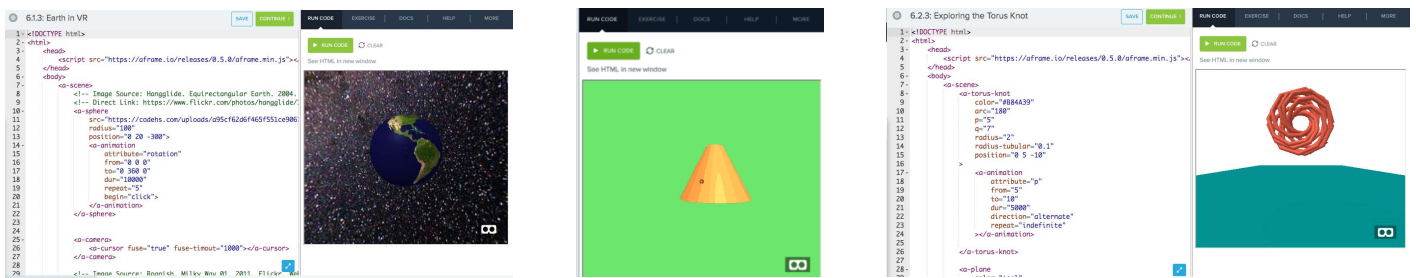# CodeHS
Intro to Virtual Reality Course Features

OVERVIEW

Introduction to Virtual Reality is a mini-course that introduces students to the basics of building virtual reality worlds using HTML and the A-Frame JavaScript library. In this course, students will learn how to make virtual reality worlds with shapes, animation, and interactions in A-Frame. Students will be able to view and share their creations in a VR device.

SNAPSHOT

Students will apply the skills developed throughout the course to create their own virtual reality worlds that can be viewed and shared on VR devices or in an Internet browser. Any iPhone or Android phone can be used as a VR device with a smart phone headset.

TEACHER TOOLS

Monitor class and individual student progress, easily and efficiently grade student work, design a customizable and dynamic class syllabus and more. Teachers find tools to save them time and focus one-on-one with their students.

TEACHER RESOURCES

Access daily lesson plans, offline handouts and activities, sample solutions and more. Teachers have access to all of the resources they need to teach their class, all in one place.

TEACHER SUPPORT

CodeHS tutors help with debugging and provide feedback to teachers working through CodeHS content. Our Account Management Team assists with implementation and best practices before and during the school year.

CREATE AND CUSTOMIZE CURRICULUM

With CodeHS Create, teachers can customize their own curriculum and create exercises, projects, assessments, autograders and more.