

MAKING AR & VR A REALITY IN THE CLASSROOM

Holy Trinity Catholic Academy, Shelton

2019-2020
PROJECT UPDATE



Grant Amount=\$13,146
Project Cost=\$13,633



100 Students Impacted
Grades K-8

PURPOSE: To bring Virtual Reality technology into the classroom to aid student learning through communication and collaboration, creating an immersive experience for every student. Engaging students in using this innovative and upcoming technology helps prepare them for its real-world applications.

IMPACT: Through Virtual Reality technology, students explored ancient Egyptian ruins, animal habitats, churches, went into space, and so many other places. Using the knowledge they gained by exploring, students had a better understanding and retention of the material. This technology helps students retain the lesson information because they are actually experiencing, not just reading or watching a video.

FUTURE PLANS: The grant included funds to continue use of the learning portal for 3 years in total, and instructors look forward to using it for the next two years.

