

Virtual Reality



Virtual Reality in the Classroom, Giving Students New Experiences

“These virtual reality glasses allow them to experience the things we are talking about in a more realistic way,”
-Matt Smith, 4th Grade Teacher (PLSD)

Educators around the world are looking for ways to close the achievement gap that exists between privileged students and disadvantaged kids. The gap is widened when some children have more learning opportunities and experiences than others. The virtual reality kits do a fantastic job of allowing students to virtually have experiences they might not have had otherwise.

More Information on Using Virtual Reality

seymoureducate.com



VR KITS

Large Classroom VR Kit

- 28 Viewmaster Deluxe VR Goggles
- 28 iPod Touches
- 2 10-port USB Chargers
- Viewmaster Experience Reels
- Total Cost = \$7,200

Small Classroom VR Kit

- 12 Viewmaster Deluxe VR Goggles
- 12 iPod Touches
- 10-port USB Chargers
- Viewmaster Experience Reels
- Total Cost = \$2,900

Hints & Tips with VR

- Make sure the students are seated the entire time they are viewing VR. They will tend to want to walk around.
- Make sure as the teacher you take time to “play” with the apps. Know what the students will be seeing.
- Let the students time to “play”. This will be the coolest thing of their day. Allow them time to be immersed in the app.
- Use VR to help “close the gap”. Part of the instructional gap is the lack of experiences. VR can be used to bridge those gaps.
- To close the achievement gap, you must first close the engagement gap. VR is a huge on closing the engagement gap!

