

DISCUSSION POINTS THAT LEAD TO DISCOVERY



Qualify

- Tell me about your role and what you are trying to achieve this school year.
- What has been your experience up to this point with VR/AR?
 - What do you like about that?
- Do you use any VR/AR right now in the classroom?
 - Yes – Find the pain points
 - No- Ask about a STEM lab or STEM initiative then build the vision
- Do you have a STEM lab or STEM initiative this year?
- Have you thought about how VR can support STEM curriculum?



Find pain points

- What kind of VR headsets are you currently using?
- How are you liking them?
- What do you like about them?
- What don't you like about them?
- How was the implementation and adoption with the teachers?
- How are the students liking the headsets?



Build a vision

- How do you currently support students who are visual learners?
- How are you focusing on STEM this year?
- What is your vision for the VR headsets?
- Where do you think this could benefit the students?
- How do you plan to implement ClassVR?
- Is there a specific class you see these headsets being used in or across the school?



Top 5 reasons why ClassVR is the VR/AR solution of choice

- ClassVR is purpose built for Education
- ClassVR is file based not app based – files can be modified or created, stored on device and not a cloud-based server. It doesn't need internet connection at that point
- ClassVR doesn't collect student data of any kind
- It's a completely locked down environment – no gaming or YouTube
- ClassVR ties to state standards

Virtual Reality is part of the PowerUpEDU STEM/STEAM Practice.

Learn more. Contact PowerUpEDU.
[Click HERE](#) or moreinfo@powerupedu.com
www.PowerUpEDU.com

