


**Kiannah Pierce – Immersive Learning Experience**

<b>Lesson Plan Title</b>	Outfield Decision Making
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<b>Instructional Objective(s)</b>	Athletes will be able to understand their roles and responsibilities in the outfield by explaining their reasoning for decision-making on a worksheet after each scenario.
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<b>Materials Need for Lesson (include technologies)</b>	<ul style="list-style-type: none"><li>- Printed Worksheet</li><li>- Writing tool</li><li>- Laptop, phone, VR headset</li><li>- Headphones/earbuds (optional)</li><li>- Link for browser: <a href="https://wvr.li/mzu9y1">https://wvr.li/mzu9y1</a></li><li>- VR code: 774-9281</li></ul> <div style="text-align: center;"></div> <p style="text-align: center;">-</p>
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**Procedures**

<b>Own It</b>	<p>To begin the lesson, the coach/instructor will explain the importance of an outfielder’s job and why it is critical for knowing what to do with the ball at all times.</p> <ul style="list-style-type: none"><li>- “Today YOU will be the outfielder making game-time decisions. Even if you do not play outfield, or even don’t play softball, the ability to read situations, make a decision under pressure and defend your answer are important life skills.”</li></ul>
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<b>Learn It</b>	<p>Mini lesson on outfield fundamentals:</p> <ul style="list-style-type: none"><li>- Factors that influence decisions<ul style="list-style-type: none"><li>o Score</li><li>o Inning</li><li>o Depth of play</li><li>o Arm strengths</li></ul></li></ul>
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	<ul style="list-style-type: none"> <li>○ Runner speed</li> <li>○ Outs</li> <li>- Cutoff system <ul style="list-style-type: none"> <li>○ They are there to be middleman</li> <li>○ Trusting teammates</li> <li>○ When to hit cut vs. throw to base</li> </ul> </li> <li>- Risk vs. Reward <ul style="list-style-type: none"> <li>○ When to make aggressive plays versus safe ones</li> <li>○ Understand “can’t let it pass you”</li> <li>○ Diving catches (when)</li> </ul> </li> <li>- Key Principles <ul style="list-style-type: none"> <li>○ Know situation before every pitch</li> <li>○ When to be flashy versus when not to</li> <li>○ Reading runners</li> <li>○ Communication</li> </ul> </li> </ul>
<b>Apply It</b>	<p>The students will then start immersive experience</p> <ul style="list-style-type: none"> <li>- Students access Wonda Spaces. The experience includes: <ul style="list-style-type: none"> <li>○ Welcome screen explaining task</li> <li>○ 5-minute refresher video from MLB outfielder</li> <li>○ Five game-like scenarios with quiz questions</li> <li>○ Immediate feedback after decisions</li> <li>○ Wrap up screen with final score</li> </ul> </li> <li>- During Experience <ul style="list-style-type: none"> <li>○ Students will have a worksheet that they need to fill out while completing scenarios</li> <li>○ After each situation, they need to write 3-4 sentences about why they made their decision, as well as their score as they go</li> </ul> </li> </ul>
<b>Share It</b>	<p>Students/Athletes will come together and talk through each scenario with coach or instructor. They should pair up and discuss:</p> <ul style="list-style-type: none"> <li>- Sharing their decision for each scenario</li> <li>- Discuss whether it was the correct choice or not</li> <li>- Explain their reasoning and hear other perspectives</li> </ul> <p>As a whole group, they will then discuss:</p> <ul style="list-style-type: none"> <li>- Most common mistake or point of confusion</li> <li>- What they learned about managing pressure</li> <li>- One takeaway each about what they will use in next game</li> </ul>

	At the end of the discussion, coach/instructor will review key principles again and why they are so important
<b>Grading</b>	
<b>Assessment</b>	<p>Component 1</p> <ul style="list-style-type: none"> <li>- XR experience <ul style="list-style-type: none"> <li>o Accuracy and completion tracked through Wonda</li> <li>o Correct decision +10</li> <li>o Incorrect decision -10</li> <li>o Must complete all scenarios</li> </ul> </li> </ul> <p>Component 2</p> <ul style="list-style-type: none"> <li>- Written Reflection <ul style="list-style-type: none"> <li>o Will be collected at the end of session</li> <li>o Quality of reasoning +5 points</li> <li>o Understanding of concept +5</li> </ul> </li> </ul> <p>Component 3</p> <ul style="list-style-type: none"> <li>- Discussions <ul style="list-style-type: none"> <li>o Active engagement observed by instructor +5 points</li> </ul> </li> </ul>
<b>Grading Evaluation</b>	<p><a href="https://docs.google.com/spreadsheets/d/1qYHrWIXefirIPfbvWwsx6xzYN6AH6O-NCmeY013OB5mM/edit?usp=sharing">https://docs.google.com/spreadsheets/d/1qYHrWIXefirIPfbvWwsx6xzYN6AH6O-NCmeY013OB5mM/edit?usp=sharing</a></p> <p>Link to rubric</p>

## **Immersive Learning Experience Writeup:**

### ***Overview of Lesson's Purpose and Target Audience***

This XR lesson was designed for middle school softball players who want to be outfielders. It can also be applicable for anyone on the softball team and even people who do not play softball. It is meant to challenge the user to make decisions under pressure, which is a skill anyone should have. It also requires them to explain their reasoning and practice defending their decisions. It was designed to teach athletes and users how to make intelligent decisions as an outfielder. The target learner would have basic knowledge of softball, and either currently play on a team or are interested in developing their understanding of the sport. Many middle school athletes have the skills to catch the ball and throw it in but are not yet confident in their decision making and mental aspects of the game.

The purpose of the lesson is to develop situational awareness and decision making. These are critical skills for any person on the field, but as an outfielder, it is extremely important as you are the last line of defense on the field. Through an immersive experience of first-person scenarios, users experience five game-like situations that require them to analyze different aspects of the game. This allows students to gain “mental reps” and develop their softball IQ without needing access to a full field, live game conditions, or even more players. The lesson emphasizes that decision-making can matter more than raw ability, which empowers learners to want to play regardless of skill level.

This lesson also teaches skills beyond the softball field. It includes transferable skills that are important for anyone to know. In this lesson, users will be challenged to critically think under pressure, assess risks of certain decisions, and process multiple aspects of information at a time. These skills are valuable in more than just softball, but they can be used in academics and life.

To create this lesson, I discussed critical situations with my current teammates and decided on what I wanted users to experience. I then used backward design and created my lesson plan. This helped me understand exactly what I wanted learners to get out of this. After finalizing my lesson plan, I asked my teammates to be baserunners so I could take photos and upload in Wonda Spaces. Within Wond Spaces, I was able to create multiple scenarios, embed audio and videos, and implement a quiz for the user. This allowed me to track user progress and make sure they were working through the lesson. Finally, I create my handouts and grading rubric for the lesson overall.

### ***Technologies used:***

360-degree GoPro	Took 180-degree photos of UNC softball field with runners on base to immerse learner on field
Wonda Spaces	Platform used to host the learning experience. Used it to create five scenarios, quiz for

	learners, hear sound effects, implement clickable hot spots, and track student performance
iPad	Using my iPad, I was able to screen record and edit diagrams of the softball field to show the path of the ball for users to better visualize the situation
PixaBay	Used to find and download free audio to insert into Wonda Spaces