



TOP Way to Use 10 ClassVR

ClassVR is the first complete VR solution designed specifically for schools, with standalone headsets, intuitive gesture controls, a huge library of content, and an easy-to-use teacher management portal. We've collected just a few of our favourite ideas for bringing virtual and augmented reality into the classroom, based on what teachers in our schools, colleges and universities are achieving with their students.



#1

Bring Physical Geography to Life

Let's face it, sometimes teaching about coastal erosion or the formation of glacial landscapes isn't the most captivating material. 360 images are absolutely perfect – not just for engaging students, but for bringing their attention to crucial details in landscapes that they might otherwise miss. Immersing your students in an image of a landscape and asking them to look for clues about how the landforms might have changed over time is a brilliant way to unlock the world of physical geography.



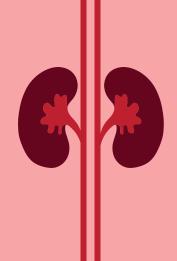
Tap into Emotion and Empathy

You know that old saying about walking a mile in somebody's shoes? 360 videos offer an incredible opportunity to do just that. This can be particularly powerful for older students, giving them an insight into situations they could never experience. Try guiding a class through war-torn streets and listening to the passionate discussion that flows afterwards (and compare that to the quality of discussion from reading a textbook alone).



#3 Look Inside the Body

Augmented reality makes it easy to bring anatomy into the classroom in a safe way. ClassVR headsets include a front-facing camera and our own ARC app, so your students can get up close and personal with a beating heart simply by looking at one of our worksheets! 3D models offer the perfect opportunity to visualise the organs and systems that make our bodies work.



Experience Other Cultures

Sometimes, it's the everyday aspects of life that can offer students a key way to begin understanding cultures that are different from their own. What is it like inside schools around the world? How does shopping work in different places? What about weddings, festivals and other events? Virtual reality allows your students to experience what's unique about every culture (and to see that there are so many similarities).



Take a Closer Look

It can be difficult to give students the opportunity to examine things closely, whether that's an intricate machine, an historical artefact or an underwater environment teeming with life. Through VR and AR, they can take as much time as they need to find the key details that unlock new connections between ideas – like the moving parts of a steam engine, or the hieroglyphics on a sarcophagus.



#6

Unlock Your Students' Creative Writing Potential

This is particularly powerful for younger students, or those with additional needs. Just 'being' in a story setting can have an amazing impact on written work. Students' descriptive language comes so much more naturally when they're immersed in an image or scene. Read about how students at our Pioneer Schools have improved their writing skills dramatically.



Immerse your Students in Artworks

Virtual and augmented reality offer fantastic opportunities for teaching art in schools and colleges. Imagine holding The Thinker by Rodin in your hands, turning the sculpture round to see every angle of the detailed 3D model. Imagine standing inside an Escher drawing, or a 3D painting. VR is the ultimate visual medium – what better way to experience art?



#8

Get your Topic Off to an Unforgettable Start

Every teacher knows that engagement is key. That's why many schools plan topic launch days and other 'hooks' to get students excited about learning right from the start. Virtual and augmented reality add a fantastic opportunity to inspire and delight students of all ages. Kick-start a Space theme with a visit to Mars or see the Earth springing up from the page. Take your students inside Ramses' tomb to get your Ancient Egypt topic off to a captivating start. Get students engaged in Science from the outset by exploring habitats and biomes in 360 degrees. The possibilities are endless!



Empower Students to Add Their Own Content

One of the most exciting things about any new media is the possibility of making it your own. The ClassVR system has been designed to work with standard file formats, so your students can experience the thrill of taking a 360 photo or video and sending it straight to the headsets. If you have a 360 camera, this couldn't be simpler. Teachers and students alike are getting excited about the creative possibilities across the curriculum, and the potential for easing transition between school phases. To make creating your own VR content even easier, watch this space for ClassCam, coming soon!



#10 Take Inclusion to the Next Level

When it's easy to use and intuitive, VR can be a brilliant tool for students with special educational needs. ClassVR is controlled using basic gestures that can be easily mastered by most adults and children. The ability to upload content easily also makes ClassVR perfect for those students who need a chance to get used to new environments. When you plan your next field trip, capture 360 footage on your pre-visit and send it straight to the headsets, giving your students the time they need to get accustomed to an unfamiliar place.



