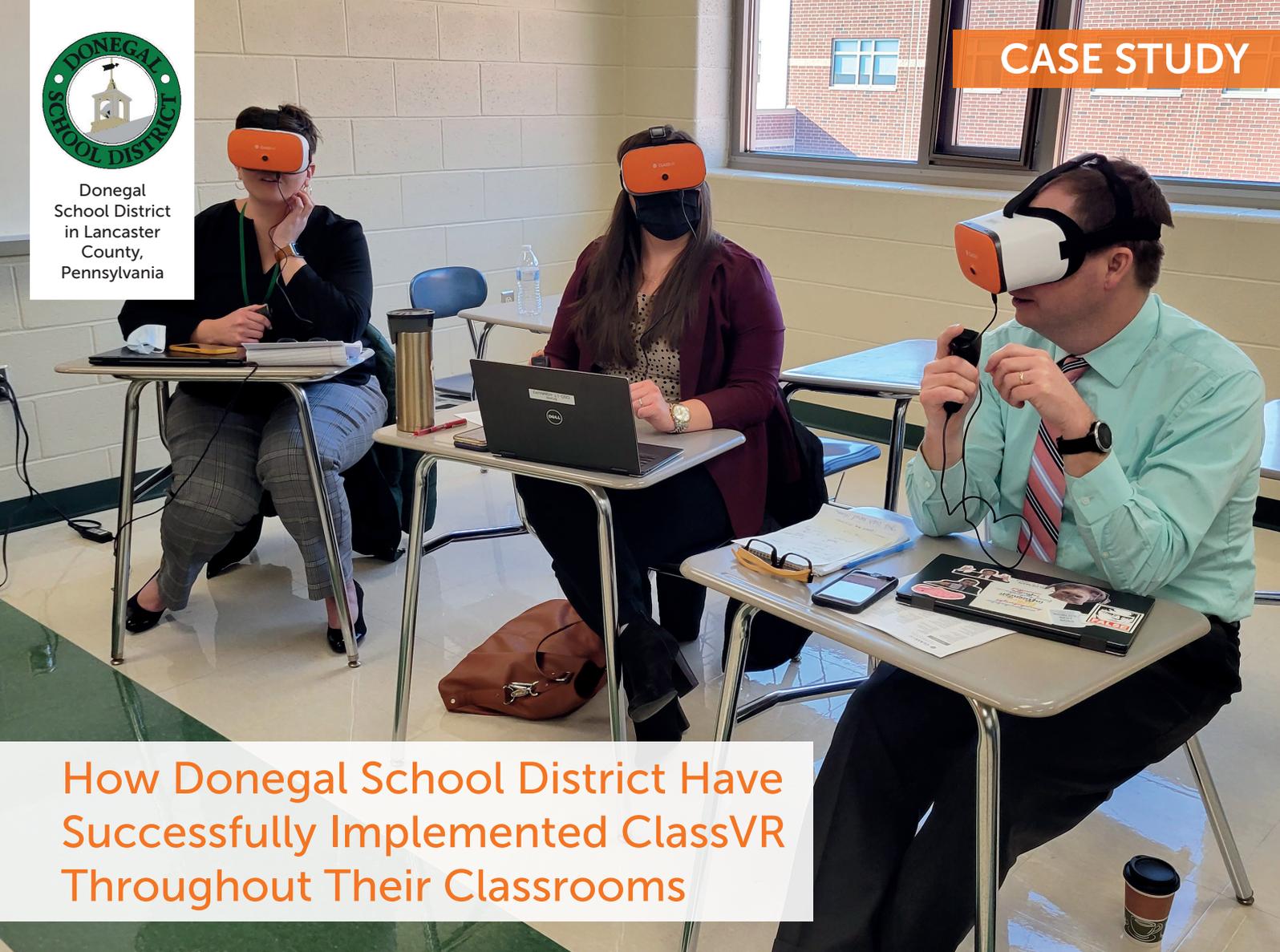




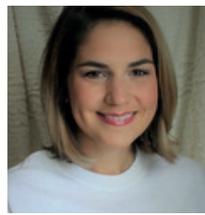
Donegal School District in Lancaster County, Pennsylvania

CASE STUDY



How Donegal School District Have Successfully Implemented ClassVR Throughout Their Classrooms

Donegal School District in Lancaster County, Pennsylvania have been implementing ClassVR across their district since October 2021.



We spoke to Megan Hull-Burg, Instructional technology Coach at Donegal School District, about why they decided on ClassVR as their chosen VR technology, how they've been using virtual reality in their teaching, and their plans for incorporating ClassVR into their smart classrooms moving forward.

