



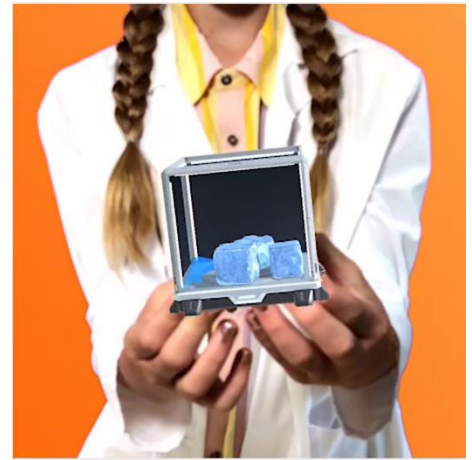
**A.D. HENDERSON &
FAU HIGH SCHOOL**

777 GLADES ROAD
BLDG #26
BOCA RATON, FL 33431

THE CANE INSTITUTE FOR ADVANCED TECHNOLOGIES

Dear students (and parents),

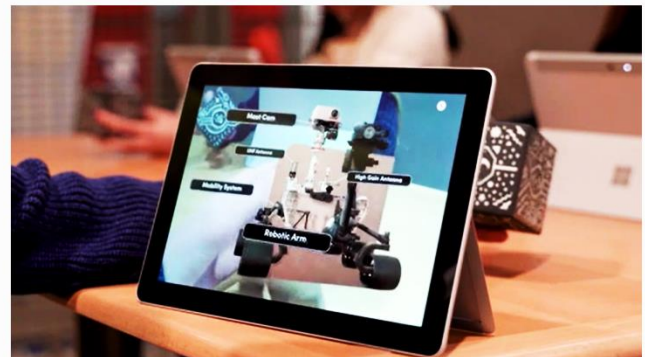
The Cane Institute is excited to provide your second TCI STEM@Home mailer which includes a gateway to augmented reality (AR) with the Merge Cube! In addition to the free content you can find at www.mergecube.com, ADHUS/FAUHS purchased the license to premium content which provides access to over 1,000 digital teaching aids with over 100 multi-sensory, interactive simulations that will help you engage in remote learning. For K-5 students, Mrs. O’Sullivan will help you get logged on through STEAM. Middle school students, Ms. Milu and Ms. Cheva will help you get logged on. Ninth graders, you will receive an email with instructions on how to create your account. Merge EDU activities are aligned with our K-8 standards which can be found using this link: <https://tinyurl.com/y5xyg6kw>. Even more VR and AR activities may be found as part of the Merge Miniverse <https://miniverse.io/cube>.



Our students who have school iPads will have the Merge Explorer and Merge Object Viewer apps pushed out directly to their electronic devices. Students in 2nd through 8th grades will need to download these two apps on a compatible device. Visit this website to see if your device is compatible: <https://tinyurl.com/yynrufxg>.

How it works

- 1 Download and launch Cube apps on your smartphone or tablet.
- 2 Point your device at the Cube.
- 3 Watch the Cube transform into a virtual object you can hold.



3D Tactile Learning



At Home & School



Curriculum Aligned



Multi Sensory Instruction



Spatial Development



Accelerate Understanding



Focused Engagement

RESEARCH CONNECTION

AR in the K-12 Classroom

Augmented reality can be used to enhance student learning and engagement. Here are just a few current sources on augmented reality research in the K-12 classroom.

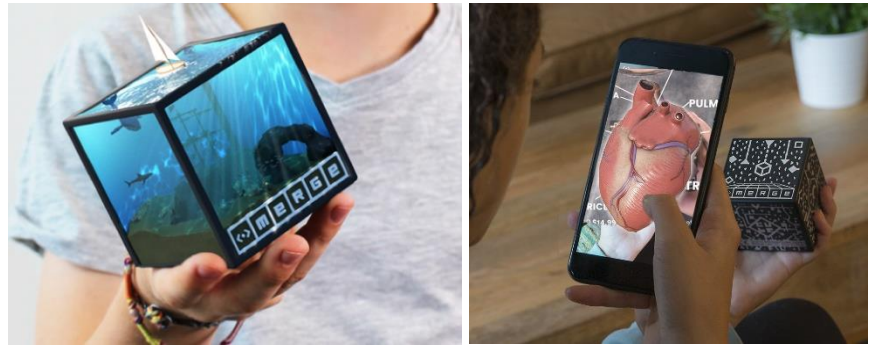
Garzón, J., & Acevedo, J. (2019). Meta-analysis of the impact of Augmented Reality on students' learning gains. *Educational Research Review*, 27, 244–260. <https://doi.org/10.1016/j.edurev.2019.04.001>

Han, J., Jo, M., Hyun, E., & So, H. J. (2015). Examining young children's perception toward augmented reality-infused dramatic play. *Education Technology Research and Development*, 63, 455-474.

Leighton, L. J., & Crompton, H. (2017). Augmented reality in K-12 education. In G. Kurubacak & H. Altinpulluk (Eds.), *Mobile Technologies and Augmented Reality in Open Education* (pp. 281-290): IGI Global.

Madanipour, P., & Cahrssen, C. (2020). Augmented reality as a form of digital technology in early childhood education. *Australasian Journal of Early Childhood*, 1, 5. <https://doi.org/10.1177/1836939119885311>

Saltan, F., & Arslan, Ö. (2017). The Use of Augmented Reality in Formal Education: A Scoping Review. *EURASIA Journal of Mathematics, Science & Technology Education*, 13(2), 503–520.



Try out these free apps that work with your new Merge Cube!



Dig! for MERGE Cube

MERGE Adventure

Everyone

Offers in-app purchases

This app is compatible with your device.

Add to Wishlist



THINGS for MERGE Cube

MERGE Adventure

Everyone

This app is compatible with your device.

Add to Wishlist



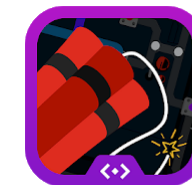
CoSpaces Edu

Delightex GmbH Education

Everyone

This app is compatible with your device.

Add to Wishlist



Defused! for MERGE Cube

MERGE Adventure

Everyone

This app is compatible with your device.

Add to Wishlist



Tiltball for MERGE Cube

MERGE Adventure

Everyone

This app is compatible with your device.

Add to Wishlist

Please share your AR learning experience with our TCI learning community by posting pictures to The Cane Institute Facebook and Twitter! If you have questions or comments, feel free to reach out via email at aphipps@fau.edu.

Sincerely,

Allan Phipps
District K-12 STEM Coordinator and Director of The Cane Institute