

CLASSVR TESTIMONIALS

“ The prospect of using VR within my classroom is so exciting. It provides an opportunity to engage and stimulate pupils in ways that were never possible before and, for many of the pupils, it will enable them to explore places and see things that they may never have the opportunity to experience for themselves in the real world; from looking round the wonders of the world to handling parts of the body. I am certain that VR and AR experiences will have a huge impact on teaching and learning and I am excited to implement ClassVR across all curriculum areas. ”

Anna Alford - Teacher
Penybont Primary School, Bridgend

“ Class VR offers a unique, multi-sensory and fully immersive learning experience for children throughout all Key Stages. Children are able to access enhanced and sensory-based experiential learning which can be used for both greater depth writing, as well as supporting children who have additional needs. The headset enables children to be immersed and captivated with the VR lesson ideas provided by Avantis. VR is here to stay, so we'd like get ahead of the game and immerse our children in exciting and extraordinary realities, in which their imagination and creativity can run wild! ”

Andrew Shelton, Year 6/PPA Teacher
Hillview Primary, Gloucester

“ In addition to the handful of school trips we organise each year, ClassVR has allowed us to broaden the number of countries and cultures that our students can learn about. Gaining an understanding of how people live and the subtle differences in sounds and landscapes of countries around the globe, truly opens our childrens' minds – it almost feels like you've been there, just without the travel costs! ”

Kate Mann - Headteacher
English Martyr's Catholic Academy, Nottingham

Devon Geography Blog:
VR Headsets To Lose Their Smartphones?

“ Although there are now many affordable VR headsets on the market, one of the major barriers to the use of VR in schools has been the need for a large set of smartphones. Well, it now looks as though this will be a thing of the past. One manufacturer in particular has caught my attention – ClassVR by Avantis. ClassVR offers all-in-one headsets that are wirelessly managed and controlled by their own software package called ClassConnect, which includes structured lesson plans for a range of curriculum subjects. I particularly like the storage case that comes with the package, allowing the headsets to be kept safe and charged, as well as easily transported between classrooms across the school. ”

Sharon Norman
Northgate Infants, Gloucester

“As a teacher, I experienced using the VR technology whilst representing my school at the BETT show. The headsets provide a completely immersive experience, such a powerful hook to engage pupils in future learning ... paired work to encourage creative language, detailed observational skills in art, focused auditory and visual learning in all areas of the curriculum.”

“Virtual reality technology is being targeted at classrooms as a way to enrich learning experience with walk-throughs of all kinds of scenarios. But who in a school is going to manage it? Busy teachers? The digital penny dropped in education some time ago — as everyone now knows, technology can't be successful in classrooms unless it can be used and managed with relative ease. And it's clear that only the most 'techie' teachers will be prepared to put mobile phones into individual cardboard headsets, load up apps and then trouble shoot them. Besides, whose phones? Which platform? Whose content? This is where innovative edtech company Avantis comes in. School edtech supplier Avantis launched networked class sets of ClassVR headsets at BETT 2017 to take the hassle out of this emerging technology.”

Merlin John - Journalist- agent4change.net
Reality check – Avantis 'tames' VR for classrooms

Jemma Evans, Year 4 Teacher
Penybont Primary School, Bridgend

“As a teacher, I'm extremely pleased we are a Pioneer School and eager to plan for ClassVR opportunities in order to bring things to life in the classroom. I can see so much potential for many areas of the curriculum. Videos on the internet, apps and computer games, all form a massive part of the lives of the children we teach, so it makes sense to provide these learning opportunities through the use of ClassVR. The response from my pupils when they first experienced ClassVR was one of great excitement. They were instantly immersed in the experience and free from distraction from their peers. I can immediately engage the pupils and allow them to have a greater understanding. By using ClassVR's Virtual or Augmented Reality content, I can overcome the challenge of providing experiences that may previously have been inaccessible in school.”

“Virtual Reality made its debut at Bett 2017 from a number of different manufacturers; in our opinion the most impressive of which was the ClassVR from Avantis. Bringing affordable VR to the classroom, ClassVR comes complete with hardware, software and curriculum-linked activities and lesson plans, equipping teachers with everything they need to introduce this cutting-edge technology straight into the classroom. What's more, you don't even need an additional mobile device to make it work!”

Adaptive IT:
Adaptive's Top 5 Picks from Bett 2017!

