



Exploring 360° Content

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Exploring 360° Content

- WILOS360 – Online Teacher Training Course
- Lesson: Exploring 360° Cultural Content
- Erasmus+ KA220 Project



Exploring 360° Content

- Welcome to this lesson of the WILOS360 online teacher training course.
- In this lesson, we explore 360-degree cultural content.
- You will work with real examples from the WILOS360 project.
- You will reflect on how immersive content can support teaching and learning.



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This lesson is part of the Erasmus Plus KA220 project WILOS360.

Lesson Objectives

By the end of this lesson, you will be able to:

01

Explore 360° cultural videos effectively

02

Analyse immersive content
pedagogically

03

Select suitable material for secondary
education

04

Reflect on classroom implementation



What Is 360° Content?

- 360° content allows learners to explore a cultural environment interactively.
- It supports experiential learning, observation, and reflection, rather than passive video watching.
- The goal is meaningful learning, not technology itself.



360° Case Study 1: The Medieval Market of Óbidos



- This example comes from Portugal.
- It presents the Medieval Market of Óbidos.
- The event recreates medieval life.
- Learners can explore costumes, buildings, and activities.
- The 360-degree video creates a strong sense of presence.

You can access the full video through the WILOS360 platform:
<https://wilos360.eu/event/the-medieval-market-of-obidos/>



Pedagogical Use – Óbidos

- This video can support history and social studies lessons.
- Students can identify medieval elements.
- They can compare past and present life.
- They can discuss social roles and daily activities.
- The immersive view helps develop historical understanding.
- Guiding question: What details help students understand medieval society?





360° Case Study 2: Malliaros Carnival



- This example comes from Greece.
- It presents the Malliaros Carnival.
- This is a living cultural tradition.
- The event includes music, movement, and costumes.
- The 360-degree video captures the atmosphere of the celebration.
- It helps learners experience local culture.

You can access the full video through the WILOS360 platform:
<https://wilos360.eu/event/malliaros-carnival/>



Pedagogical Use – Malliaros Carnival

- This video supports discussion about tradition and identity.
- Students can observe costumes and movement.
- They can explore symbolism and community values.
- They can compare this carnival with others in Europe.
- The content encourages intercultural reflection.
- Guiding question: How does carnival reflect local identity?



Comparing the Two Events



- Both events offer strong educational value.
- The Óbidos market focuses on the past.
- The Malliaros carnival focuses on living tradition.



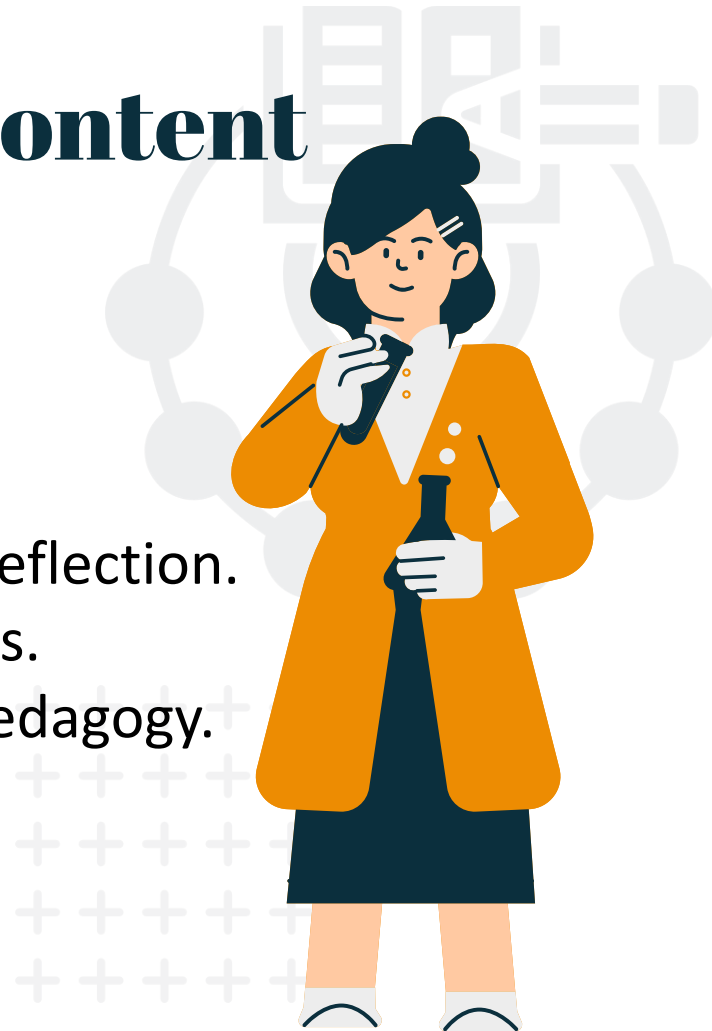
- Together, they support comparative and intercultural learning.
- Teachers can use both in cross-curricular activities..





How to Use 360° Content in Class

- 360 content is flexible.
- It can introduce a topic.
- It can support exploration.
- It can trigger discussion and reflection.
- Always focus on learning goals.
- Technology should support pedagogy.





How to Use 360° Content in Class

- Use as lesson introduction
- Pause for discussion
- Encourage observation and questioning
- Link content to curriculum topics





Reflection Prompt

- Choose one of the two 360° videos.
- Think about how you would use it in your subject.
- Think about what students could learn.
- Think about one classroom activity.
- Write a short reflection of one hundred and fifty to two hundred words.



Summary

- In this lesson, you explored 360-degree cultural content.
- You analyzed two examples from the WILOS360 project.
- You reflected on their educational value.
- Immersive learning works best with clear goals.
- Pedagogy should always come first.