Supporting The Curriculum & Providing Opportunities for Students

Donegal School District are supported by the Donegal Foundation who strive to facilitate the enrichment of education for students within the Donegal community. Using ClassVR, teachers can add value to every lesson by letting students experience impossible or impractical things in virtual reality!

"ClassVR is exactly the kind of thing our foundation looks to facilitate. It adds to the curriculum and gives our students opportunities they wouldn't otherwise have. ClassVR just fitted perfectly, and we were able to receive a grant for the headsets."

Modelling Virtual Reality in the Classroom to Boost Adoption

Since purchasing the headsets in October 2021, Megan's been rolling out ClassVR across Donegal School District. By modelling VR lessons for the teachers, she's demonstrated how virtual reality can engage students and enhance lessons throughout the curriculum. Now, ClassVR is used in classrooms across the district, with students exploring everything from Times Square to the solar system!

"Modelling is the best way to get into classrooms. By offering to teach virtual reality lessons I can demonstrate to our teachers how they can use ClassVR. I simply ask the teachers what they're teaching, I share all the experiences that I can bring to the lesson, and they say 'When can you come!'"



Donegal
School District
in Lancaster
County,
Pennsylvania

CASE STUDY



The No. 1 VR and AR Solution For Schools

When Donegal School District decided to introduce virtual reality into their teaching, they researched all the options available, and ClassVR came out on top! The 1000s of immersive resources in the ClassVR library meant it would be simple for teachers to integrate VR into their lessons from day one!

"When I started looking into virtual reality options, ClassVR was rated the best VR and AR system for schools. It comes with so many built-in resources which meant it was easy for me to bring into classrooms. There's just so much content! That's why we decided on ClassVR."

Creating 360-Degree Content

Looking forward, Donegal School District plan to take their virtual reality lessons to the next level by creating their own content with ClassVR.

Using 360-cameras, students will start filming their own content, uploading it to ClassVR, then viewing it in virtual reality. We'll check in with Donegal School District later down the line to find out about all the exciting content they've been creating!

"We have a couple of 360-degree cameras that we're looking forward to using with ClassVR. We want our students to start creating their own content by taking 360 photos and videos, and then experiencing them in VR. There's so much we can do, our journey has just started."

What Do Donegal School District Think of ClassVR?

When asked for a final comment on ClassVR, Megan answered:

"ClassVR is the ideal solution for schools to use for their VR and AR needs. We chose it because it's an all-in-one system that's allowed us to integrate VR and AR into classrooms very easily."

Students love the headsets, and they always have a great time using them. I've used them with 2nd grade through 12th grade, so it's very flexible in the classroom.

I also love that I can control all the headsets from my laptop and see what they're seeing. ClassVR is my favorite engagement tool!"



Teachers across the US and around the world are delivering virtual reality learning experiences with ClassVR every day. Find out how you can implement VR in your school by booking a demonstration via our website at www.classvr.com.



Sioux Central
School in Sioux
Rapids, Iowa

CASE STUDY

YOU DONE
FOR OTHER
TODAY?

How Sioux Central School are Boosting Student Engagement with ClassVR

Over the last 12 months, Sioux Central School in Sioux Rapids, Iowa, has been creating exciting and engaging lessons using virtual and augmented reality from ClassVR.

We spoke to Troy Thams, K-12 Technology Instructor and STEM Club Sponsor at Sioux Central School, about how they've been transforming student engagement with ClassVR, and what their plans are for the future.

A World of Immersive Content to Explore from the Classroom

Since beginning their journey with ClassVR, Sioux Central School has been busy exploring the world and beyond! From science to geography to history, the teachers have been delivering SO many immersive VR experiences within their lessons across an array of subjects and classes! Troy gave us an insight into some of the students' amazing learning experiences.

"We're using ClassVR in 1st grade and all the way up to 10th grade. Our students have been exploring so much in their lessons. They've experienced exoplanets. They've witnessed an asteroid strike firsthand. They've landed on the moon. They've toured the International Space Station. They've visited the World War 1 trenches. They've experienced refugee camps around the world. They've toured the 13 colonies. They've gone to George Washington's Mount Vernon. They've seen the cracked liberty bell. The list goes on!"

Add Virtual Reality Experiences into Every Lesson to Boost Subject Comprehension

At Sioux Central School, the teachers have been using virtual reality to transport their students to impossible places, experience amazing things, and help them get to grips with difficult topics. By experiencing lessons, they're able to truly understand their learning in ways that just aren't possible with traditional teaching methods..

"We recently learnt about dinosaurs and fossils in first grade. Using ClassVR, the students got to be a T-Rex! They got to experience the size of the fossils compared to humans. It's things like this that you can't see inside of a textbook.

It's the things that you really can't grasp without experiencing them. The kids walk away with more knowledge and understanding about a topic than they would have from watching a video or reading about it in a textbook."



