



EXPERIENCE COLORBLINDNESS VR EXPERIENCE

OVERVIEW

Students will go through the “eXperience Colorblindness” VR app. They will work in pairs going through the app and collecting information in their student activity worksheets.

MATERIALS

- Oculus Rift or Rift S
- Oculus Touch controllers
- Student activity worksheet

SYNOPSIS

The eXperience: Colorblindness VR experience takes students on a deeper dive into the causes and types of colorblindness. It aims to educate and erase common misconceptions through interactive activities. These activities include daily tasks using filters to simulate what it is like to have the different types of colorblindness. These activities include sorting fruit and painting. The application finishes by giving them a colorblind test with results to see if they have any deficiencies.

TIMELINE

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

- ✓ For added depth, use this activity in conjunction with the “eXperience Colorblindness VR and Discussion” activity to promote further discussion of what the students learned.



TIMELINE

Day 1

- The teacher puts students into pairs and hands out the “eXperience Colorblindness” worksheets.
- Students take turns completing each segment of the VR application. The partner inside the headset should communicate information to be recorded by the partner outside of the headset.

Day 2

- Continuation of the previous day’s activities.

Day 3

- Students will finish up the worksheet and should have time to answer the reflection questions at the end of the packet.

STANDARDS

Biology:

Heredity

- An altered gene may be passed on to every cell that develops from it. The resulting features may help, harm, or have little or no effect on the offspring’s success in its environment.
- Gene mutations can be passed on to offspring.
- Mendel’s laws of inheritance.
- Employ the Punnett Square to determine results of monohybrid and dihybrid crosses to determine genotype and phenotype.

