

**Request to Place an Item on the Agenda**

Name: **Bruce Voth**

Address: **7300 Greenville Rd. Elkton, KY 42220**

Telephone number: **270-265-4460**

Name of school children attend, if applicable: **North Todd Elementary School**

Group represented: **NTES**

Check if request was submitted to:       Superintendent       Board Chairperson

Conferred with following administrators (names): \_\_\_\_\_

Description of Issue: **Appy for TVA STEM Classroom Grant**

Specific Action Requested: **Request for NTES to apply for the TVA STEM Classroom Grant.**

Check if you are:       Board Member       District Employee       Community Member

All requests for items to be placed on the agenda must be submitted to the Superintendent prior to the Board meeting as specified in Board Policy 01.45. Items submitted shall require prior approval of the Superintendent.

Review/Revised:3/13/2006



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# 50 CREATIVE WAYS TO USE CLASSVR

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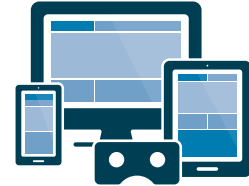




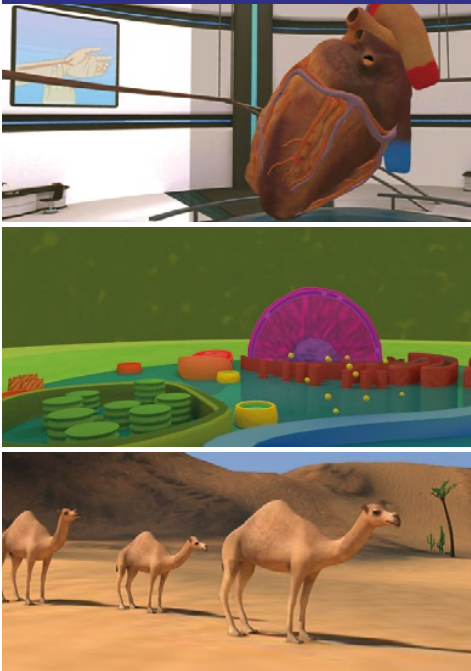
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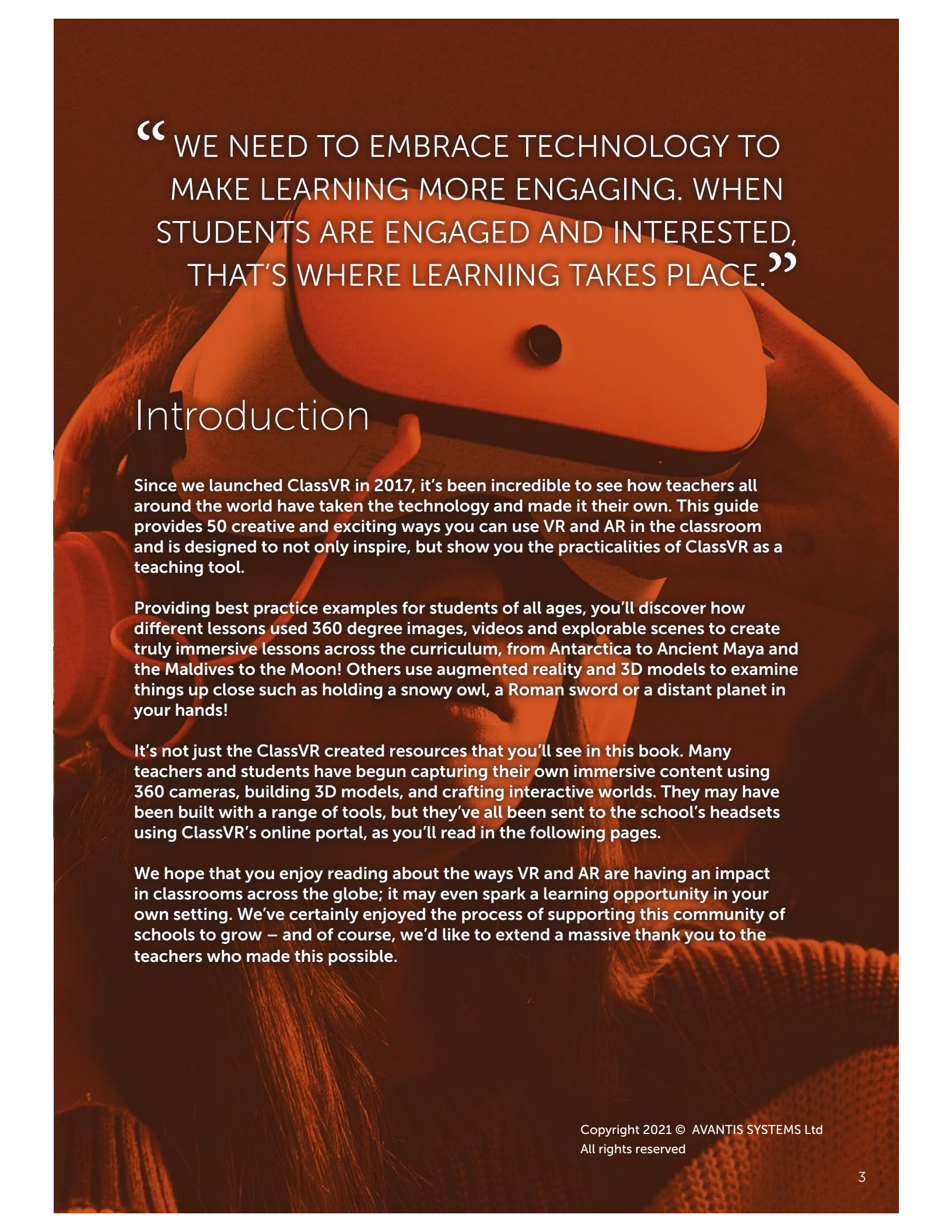


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“ WE NEED TO EMBRACE TECHNOLOGY TO MAKE LEARNING MORE ENGAGING. WHEN STUDENTS ARE ENGAGED AND INTERESTED, THAT’S WHERE LEARNING TAKES PLACE. ”

## Introduction

Since we launched ClassVR in 2017, it’s been incredible to see how teachers all around the world have taken the technology and made it their own. This guide provides 50 creative and exciting ways you can use VR and AR in the classroom and is designed to not only inspire, but show you the practicalities of ClassVR as a teaching tool.

Providing best practice examples for students of all ages, you’ll discover how different lessons used 360 degree images, videos and explorable scenes to create truly immersive lessons across the curriculum, from Antarctica to Ancient Maya and the Maldives to the Moon! Others use augmented reality and 3D models to examine things up close such as holding a snowy owl, a Roman sword or a distant planet in your hands!

It’s not just the ClassVR created resources that you’ll see in this book. Many teachers and students have begun capturing their own immersive content using 360 cameras, building 3D models, and crafting interactive worlds. They may have been built with a range of tools, but they’ve all been sent to the school’s headsets using ClassVR’s online portal, as you’ll read in the following pages.

We hope that you enjoy reading about the ways VR and AR are having an impact in classrooms across the globe; it may even spark a learning opportunity in your own setting. We’ve certainly enjoyed the process of supporting this community of schools to grow – and of course, we’d like to extend a massive thank you to the teachers who made this possible.



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