Sioux Central
School in Sioux
Rapids, Iowa

CASE STUDY



Virtual Reality = Improved Student Engagement

The biggest benefit of using virtual reality in Sioux Central School? Engagement! Troy and the other teachers have found that the whole class is completely engaged in their learning when exploring in ClassVR. They've been creating amazing, unforgettable lessons that capture the attention of all their students – with some even celebrating their birthdays in VR!

"The biggest impact for our students is the engagement. There's 100% immersion when the kids are involved. If you show a video in the class, some students might look away and not pay attention. But with ClassVR the kids are engaged at all times. I teach makerspace and we do some activities with ClassVR. I've taken kindergarteners to Disney World or to visit Santa on their birthdays – and they really love it. They won't stop talking about it afterwards! I've gotten phone calls from their parents saying thank you for making that birthday extra special, and that's all make possible thanks to ClassVR."

What's Next?

Looking forward, Sioux Central School are keen to continue integrating VR into their computing and literacy teaching. From creating their own virtual worlds in CoSpaces and experiencing them in ClassVR, to encouraging their Title III students to read by letting them step into the pages of books – Troy and the rest of the teachers at Sioux Central School have big plans!

"We want to dive into CoSpaces more. I'm looking to start a coding club after school, and let kids come in and code in CoSpaces and explore their creations in ClassVR. That's one avenue that we plan on going down."

We also want to target our Title III kids that don't have a passion for reading. We want to immerse them in books and let them experience the stories. It'll really help make reading exciting!"

How Would You Sum Up ClassVR?

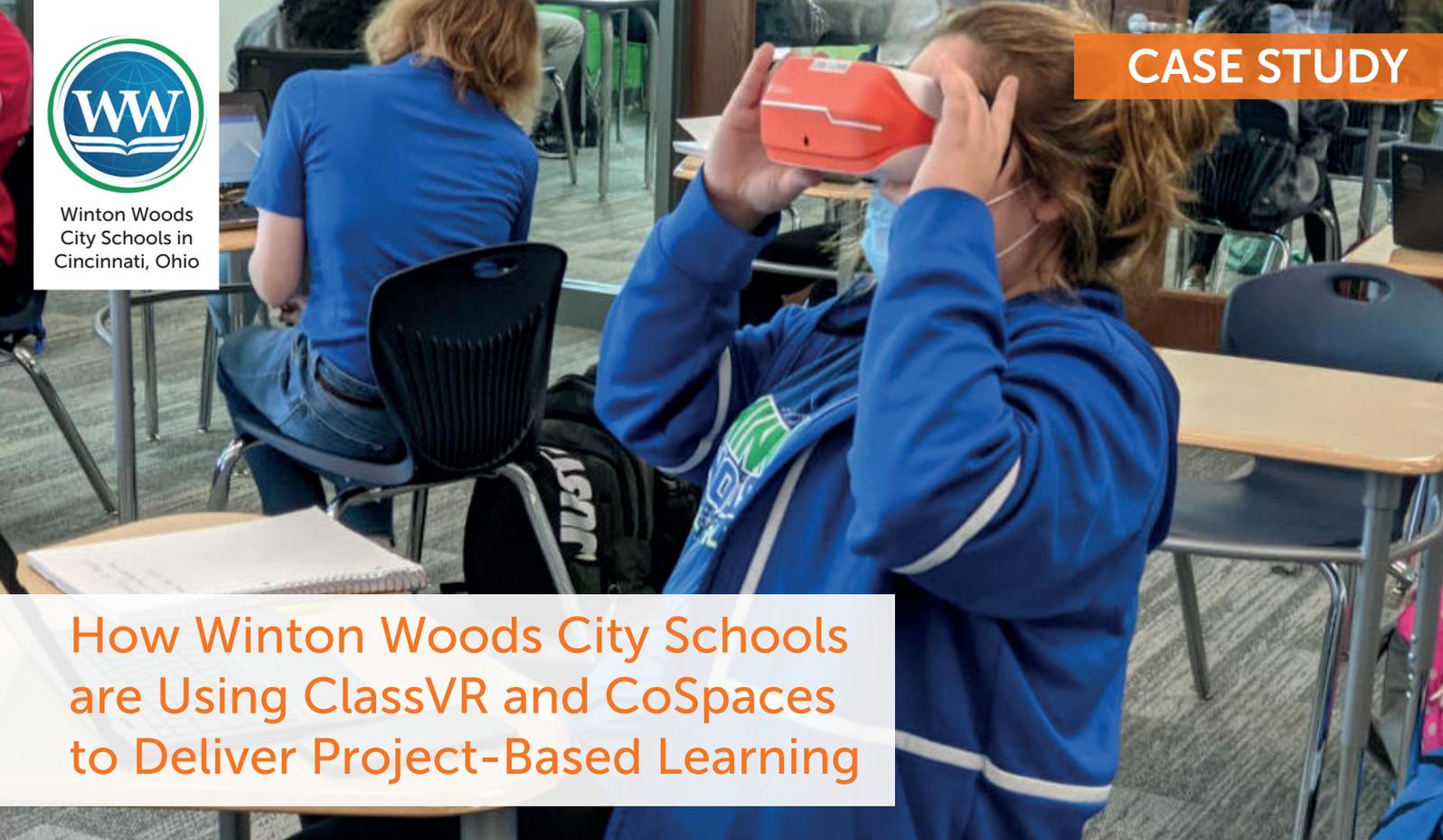
When asked for a final comment on ClassVR, Troy answered:

