Augmented & Virtual Reality

BIBLE CURRICULUM
Teach the Book that Shapes History
“Thy word is a lamp unto my feet, and a light unto my path.”

— Psalm 119:105

CONTENTS

3 Museum of the Bible Overview
4 Bible Curriculum Overview
5 Curriculum by the Numbers
6 Volume 1: Genesis to Ruth
7 Volume 2: Samuel through the Prophets
8 Volume 3: The Gospels
9 Volume 4: Acts through the Book of Revelation
10 Key Features
11 AR (Augmented Reality) Student Companion App
12 Pricing
13 Frequently Asked Questions
15 Letter from Dr. Jerry Pattengale, Editor-in-Chief
16 Ordering Information
MUSEUM OF THE BIBLE
OVERVIEW

The museum in Washington, DC is housed in a 430,000-square-foot building just two blocks from the nation’s Capitol. It provides guests with an immersive and personalized experience as they explore the history, narrative, and impact of the Bible. These themes parallel those in Museum of the Bible’s curriculum.

Museum of the Bible is intended to be an unparalleled experience, using cutting-edge technology to bring the Bible to life. It will span time, space, and cultures, inviting everyone to engage with the Bible. With three permanent sections and space for temporary exhibits, there will always be something new to explore.

BIBLE CURRICULUM
OVERVIEW

Museum of the Bible’s curriculum uses cutting-edge technology to bring Bible education to life! Augmented Reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics, or GPS data.

Museum of the Bible has developed a full two to four-year, high-tech high school Bible curriculum. Pilot programs have been completed in Israel and the UK with great success, and another currently underway in a US private school. The new interactive Bible curriculum allows students to travel beyond the classroom to create a meaningful learning experience. Consisting of 108 chapters over four volumes, the innovative content design engages the smartphone generation. Tailored specifically to suit the needs of the homeschool, private school, and independent study segments, the curriculum focuses on the history, narrative, and impact of the Bible. It includes hundreds of interactive media elements including virtual reality, animations, 3D models, interactive maps, gamified quizzes, and more!

History lessons examine the historical and archaeological information, fostering a better understanding of the Bible and its context. History lessons also benefit from drawing upon the thousands of artifacts in the Museum Collections.

Narrative lessons present significant concepts, events, and personalities of the Bible in an objective and descriptive way.

The narrative lessons fit into the overall presentation of the Bible as a tool of cultural literacy and a primary force of Western Civilization.

Impact lessons connect the influence of the Bible on societies and cultures over time. All lessons—history, narrative, and impact—maintain religious neutrality to respect diverse religions and traditions associated with the Bible.

bibletext@mbible.org
CURRICULUM BY THE NUMBERS

Overview
- 4 Volumes
- 1 Introductory Lesson
- 108 Chapters
  - 39 History Chapters
  - 43 Narrative Chapters
  - 25 Impact Chapters
- 99 images of artifacts in the Museum Collections
- 9 Bible Translations
  - KJV, NKJV, NJPS, NRSV, NET, NLT, ESV, NABRE, NIV
- Option for students to choose their preferred Bible translation for extended passages
- Written at a 9th grade reading level

AR (Augmented Reality) Student Companion App
- 463 Interactive App Activities
  - Volume 1: 121
  - Volume 2: 111
  - Volume 3: 111
  - Volume 4: 120
- These App Activities include:
  - 44 Interactive Maps
  - 56 3D Models
  - 107 Summary Quizzes

UMS Cloud Features
- 1 Pre-and Post-Course Assessment
- 108 Slide Presentations
- 108 Chapter Tests and Answer Keys
- 220 Handouts
  - Volume 1: 76
  - Volume 2: 51
  - Volume 3: 48
  - Volume 4: 45

Students
- Over 150 students participated in a pilot program in Oklahoma.
- 40 students participated in the Bible Bowl in May 2017 at By the Hand Club for Kids in Chicago from five different teaching sites.
- 1,400 students piloted the curriculum in Israel in the 2014-2015 school year.
- 6,000 students in Israel piloted the curriculum in 2015-2016.
- For the past two years, almost 100,000 students in Ramat-Gan and Ashkelon have been using the curriculum.

VOLUME 1
Genesis to Ruth

Teacher’s Guide | Student Edition
This guide contains twenty-six chapters, beginning with introductory chapters to the Bible and to the curriculum. It covers narratives on the patriarchs of Genesis, Moses, the Exodus, and the Law, and the early development of Israel. History chapters provide context for the biblical narratives in their ancient Near Eastern cultural settings. Impact chapters explore the use and influence of the Bible on modern science, slavery, justice, and charitable giving.
VOLUME 2
Samuel through the Prophets

Teacher’s Guide | Student Edition

This guide contains twenty-eight chapters, covering the narratives on the kings of Israel, Psalms, Proverbs, and Ecclesiastes, writings of the prophets, and significant figures of the Hebrew Bible, like Job, Esther, and Daniel. History chapters trace the beginnings of biblical transmission and translation, daily life in the Bible, and fascinating archaeological discoveries like the Dead Sea Scrolls. Impact chapters explore the impact of the Bible on education and the unique role the Bible played in the formation of early American government, law, and culture.

