by setting out a situation, establish one or multiple point(s) of view, and introducing a narrator and/or other characters; create a smooth progression of experiences or events
- Use a variety of techniques to sequence events so they build on one another to create a coherent whole
- Use precise words & phrases, telling details, & sensory language to convey a vivid picture of experiences, events, setting, and/or characters

