

Little Graduates Schools VR Classroom-2024 academic year

Virtual Reality Classroom 3-9 years old learners



The Little Graduates Schools curriculum features a blended curriculum and strives to maintain traditional learning while exploring futuristic learning. As part of our teaching, we have embarked on high-tech learning theory -Virtual Reality, which lets students learn through experience. This theory will **bridge** the gap between **traditional learning** and **Technology**. Virtual and augmented reality as immersive tools,

LittleGraduatesSchools Learners can travel the world, explore the impossible, delve deep into complex concepts and experience learning directly in the palm of their hand – all from a safe, secure and familiar environment: **The classroom!**

IMPORTANT

With VR incorporation at LittleGraduates Schools we will enjoy **Theme Ending Activities** at the comfort of our schools, **minimizing the risk of travelling** with learners on field trips each week.

These incredible opportunities will mean a lot to our learners and shape the way our learners behave in class , experience technology , discover new ideas while learn through Virtual Reality.

VR technology is a step towards bringing a child to a point of global relevance- as a classroom of the future

There are many advantages of using virtual reality in education! Studies have shown that VR can be a more effective learning tool than many other traditional teaching methods ever seen. For example, by immersing students in the lesson, virtual reality creates more associations between subjects and environments than other teaching methods - helping them better understand, engage with and remember concepts!



VR



Virtual reality is often known as VR. **Virtual reality for kids** enables a computer-generated environment with scenes and objects that appear to be real, henceforth broadening their approach towards education.

Virtual reality in the education sector has bridged the gap between theoretical and practical learning.

Virtual reality for kids is an emerging trend in the classroom to amplify the teaching of any subject or topic so as to make concepts interesting. It is used to enhance student engagement with their monthly themes that are taught at school. It often involves viewing or interacting with learning content using VR headsets along with associated hardware. **VR for education** creates a wonderful learning journey for kids and will help revolutionize the future of education.



The LittleGraduatesSchools Learners will have an advanced capability at an early age as they advance to their elementary education that they will see everything as normal. This is only for the best future of their critical thinking, tackle challenges and shape their emotional intelligence towards real world.

Solar system VR Experience



What are the Advantages of Virtual Reality in Education?

- Increase memory power and knowledge retention
- Boost excitement and engagement in the classroom
- Improve learning outcomes
- Focus student attention on the lesson
- Open up new opportunities and create accessibility for every student
- Improve understanding of complex, conceptual subjects
- Build emotional intelligence, awareness and understanding
- Improve communication and collaboration skills

Expanding children's minds and experiences through a 3D, experiential experience of learning .

increasing children's retention, recall and reproduction of material learned through immersive learning which also enables assisted learning .

Reduction in distractions within the classroom environment which increases the focus of the child

Increase the productivity and overall wellbeing of the children with engagement with learning

How Does Virtual Reality Help in Education?

VR Builds an Innovative Child

So, in summary virtual reality helps education by creating immersive lessons that are engaging, memorable and impactful for learners. These VR experiences improve learning outcomes and help students build important interpersonal skills such as empathy, collaboration, and social skills needed for the future. Virtual reality is a hugely powerful teaching tool and the future of education! LittleGraduatesSchools Learners will have this advantage at the beginning of 2024 academic year.

Little Graduates learner and VR

VR builds Innovative Child

A LittleGraduates Learner will be exposed to various career choices, which furthermore enables them to think out of the box. It helps children to be an innovator by broadening their thinking skills. VR removes the barrier of physical presence and eases distance learning. VR helps a child activate prior knowledge.

- Creating a stable long-term curriculum based in technology
- Countless theme based curriculums, age appropriate for learners.
- Children stay focused.
- Full Academic Curriculum Available through VR classroom

Motor skills Development

Learning through virtual reality promotes skill development. It enables children to learn skills such as teamwork, communication skills, and helpfulness. Virtual reality in education prepares children for the collaborative nature of the modern workforce. It instills confidence and a positive attitude in them. VR can be used as an auxiliary tool for developing skills. VR may also be efficient, interactive, adjusting, and motivating physiotherapy



To perpetuate enthusiasm

The introduction of **VR for education** has made a great difference by creating the interest of students. Kids feel enthusiastic about learning new concepts through VR. It encourages experiential learning wherein children can actively participate, experiment with ideas and solve problems safely. No matter what age it is, kids always prefer watching illustrations rather than reading.



To enhance behavioral skills

VR can also facilitate emotional and social learning. It helps visualize real-world situations, allowing children to practice social skills. **VR in child development** helps children to develop good behavioral skills by providing them with supportive and immersive experiences. It helps in the promotion of peer interaction which instills good qualities in children such as patience, helpfulness, and team spirit.



Some of the VR –theme aligned that Teach&, entertain and create lifetime experience to our learners include:-



1. **Google Earth VR** - This VR experience allows users to explore the world in 3D, visiting iconic landmarks and learning about geography and culture.
2. **The Body VR** - This VR experience takes users on a journey through the human body, teaching them about anatomy and physiology in an interactive and engaging way.
3. **Space VR** - This VR experience offers a virtual tour of our universe, teaching users about astronomy and space exploration in a fun and engaging way.
4. **Apollo 11 VR** - This VR experience lets users relive the historic moon landing, learning about the Apollo 11 mission and the history of space exploration.
5. **VR Museum Tours** - Many museums around the world now offer VR tours, allowing users to explore and learn about art, history, and culture in a virtual environment.
6. **VR Adventure**: Learners will have an experience to travel to major cities, view famous markets, mountains, famous World towers, Rivers, Trees, Weather, Towns, historical sites, buildings, trade centers and many more. The experience will be lifetime long and it is the VR experience that will change the way learners think, judge, and perceive on many things in real world.

The cost of VR- R350 per month

To the parent (Optional)

VR experience is an expensive-Tech but we can not ignore the fact that new technology is a true reality of the World on the Go in education, much needed at the foundation level of a child and for the future.

LittleGraduatesSchools always try to make provision of possibilities to ensure that parents can afford their children to embark on VR leaning, on the other hand we make sure that learners do not miss anything when it comes to learning.

Learners who will use the VR, will be charged monthly to their statement of account. This experience will be done twice a week for 20 minutes per child. The parent can cancel the service at any time.

To the school-Ability to afford and maintain the VR software and equipment



To sum up

Learning through virtual reality incorporates adequate values to the children which prepares them for the future. Virtual reality helps children embrace technology and learn more about it. It creates amazing experiences that can't be lived in real life.

Hence, **VR in education** keeps children curious and interested about learning. There is no doubt that the VR has brought innovation and transformation in the way children learn and develop. It allows learners to envision real life and experience. This is a very good balance indeed in child development.

Virtual reality acts as a visual aid for learning. Most students learn better with graphical inputs, as immersive 3D images and videos make the learning activity more memorable. VR allows learners to experience learning from a first-person perspective, increasing the learners' ability to comprehend complex topics, theories, and subjects.



God bless LittleGraduatesSchools

**God bless our parents and our children
Together we can**



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