

# The Hobbit



THE  
TOLKIEN  
SOCIETY

## Lesson 2: Create a Virtual Walking Tour

**Subject Areas:** Geography, English/Creative Writing, IT/Digital

**Skills:** Digital Learning, Communication, Creativity

### Learning Objectives

- Students will engage in a project-based learning approach to create an interactive Middle-earth tour using the <http://lotrproject.com/> website.
- Students will integrate geographic knowledge, technology skills, and creative storytelling to bring J.R.R. Tolkien's Middle-earth to life.
- Students will collaborate, problem-solve, and think critically to design an immersive and engaging virtual experience.

### Materials

- Computers or laptops with internet access
- Projector or interactive whiteboard
- Maps of Middle-earth (physical or digital)
- Writing and drawing materials

### Lesson Activities

#### 1. Review and Preparation:

- Recap the key points from the previous lesson (Lesson 1: Designing Our Own Middle-earth) and the importance of geography in J.R.R. Tolkien's works.
- Explain that in this lesson, students will use the <http://lotrproject.com/> website as a starting point to create a virtual walking tour of The Hobbit's Middle-earth.
- Demonstrate an example of an existing Middle-earth journey using the LotR project site to give students a sense of what they will be creating.

#### 2. Group Formation and Tour Planning:

- Divide students into small groups and assign each group a specific location or scene from The Hobbit.
- Instruct each group to choose a leader and brainstorm ideas for their virtual tour. Encourage them to think about what information, visuals, and interactive elements they want to include in their tours.

#### 3. Creating the Virtual Tour:

- Provide access to computers or laptops with internet access and guide students in using the <http://lotrproject.com/> website to create their virtual tours.
- Encourage students to add descriptions, images, and any multimedia elements to make their tours engaging and informative.

#### 4. Creative Writing and Tour Narration:

- Have each group work together to write an informative narrative or script for their virtual tour, including engaging storytelling and descriptions of the locations.
- Emphasise the importance of descriptive writing to immerse the tour's visitors in the world of The Hobbit.

#### 5. Presentation and Peer Feedback:

- Allocate time for each group to present their virtual tours to the class.
- Encourage peers to ask questions and provide constructive feedback on the tours, considering factors like engagement, content, and overall user experience.

#### Possible Assessment Activities:

- Peer Evaluation: Have students evaluate and provide feedback on each other's virtual tours.
- Self-Reflection: Ask students to write a self-reflection on their own virtual tour project. Have them analyse their strengths, weaknesses, and what they learned throughout the process.
- Overall Project Presentation: Assess the group's overall presentation, including their ability to collaborate, meet deadlines, and manage the project as a whole.
- Instructor Observation: Use your observations during the project's development and presentation to provide a holistic assessment of how well students worked together, engaged with the content, and executed the project.
- Evaluate the extent to which the project met the stated learning objectives, including integrating geographic knowledge, technology skills, and creative storytelling.

#### Extension:

- Challenge students to create a 'Hobbit Trivia' quiz based on the content of their virtual tours and share it with the class.