

# High School STEM Activity

**Topic:** Virtual Reality & Simulation

## ***Objective***

Students explore concepts and design solutions related to virtual reality & simulation.

## ***Materials***

- Laptop or tablet
- Internet access
- Notebook
- Chart paper
- Markers

## ***Procedure***

1. Introduce the concept of virtual reality & simulation.
2. Discuss real-world applications.
3. Identify problems to solve.
4. Design a model or system.
5. Present and explain solutions.

## ***Observation / Notes***

Observation/Idea	Notes

## ***Discussion Questions***

- Why is virtual reality & simulation important?
- What problems does it solve?
- How can technology improve it?
- What careers use this field?

## ***Extension Activity***

Design a project related to virtual reality & simulation and present your solution.

## Virtual Reality & Simulation - Sample Design

