

Lesson Plan

<i>Title</i>	Virtual Reality Hazard Awareness
<i>Subject</i>	Module 2: Struck By, Caught Between
<i>Author</i>	Manitoba Construction Sector Council
<i>Grade level</i>	10 to 12
<i>Time duration</i>	15 to 30 minutes
<i>Overview</i>	<p>The International Brotherhood of Electrical Workers (IBEW) Local Union 2085 in partnership with the Boilermakers Local 555, the Piping Industry Technical College of Manitoba / UA Local 254 and the Construction Safety Association of Manitoba developed a series of virtual reality resources that will allow youth and new entrants in construction to spot hazards, assess risk and develop a plan to prevent injury. With the use of 360-degree imagery, youth will virtually walk a worksite. They will look up, down and around the site using oculus lenses. They will spot hazards, assess the risks and as a result, they will be able to explain how to work more safety on a work site.</p> <p>Youth will be made more aware of each hazard and what needs to done to avoid injury. This is an interactive way to teach safety and one that is close to real life situations without actually being there. It is not enough for youth to hear about the hazards on the worksite. They have to see it and experience what it looks and feels like. This will provide another tool for youth to learn about safety and one that is completely in touch with the way youth learn today. This will not replace current safety training, only serve to supplement and enhance the way safety is taught to our youth and new entrants.</p>
<i>Objective</i>	<p>Students will be able to:</p> <ul style="list-style-type: none"> Identify, control and report safety hazard incidents relating to slips, trips, and falls.
<i>Materials</i>	<p>Pico Goblin Virtual Reality Headset, Work sheet</p>