VR English 1 SYLLABUS

Tuesdays and Thursdays
10:00 a.m. – 10:45 a.m. ET

Teacher: Ravinder Manku
Contact information: rmanku@amreicanhighschool.org or on Micorsoft Teams

Course Objectives

In this course, you will learn reading, writing, and critical thinking skills through the study of literature and the composition of both analytical and creative written works. Specifically, the literature we will study in this class will be divided into five themes: Short Stories, Nonfiction, Poetry, Drama, and Legends and Myths.

At the end of this course, you will be able to:

- Summarize stories and poems
- Discuss the main idea & theme of literature works
- Identify tricksters and archetypes
- Identify literary elements (such as characterization, setting plot, and conflicts), figurative language (such as metaphor, simile, personification, symbolism and allusion), and descriptive language (such as tone, irony, mood, and imagery)
- Analyze literary concepts include figurative and descriptive language
- Demonstrate how to write a literary analysis
- Analyze Shakespeare plays and themes

Needs and Resources

Required Background
To successfully complete this course, you must complete the following:

- Demonstrate excellent attendance.
- Complete all assessments and unit projects.
- Participate in the VR classroom.
- Be punctual to the VR classroom.

Required Materials
To successfully complete this course, you will need:

- Computer/Laptop
- Meta Quest 2
- AHS's Learning Management System
- Microsoft Office 365 (Which includes Word 365)
- Microsoft Teams installed on your desktop, laptop, or phone
- Engage VR Application downloaded on your VR Headset or computer.

Additional Print Resources

- Textbooks found in the course
- All other materials are found within your course.

Online Resources

- Look in the **Course Overview** section of the English course in the LMS

POLICIES AND PROCEDURES

Virtual Reality Course Expectations:

[Click here to view VR Course Expectations.](#)

Grading Policies:

- A student's final grade will be based on the assessments, attendance, participation, and final unit projects.
- There may be no extra credit.
- All grades are final.
- The student must complete all the work approximately the same week when specified by instructor during VR Live Sessions.

Grading Scale:

A: 100%-90%
B: 89%-80%
C: 79%-70%
D: 69%-60%
F: Below 60%