

Name of School
Teachers Name and Grade
Subject

Statement I: Project Description

Provide a thorough description of your project, clearly stating what you and your students will achieve. Describe the objective of your project. Explain how your project is new or different.

Virtual Reality technology can be used to aide student learning through communication and collaboration, creating an immersive experience for every student.

It is important as educators to keep creating new ways to engage students with technology in the classroom. This can be quite hard when competing against the technology students have access to at home, such as mobile phones, tablets and games consoles As students continue to have access to ever changing technology within their homes, it is our job as educators to utilize that same technology within our classroom so that we teach students that this new technology also has a place in a learning environment.

ClassVR is a ground-breaking new technology designed specifically to help raise engagement and increase knowledge retention for students of all ages and abilities. ClassVR is a virtual and augmented reality system designed exclusively for use in the classroom. It provides an engaging and immersive experience for students of all ages and allows them to view and understand subjects and topics through personal experience. The immersion and engagement students gain from using VR dramatically increases their ability to understand and retain information.

ClassVR provides all the necessary hardware, software, tools, training, support and implementation that a school needs to successfully implement this exciting and engaging new technology in the classroom.

VR and AR can deliver unique experiences and interactions for students that are either not practical or not possible in the 'real world' and provides an unparalleled way to immerse and captivate students of all ages. Virtual Reality can be an incredible learning tool to help guide students through complex topics and ideas, while helping them understand emotions and giving them a view of the amazing world in which we live. By unlocking their creativity and imagination, we help them to create a foundation for success.

Objective:

-) Creating a culture where students derive a better understanding and greater knowledge retention across the whole curriculum.
-) Increase student attainment in STEM using innovative virtual reality applications.
-) Increase student engagement, by supporting our existing content and teaching methods.
-) Increase collaborative learning.
-) Increase test scores across the board.

Statement II: Benefits to Students

How many students will (or does) the project directly benefit? How will your project improve student learning and impact other students and teachers, parents, and your community? How do you (or will) you evaluate the effectiveness of your project?

ClassVR brings affordable, innovative virtual reality to the classroom. It comes complete with hardware, software and curriculum-linked activities and lesson plans, equipping teachers with everything they need to introduce this cutting-edge technology into the classroom. ClassVR will inspire your students with an engaging and immersive experience they won't forget and will help improve their understanding and knowledge retention.

"Our school has a strong history of using innovative teaching tools and methods to ensure we provide our children with the very best opportunities and experiences. Over the past few months we've been experimenting with some new and creative methods to engage our children within the classroom. Through using our recently acquired ClassVR headsets, we've found a vast improvement not only in children's engagement with learning, but in their motivation to both plan and write a story."

Dominic Broad, Year 6 Teacher
Barry Island Primary School

The benefits of implementing ClassVR into the classroom are improved outcomes through increased engagement, and better knowledge retention through personal experience. ClassVR comes complete with a toughened storage case, allowing the headsets to be safe and charged when they are not in use. The portable case allows you to be able to easily move the devices between classrooms.

The ClassVR portal allows all teachers to collaborate and create playlists (lessons) to share throughout the building, allowing teachers to collaborate with each other and to reach all learners, by working together as a team.

The benefits of using ClassVR to introduce students to virtual and augmented reality, have recently been recognised by industry peers, with award wins for ClassVR in the Tech for Teachers Awards 2018 and the Education Resource Awards 2018. ClassVR was also highly commended at the prestigious Bett Awards for 2018.

Other results expected through using ClassVR:

-) Higher test scores
-) Longer retention
-) Increased descriptive writing

Possible Project Assessment Methods:

-) Student reflections
-) Student engagement survey
-) Teacher usage data
-) Teacher engagement Survey
-) Longitudinal achievement scores year over year

Statement III: Use of Funds

Tell us what funds or money, materials, or other resources you currently use or will use to undertake your project.

	1 set of 8	30 Headsets + Cart
ClassVR Headsets	\$2,999.00	\$329*30+\$1300 = \$11,170
Portal License (annual)*	\$299.00	\$299.00
CPD Online Professional Development	\$299.00	\$299.00
MSRP Budgeting Total	\$3,597.00	\$11,768.00

*If grant term is for multiple years, just multiply this by the number of years to cover the grant

A ClassVR set of 8 stand-alone headsets and one charging case is priced at the MSRP price of \$2,999.00.

Each headset is a stand-alone device, with no need to add any additional devices, such as phones or to tether to a computer this allows each headset to work as a complete system on its own or as part of a classroom set. All headsets have removable padding, making cleaning easy, and adjustable head straps to allow for proper fit for every student. In addition to comfort each headset also includes focus adjustment, navigation pad, camera, speakers, built-in microphone, 3.5mm headphone jack, memory card slot, USB port, micro-USB port, as well as a proximity sensor to help preserve daily battery usage.

The ruggedized portable case serves as a complete charging system that is designed to easily store and protect the headsets. This also makes sharing a much safer option, because they are easy to transfer between classrooms. It comes with a sliding handle built into the back and is on wheels for easy movement.

The Portal license is \$299.00 per year, which is an annual cost. At the heart of ClassVR is our teacher friendly portal, which provides all the necessary content and tools to successfully deliver engaging lessons to your students. The portal allows you to manage your ClassVR headsets from a tablet, laptop, mobile phone, or standard computer, anything with a web browser. Being able to monitor students when using technology has never been easier, using innovative head tracking software allows you to have a full view of exactly where each student is looking.

The portal comes with over 700 engaging VR and AR experiences including structures lesson plans to help spark your student’s imagination. Teachers can also find and create their own VR content, including 360-degree photos and videos, and then build them into a custom lesson to support your teaching style.

Teachers may share resources or lessons with each other, allowing for every teacher to have access to much more content, providing an entire cross-curricular resource bank to drive engagement across all subject areas. Playlists can be created very simply using our intuitive drag and drop functionality and can be delivered to your class in one easy click.

The CPD Online Training Course is \$299.00 for a year. This new course has been designed to help you get the most from your new investment. The course consists of comprehensive, bite-sized lectures – with short videos and quizzes, which allows you to learn at your own convenience. The course covers each part of setting up your ClassVR, using the portal and creating your very own VR experiences. You can revisit the course at any time, allowing you to refresh your memory and sharpen your skills.