VOLUME 3
The Gospels

Teacher’s Guide | Student Edition

This guide contains twenty-six chapters, covering the narratives on the life of Jesus of Nazareth, with special emphasis on his teachings. History chapters discuss the culture of New Testament times, including chapters on the Herodian dynasty, crucifixion, and how ancient historians wrote about early Christianity. Impact chapters explore the impact of the Bible on worldviews, calendars, film, theater, and art and literature across time and around the world.
Teacher’s Guide | Student Edition

This guide contains twenty-eight chapters, covering the narratives from the book of Acts, the writings of Paul and other New Testament writers, and ending with the book of Revelation. History chapters discuss early New Testament manuscripts, the history of Christianity from its earliest days, through the medieval era and Protestant Reformation, all the way to the modern missionary movement. These chapters focus on how medieval Jewish and Christian writers interpreted the Bible, and on significant English Bibles like the Geneva Bible and the King James Bible. Impact chapters explore the impact of the Bible on our modern world—on family, human rights, architecture, and religious holidays.

KEY FEATURES

Museum of the Bible Curriculum provides an innovative way for parents/teachers to engage students with the Bible. Also, it allows individual learners to engage in a robust, themed study of the Bible. Using a descriptive approach, the four-volume set encompasses major narratives from Genesis to Revelation. Lessons on the history of the Bible help students comprehend the context of the Bible and its fascinating past. Impact lessons introduce the Bible’s significant influence over the centuries. Using unique interactive technology, engaged students move beyond the page for a more engaging and memorable learning experience.

Exclusive digital content is accessible through the AR (Augmented Reality) Student Companion App which is meant to work in conjunction with each textbook and is included with each Student Edition.

Key features include:
Innovative content design engaging the smartphone generation. Hundreds of interactive media elements including virtual reality, animations, 3D models, interactive maps, gamified quizzes and more.

History lessons examine historical and archaeological information, fostering a better understanding of the Bible and its context.

Narrative lessons present significant concepts, events, story lines, and personalities of the Bible.

Impact lessons explore the influence of the Bible on societies and cultures over time.

Teacher’s Guide:
• Flexible teaching plans for each chapter include various timed activities.
• Pedagogical content includes activities for individuals, pairs, and groups.
• “Goals” and “Essential Questions” highlighted in the Teacher’s Guide assist in understanding and communicating the main ideas of each chapter.
Augmented Reality (AR) is a live (direct or indirect) view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data. Museum of the Bible’s curriculum uses this cutting-edge technology to bring Bible education to life! See the Gutenberg Printing Press in action, flip through pages of an ancient text, or test your Bible knowledge!

**Software Requirements**

Android 4.4 and up to 8.0

IOS 9, 10, and 11

**Recommended Devices:**

- iPad Mini 2,3 & 4
- iPad Air 1 & 2
- iPad 3
- iPad New (32Gb)
- iPad Pro
- iPhone 5, 6, 6+, 7
- Samsung Galaxy Tab S1, S2
- Samsung Galaxy Note 4, 5
- Samsung Galaxy S4, 5, 6
- Google Nexus 5, 9, Pixel
- Lenovo Yoga Tab3-10
- LG V10

**UMS (User Management System)**

**Browsers supported for UMS:**

- Chrome on PC & Mac
- Safari on Mac

**Storage Requirements**

- Android AR App: 88MB
- IOS AR App: 206MB

---

**PRICING**

**Teacher’s Guide & UMS Bundle**

<table>
<thead>
<tr>
<th>Volume</th>
<th>Per Volume</th>
<th>Cloud UMS Access*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volume 1</td>
<td>$64.95</td>
<td>Included</td>
</tr>
<tr>
<td>Volume 2</td>
<td>$64.95</td>
<td>Included</td>
</tr>
<tr>
<td>Volume 3</td>
<td>$64.95</td>
<td>Included</td>
</tr>
<tr>
<td>Volume 4</td>
<td>$64.95</td>
<td>Included</td>
</tr>
</tbody>
</table>

**Student Edition**

<table>
<thead>
<tr>
<th>Volume</th>
<th>Volume 1</th>
<th>Volume 2</th>
<th>Volume 3</th>
<th>Volume 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Textbook &amp; AR App</td>
<td>$34.95</td>
<td>$34.95</td>
<td>$34.95</td>
<td>$34.95</td>
</tr>
</tbody>
</table>

**E-Textbook**

12 Month License

**$19.95**

**Student Seat in Cloud UMS**

12 Month License

**$5.00**

**3 Product Bundle**

Textbook, E-Textbook, & Student Seat in UMS

**$54.95**

---

*UMS (User Management System) is an on-line set of services and resources included with the purchase of the Teacher’s Guide for a School. Services and resources include assessments, content, progress tracking, grades, and technical support.

UMS access does not include student seats, only the teacher resources. Student seats are purchased individually per student for $5 or in the 3 product bundle.

