

Storytelling

Animal story
Follow an animal by choosing into its natural habitat or being able to select a habitat and from there see the animals living there.

Dinosaur story
An extension of the animal story but with dinosaurs

Historical reenactment

Have historical figures like Cleopatra, Einstein or maybe a dinosaur tell their own story. A sort of narration of how it was in their time and what they did. This could also be an interactive story where the child chooses the direction or a Dora style of storytelling.

Story with quiz at the end

A story will be told with all kinds of visuals. In between the children can raise their hand, this can be recognized by some kind of camera recognition and they ask questions. At the end a virtual character will do a little quiz (also with visualizations, like in the characters open hand) and children can answer them. The quiz questions will also be based on the questions the kids have asked in between.

A sort of dnd game

Children will go through an educational journey and based on a dice roll the story will go in different directions. (Until dawn-ish.) Butterfly effect.

Formal education

3D Biology models

Just like the classroom skeleton that was used for biology classes. But the possibilities with a holographic model are almost endless. Not only can you for example see the important organs, but you could also zoom in to a microscopic level and see how white blood cells interact with the body. Letting the children interact and explore the human body.

3D Solar modal

Just like the skeleton, they have an interactive model of the solar system, being able to zoom in on or out on a planet and getting simple but fun facts about them. Add features like astronaut training etc.

Physical/creative

Group creative 'class'

Event (possibly every week or so) where children can come together and have a creative event guided by the HoloBox (drawing, crafts, etc.)

General idea

Martin Morning

Every morning the kid, "martin", wakes up as something different. Can either be a detective, a vampire, a kind, etc. Our character would be different every week or so.

Non-formal education

Time travel

Children can 'time travel' to specific moments in history using the holobox. They can choose a time and learn about the historic moments.

Scientist

A scientist character that asks them to mix different substances and elements (on screen) and they can see what happens and the scientist explains why.

News for children

A virtual storytelling explaining recent events, news and the weather. like the dutch jeugdjournaal. This could ofcourse change in theme with national holidays like christmas or easter bunny.

Global exploration

Let the child virtually explore and meet other cultures, countries, landmarks and geographic locations. Having a character which explores each culture explaining and teaching the child where they are and what they see. Maybe teach something about the country and have the children learn some basic words in the native language of that country.

In-formal education

Music

Teach kids about music and musical instruments. Children can 'play' virtual instruments, learn how music is composed and learn the sounds of different instruments around the world.

Problem solving

Puzzle game/guide

The child or children have a guide on the screen with a figure explaining the game/rules. The child plays the game physically competing with other children or the figure. Keeping a score/time record on the screen.

Mystery solving

Adventures where kids follow clues, solve puzzles and learn critical thinking skills to complete a mystery. Each adventure could include different skills like math, logic or geography for example.

Logica coding game

Hier leren kinderen met simpele zinnen hoe ze een karakter kunnen laten bewegen terwijl ze ondertussen misschien fouten maken in de code die ze dan zelf moeten oplossen. Dit kan met een heelboel onderwerpen gecombineerd worden.

Asking questions

Book discussion

Since the HoloBox is most likely going to be located in a library, kids can ask for book recommendations based on what they like and the HoloBox can further explain the deeper meaning of a book they have read or want to read, in a child friendly fashion.

Problem solving

A virtual character gives some everyday problems with varying difficulty, or tasks to fullbring. This way the children learn problem solving by themselves, and together.