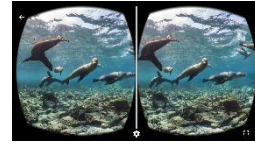# Google Expeditions
Teacher-Guided Virtual Reality Field Trips

Find a Google Expedition Tour
Search over 900 Google Expeditions Tours at bit.ly/GoogleExped

Download a Tour
- Open Google Expeditions on the device that will be leading the expedition.
- **Sign-in with a Google Account.**
  If you are not prompted to sign in, you can use the Menu icon in the top left corner to sign in.
  A teacher or guide must be signed into a Google account to lead a tour. Students do not need to sign in to join a tour.
- Click Discover.
- Search and select an Expedition.
- Click 'Download to View or Guide.'
  The tour is now on your device and ready for you to lead! You can click 'Guide' to lead now, or wait and lead the tour later by going to the LIBRARY tab.

Lead a Tour (teacher)
- Click the Library tab, and select one of the tours you previously downloaded.
- Click Guide.
- Note the four-digit tour number and click 'Got it.'
- Press 'Play' to open a scene.

  Wait for and assist students joining the tour. (You can pause the scene, if you do not wish them to see the tour until after everyone is ready.)

- Point out highlights.
- Swipe from the bottom, right corner to go to the next scene.

When finished, press 'X' in the top left to leave the expedition

Join a Tour (student)

NOTE: If students see a prompt to sign in, they should just click '**Use Expeditions without an account.**'

- Click 'Class' icon (lower, left) and wait for the expedition to appear in the window.
- Click Join. Be sure the tour number matches the teacher's tour number.
- Click Join, again.

TIP: If a student does not have the tour available to join, have him or her to this:
(1) Double-click the home button to close out of the Expeditions app.
(2) Turn wi-fi off and then back on.
(3) Open the Expeditions app again.

- If using iPads, you are ready to go!
- If using iPods, place the iPods into the goggles and adjust the view using the googles adjustment buttons.

  Enjoy the tour!

Tips for Classroom Use

Consider asking your IIC for assistance the first time you are planning to use Expeditions with a class.

- Give students a few minutes to get used to the experience before pointing out highlights.
- Consider discussing the introductory questions with devices down.
- Feel free to press the pause button frequently, as needed. This will allow you to easily get students attention so they don't miss important information.
- Begin the lesson with students sitting, and have them stand once they enter the scene. If they lose the connection, they should sit so it is easy to see who needs assistance.
- If a student is bothered by the goggles, the student can view the tour an iPad, or on an iPod. Simply stich the view from split screen to full screen with the option in the corner of the viewer.

  Take frequent breaks to discuss content, allow for written reflection, and to allow students to readjust their eyes.

Troubleshooting and Tech

- *School devices – Test your tour on student devices to be sure it will work, or check with your IIC. Google Expeditions might not run render scenes correctly on older devices or with different iOS versions. For example, iPads running 10.3.3 will not render the tours properly, and different requirements are required for VR vs AR tours.*
- *BYOT – Students can download the free Expeditions app to their own devices. Android devices might not function properly with a tour lead by an iOS device. Old iOS devices also might not render the tours correctly.*

You Can Create Your Own Tour

For more information about creating your own tour, use the Google Chrome browser and visit this site: https://arvr.google.com/tourcreator/