**Interactive E-Textbook is a fully digital version of the student edition textbook plus the AR Student Companion App.**
Q: What’s unique about this curriculum?
A: In addition to covering key biblical concepts and narratives, the curriculum highlights some of the discussion on controversial topics surrounding the Bible. The curriculum focuses on getting students to engage with the biblical texts and the Bible’s history and impact in our culture, without teaching a specific doctrine or theology.

Q: What Bible translation does the curriculum use?
A: The curriculum uses nine different English translations (KJV, NKJV, NRSV, NIV, NLT, NABRE, NET, ESV, and NJPS). For assigned passages not cited in the text, readers may select any version of their choosing.

Q: What is in the Teacher’s Guide?
A: The Teacher’s Guide contains flexible teaching plans for each chapter, including various timed activities. This pedagogical content includes activities for individuals, pairs, and groups. “Goals” and “Essential Questions” are highlighted in the Teacher’s Guide to assist in understanding and communicating the main ideas of each chapter. Exclusive teacher resources are available through the UMS Cloud.

Q: What is the UMS Cloud?
A: The UMS Cloud is an online portal to provide the teacher with additional resources. The UMS Cloud is accessible and included with the purchase of a Teacher’s Guide. Supplemental materials include course pre- and post- assessments, handouts, presentations, chapter tests, and answer keys, links to additional content, and Bible study resources. Future enhancements include developing sources lists, bibliographies, and a glossary.

Q: Do I really need the teacher’s guide to teach this curriculum?
A: No. However, like other robust curricula, the teacher’s guide greatly enhances the teaching and learning experience. Based on insights from the curriculum’s authors and reviewers, it helps teachers identify each chapter’s themes and central questions. And a major value added is that purchase of the teacher’s guide provides access to exclusive pedagogical content in the UMS. This includes handouts and chapter tests.

Q: How many chapters should my child complete per week to stay on track?
A: The curriculum is designed for the teacher to customize what material the student engages and therefore to help determine the pace. At 45-60 minutes per chapter, students can take up to two academic years to move through all four volumes of Museum of the Bible’s curriculum. Each volume is designed to take approximately 40 hours, or one semester, to work through with your student.
LETTER FROM DR. JERRY PATTENGALE

After four years of development, which included over 150 contributors from several countries, I’m pleased that this version of our curriculum is now available. This is a creative, high-tech, and robust teaching and learning resource. It has already captivated many schools and organizations. The pilot projects in Oklahoma City, Israel, Chicago, and the United Kingdom have proven invaluable in its development, including over 100,000 Israeli students this year. (Contacts from each of these are listed below.)

We have remained as objective as possible in handling thousands of resources and topics, while remaining respectful of the biblical texts themselves. While schools and individual learners—whether in an educational setting, a faith community, or for personal enrichment—all operate at different paces, the typical school setting will take two years to cover all four volumes of the curriculum. And, each volume also has a thorough Teacher’s Guide available.

Joining me as key editors are Tim Dalrymple (CEO & Chief Creative Officer of Polymath Labs, PhD, Harvard) and Gil Ilutowich (CEO of Compeda, a major educational technology company in Israel). Our other editors listed on the volumes have degrees from UCLA (2), Trinity (IL), Wheaton (IL), Bar-Ilan University (Israel), Harvard, and Andover Newton (MA). Likewise, Jeff Schneider, the Museum’s Vice President for Information and Interactive Systems, has helped lead a team of innovators in developing the Augmented Reality and App features. He has a multi-national team working on future convergent media models as well. His team has recently built one of the world’s most-advanced technology learning spaces in our DC museum (a $42 million technology commitment).

You will find throughout our curriculum natural ties to the museum, including the structural themes of history, narrative, and impact of the Bible. This curriculum dedicates about a third to each, and the museum has floors dedicated to the same. Also, some of the artifacts highlighted in the curriculum, as well as topics in the history, research examples, and impact areas are also highlighted in the DC museum.

In addition to this version, others will be released in the fall of 2018 and beyond, including one for US public schools, a true convergent media model (online), a college course, and one in Spanish and other languages. Our website will keep you abreast of these developments.

Our team believes you’ll find this learning experience enriching. After committing thousands of hours to this project, we sincerely hope this plays out, and you find it enjoyable as well.

Sincerely,

Dr. Jerry Pattengale, Editor-in-Chief
Executive Director of Education–Museum of the Bible
University Professor, Indiana Wesleyan University

Pilot Partners:

UK  Religion Education  Lali Blaylock, Editor, RE Today (London)
OKC  Crossings Christian School  Ron Titus, Dean
Chicago  By the Hand Club  Donna Travis, Founder and President
Israel  TAMAR project  Dr. Aviva Gitai, director (Ramat Gan, Israel)
“Museum of the Bible Curriculum helps to connect the Bible to our lives today and the world as a whole.”

— Keith Tankson, Bible Curriculum Student
“Our school has used the Bible Curriculum to help students gain a deep appreciation for the history, narrative, and impact of the Bible...

This is by far the most complete course I’ve seen for teaching the Bible cover-to-cover...

It’s the best on the market, and we love it!”

— Ronald C. Titus, M.Ed.
Academic Dean, Crossings Christian School