



Elementary and Secondary School Emergency Relief (ESSER) Fund

In light of COVID and the negative implications it has had on education, Congress announced the \$13.2 billion ESSER fund to allow state educational agencies to address the continued impact of COVID in elementary and secondary schools.

With this ESSER funding, school districts can allocate spending on any use authorized under the 'Every Student Succeeds Act' (ESEA Reauthorization), the Individuals with Disabilities Education Act, the Adult Education and Family Literacy Act, and the Carl D. Perkins Career and Technical Education Act.

Emergency Assistance to Non-Public Schools (EANS) Fund

As part of the government's response to the COVID pandemic and the Relief Supplemental Appropriations Act, 2021 (CRRSA Act) \$2.75 billion has been allocated for the Emergency Assistance to Non-Public Schools (EANS) program.

Under the EANS program, the Department will award grants to provide services or assistance to eligible non-public schools in an attempt to address the impact COVID-19 has had, and continues to have, on non-public school students and teachers in the State.

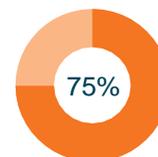
IMPROVE LEARNING OUTCOMES BY INTEGRATING VR WITH ESSER & EANS FUNDING

ClassVR offers a great way for you to engage your students using our VR driven solutions, whether in small groups, in an entire classroom, or if you are looking for ways to enhance your existing lesson plans using VR.

ClassVR has the ability for you to maximize your ESSER & EANS funds to help meet the needs of today's students and instruction.

Experience

Increase your students' ability to retain knowledge by immersing them into exciting experiences they'll never forget.



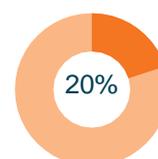
Engage

Improve students' interaction within the classroom by incorporating visual stimuli with ClassVR's virtual experiences.



Achieve

ClassVR comes complete with the tools needed to deliver curriculum aligned VR lessons to boost your students' learning outcomes.

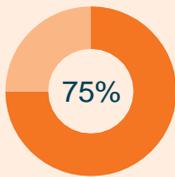


PowerUp EDU





MAKING VR A REALITY FOR SCHOOLS AND DISTRICTS



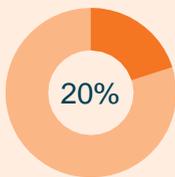
Experience

Learning through experience can boost knowledge retention by an average of 75%!



Engage

Students engage with visual stimuli more effectively, with 90% of information transmitted to the brain being imagery.



Achieve

ClassVR's curriculum aligned content can improve academic achievement by up to 20%

Introducing a whole new concept in educational technology: a 'standalone' Virtual Reality headset complete with a unique student-friendly interface, embedded educational resources and simple-to-use teacher controls.

Using technology in a busy classroom isn't always as easy as it should be. The ClassVR interface and teacher control portal provide the simple to use tools needed to ensure this exciting and engaging technology can deliver a rich, reliable experience for you and your students.

CLASSVR VOTED BEST OVERALL VR & AR SYSTEM FOR SCHOOLS



With ClassVR, you'll have everything you need to implement VR and AR into the classroom:



Virtual Reality Headsets

ClassVR is a fully integrated, classroom-ready device with no additional hardware required to get you started.



Central Headset Management

ClassVR's Portal gives teachers the controls to easily send content and direct and monitor student attention, maximizing learning time.



Curriculum Aligned Content

ClassVR provides 1000s of virtual and augmented reality educational resources to add value to your lessons, no matter what the subject.



Secure Storage and Charging

All ClassVR headsets come in a rugged storage and charging case to ensure your devices are always ready when you are.



Installation, Setup & Training

Our technicians assist you with setup and help you configure your headsets. We also have online training available for your teachers and staff.