

# IMPROVE LEARNING OUTCOMES BY INTEGRATING VR WITH ESSER & EANS FUNDING

ClassVR is a ground-breaking and award-winning K-12 VR technology designed to help raise engagement and increase knowledge retention for students of all ages.

ClassVR comes complete with K-12 focused hardware, with state standard aligned content and resources, providing everything teachers need to introduce virtual reality into the classroom.

## MAXIMIZE YOUR ESSER FUNDS TO HELP MEET THE NEEDS OF YOUR STUDENTS



### IMPROVE ACADEMIC ACHIEVEMENT

VR is a powerful educational tool that can improve student's exam results by up to 20%.

Introducing VR into your lessons can improve your students' grades and yield up to 20% increase in exam results.



### ADDRESSING LEARNING LOSS

Learning through experience boosts knowledge retention by an average of 75%\*.

Learning through experience is one of the most effective ways to learn, boosting knowledge retention by up to 75%.



### INCREASE ENGAGEMENT OPPORTUNITIES

90% of information transmitted to the brain is visual\*.

The brain interacts with visual stimuli (such as VR) more effectively with up to 90% of the information transmitted being imagery.

## GIVE TEACHERS AN ACCESSIBLE AND INCLUSIVE TOOL TO:



Build cultural capital.



Support emotional learning.



Inspire all students.

## INTUITIVE CLASSROOM MANAGEMENT SYSTEM:



Create playlists with ease.



Manage classroom activity.



Monitor lessons in real-time.

\*Claim based on Edgar Dale's theory on cones of experience.

## Elementary and Secondary School Emergency Relief (ESSER) Fund

The American Rescue Plan, designated as ESSER III, allocated \$122 billion in relief funds for districts and schools. At least 20 percent of this allocation must be allocated to address incomplete learning, also known as learning loss.

The deadline for utilizing ESSER funds is September 30, 2024. There remains an opportunity to prioritize investments in the success of your students!

## Emergency Assistance to Non-Public Schools (EANS) Fund

The Emergency Assistance to Non-Public Schools (EANS) relief program was created to aid private and independent schools in recovering from challenges stemming from the COVID-19 pandemic. Since 2021, the EANS program has disbursed billions of dollars in financial aid.

This initiative empowers governors nationwide with access to funds that they can allocate to non-public schools based on financial necessity.



## EVERYTHING YOU NEED TO IMPLEMENT VR/AR IN THE CLASSROOM

ClassVR comes with everything teachers need to start using VR/AR, making it a plug-and-play solution that's quick to set-up, easy to adopt, and simple to use.



### HARDWARE

Ergonomically designed virtual reality headsets with secure charging and storage case.



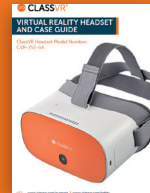
### SOFTWARE

Secure classroom management system for lesson creation, delivery, and monitoring.



### CONTENT

Thousands of curriculum-aligned resources for use across all subjects.



### SUPPORT

Technical and educational teams take teachers from set-up through to training and beyond.

## COMPARED TO LEARNERS TAUGHT WITH MORE TRADITIONAL TEACHING METHODS, VR LEARNERS ARE:



**x4**

more focused



**x3.75**

more emotionally connected to lessons



**x4**

quicker to retain knowledge



**275%**

more confident in applying learnings

## CLASSVR VOTED BEST OVERALL VR & AR SYSTEM FOR SCHOOLS



### WANT TO SEE CLASSVR IN ACTION?

Schedule a free demo with PowerUpEDU.

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