

**[Example]****Futura - Geography & History VR Experience****1. Background: (elaborate)**

Futura School is a school established in 2018, and is an innovative school consisting of xx students and xx teachers and staff members. Futura School currently has classes from 1st to 6th grade elementary level, and is a school known to explore new opportunities and we embrace innovation.

At the Futura School, part of the mandatory curriculum includes Geography (Aardrijkskunde) and History (Geschiedenis) from grades 2 to grade 6 at different levels. However we believe the way we teach Geography and History now, can be improved based on the available technology around the world. Through innovation and the inclusion of technology (in this case Virtual Reality (VR)) we want to enhance the student's and teacher's experience in how we teach and learn about the geography and history of our world.

...

...

**2. Proposed Project: What is the project specifically?**

With this project we want to introduce **VR Equipment** in our classrooms, to enable teachers and students to:

- Virtually visit ancient and historical geographical sites (*i.e. Constantinople, Cape of Good Hope, Great Wall of China, Persia, etc.*)
- Virtually visit and explore geography related *locations* (*i.e. mountain ranges, seas, rivers, capitals, countries, continents, etc.*)
- Interact with the virtual/physical surrounding of the sites they visit
- Interact and engage with the teachers and ask questions
- Interact by controlling the VR content displayed at any given time (everyone sees the same VR footage)
- ...
- ...

**3. Main Goal(s)/Objective:**

- Introduce technology in the classrooms by executing a Pilot Project where we have 15x VR Goggles and Software to teach Geography & History to our students.
- Use the 15x VR Goggles and Software through grades 2 to 6 (based on teachers requesting the use of the equipment/scheduling as needed)
- Teach these important courses and use technology as a tool to enhance the student and teacher's experiences and stimulate interactivity
- ...

#### 4. Equipment & Strategy to achieve Goal(s):

Based on research conducted, the best available VR Equipment, within a reasonable price range, is the **Futura VR Pro Edition**. This strategy/choice of equipment is based on:

Reasoning: (pros and cons and alternative brands)

- Price compared to XXX
- Teacher resources available
- Teacher controls content
- ...
- ...

**References:** *(as applicable to support choice of equipment)*

*www. [Insert links ] .com*

*www. [Insert links ] .com*

#### 5. Budget Breakdown & Quotes/Estimates:

To achieve the stipulated goals, and to execute this Pilot Project we need to procure the following Equipment & Software:

|                                                           |                    |
|-----------------------------------------------------------|--------------------|
| <b>15x Futura VR Pro Edition</b> - VR Headsets            | Afl. 19,000        |
| <b>15x Futura VR Pro Edition</b> - Licenses for 3 years   | Afl. 3,000         |
| <b>15x Futura VR Pro Edition</b> - Teacher Resources Pack | Afl. 2,000         |
| <b>1x Camera Set</b> - for School Library                 | Afl. 1,000         |
| <hr/>                                                     |                    |
| <b>Total Budget</b>                                       | <b>Afl. 25,000</b> |

Attached in Annex 1 to this project Proposal, you can find the requested **Estimate(s)** for this project and for this equipment (*Annex 1.1 Estimate Setar, Annex 1.2 Estimate Boolchand's, Annex 1.3 Estimate Koksgesto*)

#### 6. Security measures available on location: *(as applicable)*

- Futura school currently has a **Alarm system** for the whole school and premises
- For this project, and to safeguard the investment, Futura school additionally will procure a **24/7 accesible Camera System** for the Futura School Library where the equipment will be stored when not in use
- ...

#### 7. Insurance: *(as currently applicable)*

- Futura School currently has a '**Inboedelverzekering**' that would protect the equipment/investment from: Fire, Burglary, Damage, etc.
- ...

#### 8. Proposed Evaluation method:

To evaluate the success of this VR in History & Geography Pilot Project, we will collect and evaluate Data & Feedback using:

- Questionnaires to all Students after 3 months of use
- Questionnaires to all Teachers after 3 months of use
- ...
- ...

The questions and feedback will focus on: *Engagement, Ease of Use, Interactivity, Overall Satisfaction, Points of Improvement, and If they would recommend to implement on a larger scale.* This data will be shared with the School Board, EduTech Fund, and the competent authorities.

## 10. Name & Signature of School & School Board

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**J. Smith**  
**Futura School**

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**H. Jones**  
**School Board** (SKOA, DPS, SPCOA, Stichting EPB, etc.)

## **Annexes:**

### **Annex 1. Estimates/Quotes for 15x Futura VR Pro Edition VR & Licenses**

#### **1.1 Setar**

[INSERT]

#### **1.2. Boolchand's**

[INSERT]

#### **1.3 Koksgesto**

[INSERT}

### **Annex 2. ....**

### **Annex 3. ....**