



Classrooms of the Future

Article

RED BANK, New Jersey (Achieve3000, March 11, 2020). Students sit at their desks. They're wearing special glasses. What are they doing? Looking around outer space! Other students are making toy cars go fast. Using what? Their minds!

Sound like a movie? Get this: Most classrooms may be like this someday. They'll have all kinds of technology!

Take virtual reality (VR). It lets students go on field trips. No bus needed! Looking through VR glasses, students can "visit" places. They can look around. It's as if they're there. Students can also meet up through avatars. Cool, huh?

Also cool: a high-tech headband. It lets students power computer games using their minds. How does it work? It records electrical signals from the students' brains. The signals are measured by a computer. The measurements control an action in the game—like making toy cars move.

What else is rolling into schools? Robots! They make learning fun. Some are telepresence robots. They're like tablet computers on wheels. They can be controlled from anywhere. Say you're home sick. The robot moves around school. Its camera lets you be part of the class. How high tech!

Video credit: Williamsport Area School District, Williamsport, PA

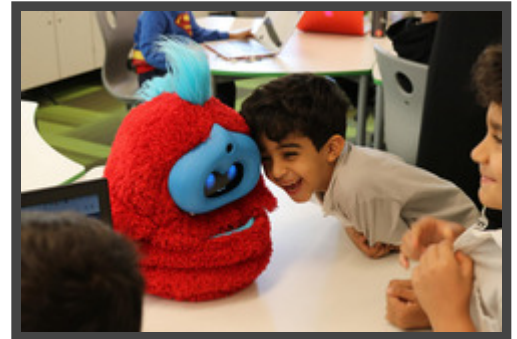


Photo credit: Stefania Druga, MIT Media Lab

Meet Tega. This classroom robot tells stories. And it helps students learn new words.

Dictionary

avatar (*noun*) a small picture that represents a computer user in a game, on the Internet, etc.

control (*verb*) to direct the actions or function of (something): to cause (something) to act or function in a certain way

measure (*verb*) to find out the size, length, or amount of (something)

signal (*noun*) something (such as a sound, a movement of part of the body, or an object) that gives information about something or that tells someone to do something

technology (*noun*) a machine, piece of equipment, method, etc., that is created by technology

Activity

PART 1

Question 1

What is this Article mainly about?

- ☐ Ⓐ Brain signals can make a toy car move.
- ☐ Ⓑ Students can look around places with avatars.
- ☐ Ⓒ Classrooms will have all kinds of new technology.
- ☐ Ⓓ Telepresence robots are like computers on wheels.

Question 2

Which of these is an opinion?

An opinion tells what a person thinks or feels. Others may not think this is right.

- ☐ Ⓐ Students use VR to look around different places.
- ☐ Ⓑ Using technology in classrooms is lots of fun.
- ☐ Ⓒ Telepresence robots can be controlled from anywhere.
- ☐ Ⓓ Signals from students' brains can power computer games.

Question 3

The Article says:

Some are telepresence robots. They're like tablet computers on wheels. They can be controlled from anywhere. Say you're home sick. The robot moves around school. Its camera lets you be part of the class.

This helps the reader to know _____.

- ☐ Ⓐ how virtual reality might be used in the classroom
- ☐ Ⓑ that technology can help students who can't leave home
- ☐ Ⓒ why it is hard to find robots that are useful and fun to use
- ☐ Ⓓ that telepresence robots will take over as teachers

Question 4

Which two words have **opposite** meanings?

Only some of these words are used in the Article.

- ☐ (A) sit and study
- ☐ (B) sick and well
- ☐ (C) games and movies
- ☐ (D) look and see

Question 5

Amy wants to know more about looking around places without being there. She should look _____.

- ☐ (A) in a dictionary, under the word "avatar"
- ☐ (B) at a video that talks about VR technology
- ☐ (C) at a TV show that explains electrical signals
- ☐ (D) on a webpage that tells about tablet computers

Question 6

The Article says:

The signals are measured by a computer. The measurements control an action in the game—like making toy cars *move*.

Which means the **opposite** of *move*?

- ☐ (A) crawl
- ☐ (B) turn
- ☐ (C) drive
- ☐ (D) stop

Question 7

Think about the Article. Which is most likely to happen?

- ☐ (A) Schools will use robots to teach instead of teachers.
- ☐ (B) Students will learn about places using VR technology.
- ☐ (C) Schools will stop using most high-tech tools.
- ☐ (D) Students will bring telepresence robots with them everywhere.

Question 8

Which is **not** in the Article?

- Ⓐ How headbands can help students with their homework
- Ⓑ How students can visit places without being there
- Ⓒ How robots can help students who can't go to school
- Ⓓ How the mind can power computer games

Thought Question

In what ways do you think schools might be different after classrooms get high-tech tools like robots? Use facts and details from the Article in your answer.

Write your answer below.