



HOOVER DAM VR

OBJECTIVE

Students will experience and be taken on an interactive tour of one of the greatest engineering marvels of our time. They will examine the separate parts of the Hoover Dam and how it generates power.

MATERIALS

- Oculus Rift or Rift S
- Oculus Touch Controllers
- Student Activity Sheets
- Turbine diagram

SYNOPSIS

Hoover Dam VR is a visual masterpiece of the Hoover Dam and its inner workings. It is partially interactive to go along with a narrated tour of the history and facilities. The experience allows the user to pause, rewind, and fast forward. This allows students to extract knowledge at their own pace.

In this activity, students will be exploring the Hoover Dam while gathering factual information about the location and functionality of the parts of the dam. They will also be collecting information on the basics of how a hydroelectric turbine works.

TIMELINE

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





HOOVER DAM VR

Before Day 1

- Put students in pairs
- Copy and distribute student activity guide that accompanies the VR experience

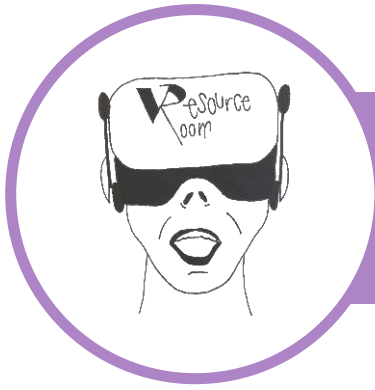
Days 1-2

- Day 1 – Students will take the time to go through the narrated and exploration parts of the Hoover Dam VR experience. They will relay information to their partner, who will document answers and relay questions.
- Day 2 – Student pairs will switch roles. Information gathered on the first day should be clarified and expounded upon.

Day 3

- Student pairs should work on completing the packet and labeling the turbine diagram with a description of how it functions.





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STANDARDS

Environmental Science – High School

- Earth's Resources
 - Investigate the availability and use of renewable and nonrenewable resources
 - Describe the benefits and hazards associated with each energy source
 - Compare and contrast energy sources

