

5 Ways to Get the Most Out of Your ClassVR Headsets in 2022

Looking for new and exciting ways to use your ClassVR headsets this year? We've got you covered! Read below for five unique and powerful ideas on how to best utilize your ClassVR headsets in 2022!



Group Work with 3D Models and ClassVR Worksheets

There are thousands of resources to explore in the ClassVR library, but if you want to try something new this year, why not give our 3D models a go! From woolly mammoths to human hearts, we've got SO many 3D models just waiting to be explored. What's more, you can even hold them in the palm of your hand with our ARcubes!

Are you teaching about the Day and Night Cycle? Why not use the Earth and Moon model to help articulate how humans experience Day and Night and ask your students to explain why one side of the moon might appear brighter than the other? Or, if you are teaching about Space, why not

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have a look at the Curiosity Rover and allow your students to view a 3D model that is truly out of this world!



If you want to go one step further, why not try combining traditional printed worksheets with our exciting virtual and augmented reality worksheets. Students can work using our pre-made worksheets in groups and learn from each other. They can describe what they see with the group, discuss key terminology and identify and address each other's misconceptions, then interact with the lesson using virtual and augmented reality! Check out our sample [VR and AR curriculum lesson plans](#).

Get Creative in 3D

Alongside access to the thousands of engaging 3D models and other virtual and augmented reality resources, you can also upload your own VR content to your ClassVR headsets in seconds! From creating simple shapes to complex molecules, you can do it all in [Paint 3D](#). Once your masterpiece is finished, click 'Save As 3D Model' in the 'File' menu. This will give you a .GLB file to upload to ClassVR, and your students can then hold and admire their work using our AR Cubes.

Provide Differentiation for Each Student

With ClassVR, educators can adapt their lessons to suit the need of all students. You can divide your headsets into subgroups to easily show different students in your class different materials and resources. For example, one subgroup can view some engaging 360 images whilst others view an immersive 360 video, all delivered by creating your own unique groups. [Read this article for further information on providing differentiation with ClassVR.](#)

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Integrate Thinglink with ClassVR

With our [Thinglink integration](#), you can elevate your lessons to a whole new level! Access an entire world of new experiences using the hundreds of pre-made tours and videos online – from tours of historical buildings to in-depth guides on difficult political ideas. Or create your own personal tours and annotated videos!

Working with the team from Thinglink HQ, we've made it as easy as possible to view Thinglink media in ClassVR! Simply select the Thinglink library on the right-hand side of the ClassVR portal, paste the share link of your chosen content from Thinglink, add the new track to your playlist using the familiar 'drag and drop' system, and you're ready to go!

Not a current Thinglink user? Learn more about ThingLink [here](#).



Unlock 100s of Explorable VR Experiences

Last but definitely not least, you can open up endless learning opportunities in [Avanti's World](#) – the world's first educational virtual reality theme park! From exploring inside a human vein, walking with dinosaurs or even blasting off to the moon, there are hundreds of explorable VR scenes across Science, History, Geography and Literacy for your students to experience.

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With teacher-aligned resources and detailed reporting and assessment tools, you can easily integrate Avanti's World into your lessons and monitor student progress with just a few clicks! What's more, Avanti's World is accessible on any device, anywhere – including your ClassVR headsets! Whether you've got a classroom full of students wearing ClassVR headsets or students based at home on web browsers, your class can *always* explore and collaborate in Avanti's World.



TOP TIP: Check out our [50 Ways to Use ClassVR resource](#) to learn more new and exciting ideas on how to incorporate ClassVR into your lessons this new year!

Ready for a virtual or live demonstration of ClassVR? [Contact PowerUpEDU Today!](#)

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