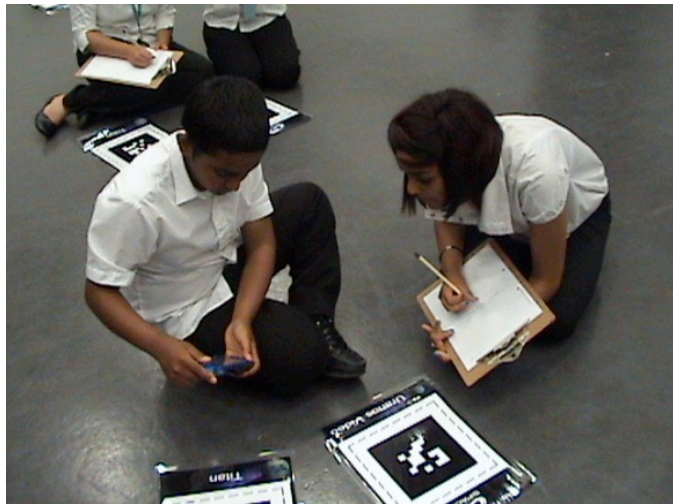


# Making Sense of the Solar System on Sony PlayStation



**Soar Valley College is a BSF School, specialising in ICT & Maths. The Design & Technology department through the quality teaching & innovation has a high A\* to C pass rate, especially in Product Design, where the pass rate is over 90%.**

Making sense of the Solar System using conventional displays has always been a challenge. How do you help students understand the concept of infinite space and time? Mark Sutton, Assistant Curriculum Leader for Design and Technology and lead teacher for the development of new technologies at Soar Valley Community College in Leicester has found a way to get students to grasp this often confusing concept.

## Enhancing the Learning Experience

Using an augmented reality program called SECOND SIGHT on a Sony PSP Mark worked with a group of year 7 and year 10 students to work through the concept of space, time and infinity in the solar system. Using reality as the canvas the software allows for interactive elements to be “superimposed” over what the camera sees, therefore enhancing what the students see and experience. At the start of the lesson students are given markers or “sema” codes which relate to individual planets in the solar system. They then place them into the positions they think the planets should occupy. Walking through this virtual solar system they have created with the individual planets animated in 3D that jump into life before their eyes. An accompanying audio track also gives specific facts about the planet, its characteristics, position in the solar system and other key data, all of which enhance the learning experience. From this the students have to gather key points to share with the group.

## New Ideas

Mark Sutton and his colleagues at Soar Valley are also working on ideas for using SECOND SIGHT in other areas of the curriculum, with science, in particular the VR evolutionary timeline, as well as a streamlined and refined planets lesson. Work has started on the use of SECOND SIGHT with the English department, using it to create an interactive Sherlock Holmes lesson to teach vocabulary. Mark has also plans to look into the virtual townscape for Geography, and virtual time travel experience in History.

To see accompanying video please visit our website [www.connectededucation.com](http://www.connectededucation.com)