Old Technologies Made New: How Cycloramas Can Be Used in the Classroom

Definition of a Cyclorama

Popularized in the 18th century, cycloramas were 360 degree paintings that showed historical events and landmarks. Viewers ascended onto viewing platforms and were immersed in the large scale paintings. They were intended to be entertaining as well as educational, a combination that, when applied to the classroom, would allow instructors to retain students’ attention and engagement in a constructive way.

Takeaways

The experience of a cyclorama can be applied to library instruction in several ways that center visual literacy, multisensory engagement, and different modes of learning:

- scavenger hunt of the library with a map and instructions in hand
- using visual thinking strategies to navigate various points on the homepage
- playing music in the background from the score that the students are looking for in the catalog
- including stretching brain breaks

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