**REINFORCEMENT ACTIVITIES**

**Subject:** Technology and computer science **Grade:** 7 **Period:** IV  **Year:** 2024

**Suggestion**

*Each period the teacher formulates a problematic question or problem situation related to the learning goals that help the student prepare to support their knowledge and competency levels from each area. This process is scheduled from Tuesday, october 15th through Thursday, October 24, 2024.. The student must review the concepts listed below with the help of the class notes, notebook and work guides, in order to present a presentation that shows the acquired competencies.*

1. **Problematizing question**

* How does virtual reality contribute to meaningful learning and how can I apply its different technologies?

1. **Learning goals**

* Identify Microsoft Word- word processing software tools to layout digital magazines on topics related to the fourth industrial revolution.
* Use the mail merge tools of the Microsoft Word- word processing software to create mail merge letters.
* Identify the tools and options in the Microsoft Equation Editor to create mathematical content.
* Differentiate the types of Virtual Reality, its concepts, characteristics and some of its applications.
* Experience immersive virtual reality and 360 videos identifying their technical differences and applications of interest.  
  applications of interest.
* Experiments with Augmented Reality, identifying its characteristics, advantages and applications.
* Proposes a technological project with Virtual Reality to be applied in the social and/or academic environment tto solve a need.

1. **Academic concepts developed during the period**

* Digital magazines in the word processing software.
* Mail Merge
* Equation Editor in the word processing software.
* Virtual Reality Technologies
* Immersive virtual reality
* Augmented reality
* Virtual reality technology project

1. **Guiding questions**

* What is virtual reality?
* What are the main components of a virtual reality system?
* How does motion tracking work in virtual reality?
* What are the applications of virtual reality in education and how can it enhance learning?
* What is the relationship and difference between immersive and non-immersive virtual reality?
* What is the role of mail merge?
* What elements are required for the development of digital journals?
* How do digital magazines contribute to the development of tasks and tasks of daily life?
* How is virtual reality technology expected to evolve in the coming years?
* What innovations could change the use and application of virtual reality?

**5.Bibliographic references.**

* Read the conceptual references covered in the academic period, for this you should refer to the guide.
* In order to deepen the subject of magazine design in the Word processor software check below:
* Watch the following video: <https://www.youtube.com/watch?v=k9hj_sD9PDs>
* Read and internalize the following reference: <https://www.bitcomunicacion.com/revistas-interactivas-para-destacar-contenidos/>

* To deepen the topics of Combination of Correspondence:
* Read <https://es.slideshare.net/CristianGuamnZabala/combinacion-de-correspondencia-72240048> it is recommended to practice in order to deepen the topic.
* Watch the following video: <https://www.youtube.com/watch?v=TKafP8D7zAs>
* To deepen the topics on virtual and augmented reality:ara profundizar las temáticas sobre realidad virtual y aumentada:
* Read and internalize:
* <https://www.fib.upc.edu/retro-informatica/avui/realitatvirtual.html>
* <https://www.edsrobotics.com/blog/realidad-virtual-que-es/>
* <https://rockcontent.com/es/blog/realidad-aumentada/>
* Watch the following videos:
* <https://www.youtube.com/watch?v=IzAuGa7YKeU>
* <https://www.youtube.com/watch?v=pT837AAIwKI>
* <https://www.youtube.com/watch?v=uCYG8gcBLHU>
* <https://www.youtube.com/watch?v=7-gbG_yuUE8>