VICTORYXR

VR EXPERIENCE

TEACHER SUPPORT GUIDE

Human Body Systems

(VR Experience)

TARGET GRADE	TOPIC
Middle / High School Life Science & Biology	(Anatomy & Physiology, Organ Systems)

1 Learning Objectives & Assessment Goals

What This Teaches:

- **Anatomical Structures & Systems Interaction:** Identification of 8 core human body systems (Circulatory, Digestive, Endocrine, Muscular, Nervous, Respiratory, Skeletal, Urogenital) and their structural components.
- **3D Spatial Visualization:** Understanding organ morphology, relative positioning, and spatial relationships through hands-on interaction and magnified camera view.
- **Inquiry-Driven Biology:** Formulating questions about physiological functions and interacting with interactive learning tools (AI Scientist, textbook diagrams).

What This Assesses:

- **Organ Identification & Categorization:** Ability to isolate, select, and inspect specific organs associated with individual body systems.
- **Concept Synthesis:** Leveraging the AI Scientist ("Wendy") and 3D diagrams to summarize complex functions and cross-system dependencies.
- **Exploratory Fluency:** Independent navigation between macro-level full-body toggles and micro-level organ inspection.

2 How This Supports Students on Their Learning Journey

Multi-Modal Learning

Combines tactile 3D object manipulation, spoken conversational inquiry, and visual textbook diagrams.

Self-Paced Exploration

Students toggle specific systems on/off to reduce visual noise and focus on one system at a time.

Real-Time Interactive AI Support

The AI Assistant ("Wendy") acts as an on-demand tutor, providing instant targeted explanations for any organ placed in the scanning ring.

Inclusive Accessibility

Allows students to speak directly to Wendy in their preferred language within the detection radius.

3 Key Instructional & Gameplay Components

Feature / Tool	Student Action & Task Execution	Outcomes & Educational Value
System Selection Panel	Tap system buttons to toggle specific body systems on or off.	Isolates individual systems (e.g., Nervous vs. Skeletal) for focused study.

Feature / Tool	Student Action & Task Execution	Outcomes & Educational Value
Organ Inspection & Camera	Grab individual organs/parts; use the featured camera view to zoom in.	Delivers detailed 3D spatial inspection beyond flat 2D textbook models.
Scanning Ring (AI Wendy)	Place an object inside the green **Scanning Ring** in front of Wendy.	Triggers Wendy to provide targeted anatomical and functional facts about that specific organ/body part.
Direct Dialogue (AI Wendy)	Step into the green **Detection Radius** and speak to Wendy directly in any language.	Enables open-ended, inquiry-based Q&A tailored to student curiosity and language needs.
Turntable Diagram Station	Interact with the turntable of textbook diagrams.	Deepens understanding with specific, structured anatomical content and standard academic terminology.

4 Curriculum Integration & Classroom Implementation

When to Use:

Works as an **introductory discovery lab** to launch an Anatomy unit, or as a **summative station lab** after completing lessons on human body systems.

Suggested Session Format:

STEP 1
Warm-Up
5 mins

Assign each student or pair 1–2 specific body systems to investigate.

STEP 2
VR Station
15–20 mins

Students explore the model, scan at least 3 organs with Wendy, and study corresponding turntable diagrams.

STEP 3
Debrief & Artifact Creation
10 mins

Students present 3 unique facts learned from Wendy or complete a graphic organizer linking organs to their respective systems.