

## Rotary Club Grant for VR Set

The opportunity that a classroom VR set offers to our student population is to enhance learning opportunities in the classroom and widen their perspective of the world. Our students have struggled in mainstream, traditional classrooms and would benefit greatly from experiential, hands-on approaches to learning.

Our goals include using the VR set across all contents (English, Science, Social Studies, Health, Math, Art, Music) to broaden students' experiences in all classes, create cross-content project-based learning opportunities that rely on the VR set, and to increase student engagement and learning in all classrooms. One immediate need is in the area of First Aid and CPR. These VR sets will provide students a real world scenario on how to save lives.

Teachers will be tracking data on achievement levels, participation, attendance, and growth with all classroom activities that utilize the VR set to prove that it has a positive impact on student learning and achievement.

An example of a specific activity that will be done is a cross-content project-based learning opportunity in which students will, through the VR set, go on a virtual underwater journey along the largest living structure on the planet and one of the natural wonders of the world - Australia's Great Barrier Reef. Students will learn about the coral reef environment, environmental dangers that it faces, and actions that are being taken globally to protect it. This project would fit into the academic standards of Science and English with unique learning activities possible in History and Art.

Classroom teachers will be carrying out all activities that use the VR set.

The VR set will be used weekly across all of the different content areas.

The opportunity that a VR set provides to our students is invaluable. Due to a wide range of reasons, our students have not found the success that they hoped for in traditional classrooms. We hope to graduate students who have learned about the world and its many challenges that it is facing through hands-on, experiential learning opportunities. A VR set allows us to do just that. In a recent article from CNN, the use of VR sets was highlighted,

"Imagine instead of viewing a shark-infested shipwreck or a space station in photos, technology meant you actually swam and floated right through them. Now, students are immersed under the water and into imaginary spacesuits to experience life as explorers and astronauts, if only for a few minutes. Virtual reality (VR) is entering classrooms around the world and taking pupils on field trips to the most inaccessible corners of the planet. As students move their heads left and right and up and down in order to navigate an area from all angles, it's never been easier to put oneself into a virtual world that amplifies and improves the learning experience."

We hope to financially sustain this opportunity through additional grants and fundraising efforts.

As we become more practiced in implementing classroom activities using the VR set, we will showcase these activities in an effort to draw additional funding from companies like National Geographic and the Banff Center for Research.



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 MINNESOTA USA, INC.  
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 DULUTH, MN 55802

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MEMO

Area Learning Center

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