"ClassVR is creating the ability for students to experience things, and go places that they likely would never get the chance to experience otherwise!"

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Winton Woods
City Schools in
Cincinnati, Ohio



How Winton Woods City Schools are Using ClassVR and CoSpaces to Deliver Project-Based Learning

Winton Woods City Schools in Cincinnati are creating immersive and exploratory learning experiences with ClassVR and CoSpaces, as part of their project-based learning approach to education.



We spoke with Jennifer Haller, who serves as Instructional Technology Consultant for Winton Woods City Schools through a contract with the Hamilton County Educational Services Center, about how they've integrated ClassVR and CoSpaces into their teaching, the impacts these technologies are having on students, and their plans for the future!

ClassVR and CoSpaces - A Match Made in Heaven

Before Winton Woods City Schools introduced ClassVR, the students were building incredible virtual scenes with CoSpaces, then viewing their creations using mobile phone virtual reality devices. Problems with using these devices in class meant the students couldn't properly experience and explore their virtual creations – so the teachers decided to look for an alternative. When they discovered ClassVR and its partnership with CoSpaces, they realized they'd found the solution!

"We first used CoSpaces to create World War 1 virtual museums as part of our project-based learning. It was great and the kids really enjoyed it, but the only way we could view their creations was using VR on phones. We had problems with students' internet connection, data plans and storage, so we needed a better way to view them.

So when I saw ClassVR had partnered with CoSpaces, I realized we could take everything the students had created and fully immerse them in it in virtual reality. They loved experiencing their creations in ClassVR as it made the class more authentic. That's what project-based learning is all about – authentic learning."

Creating New Learning Opportunities Across Subjects

ClassVR and CoSpaces have opened up possibilities beyond typical subject areas. Jennifer and the teachers at Winton Woods City Schools have been implementing these immersive technologies across subjects and age groups, helping engage students with learning in new and exciting ways.

"The partnership between ClassVR and CoSpaces was exactly what we needed. It's opened doors outside of normal subjects and content areas. For example, our PE teachers use CoSpaces to help kids with new sports. Once the students have learned a sport, they then build it in CoSpaces and experience it in ClassVR! Seeing their reactions is amazing."



Winton Woods
City Schools in
Cincinnati, Ohio



Building Confidence for Special Education Students

Looking forward, the teachers at Winton Woods City Schools plan to use ClassVR and CoSpaces in special education. By creating personalized 360 videos, they can reduce their special education students' stress and build up their confidence ahead of new experiences.

"One of our goals is to use ClassVR and CoSpaces with our special education students more, especially our students with autism. We have a program where these students go out into the community, and it can be hard for them to visit a new environment for the first time. We'd love to go and film 360 videos beforehand, add some additional features in CoSpaces and then let our special education students explore them in ClassVR – so they can experience it all before even leaving the class!"

Transforming Education and Transforming Lives

Jennifer also teaches pre-service educators at a university, sharing how technology and project-based learning have the power to transform education. Recently, one of the teachers became emotional during a class. After experiencing ClassVR and CoSpaces, they were taken aback by how technology can open up their students' access to the world.

"I teach Instructional Technology to pre-service teachers at a university here in Cincinnati. At the end of last semester I was teaching ClassVR, CoSpaces and Google Earth projects. One of the older teachers was almost in tears, which had me worried. But when I spoke to her, she said she was overwhelmed in a good way, because she realized the possibilities that we can now provide our students.

She has students who've never seen snow, never seen the beach, never seen certain animals, and with this technology we can show them the whole world! That's what it's all about. How I can help the teachers provide more enriching and engaging experiences for their students. Moments like this are why I love what I do."

How Would You Sum Up ClassVR?

When asked the big question above, Jennifer answered:

"ClassVR is one of those resources that we know is going to completely engage our students. It's going to pull them into the lesson and hold their attention, so much so that we sometimes can't get them to put the headsets down. It's a difference-maker in education. It allows us to bring the entire world to our students."



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