

Grant Number 1189

Project Title See the World in Virtual Reality

Please select the **MAIN** curriculum area your grant addresses. Social Studies

Does your grant have a technology component? (Will you have technology equipment, software, etc. in your budget?)

No

Yes

Primary Contact Information

First Name Michelle

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Last Name Ramirez

Phone Number 972-396-6975

Campus Lowery Freshman Center

Main Subject Social Studies

Grade(s) 9

I have co-applicants.

Social Media

Please provide your work-related social media contact information.

Facebook

Twitter

Other (please specify)

Grant Number 1189

Campus/Student Information

Your campus: Lowery Freshman Center

Will other campus' be involved/impacted by this grant?

No

Yes

Your grade(s): 9

Will other grades be involved/impacted?

No

Yes

Please select all grades that will be involved/impacted by the grant.

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Project Purpose

What is the problem, need or opportunity that this grant will address? Describe the impact of this project on your students. (500 words or less.)

The study of World Geography has become very two dimensional, with students learning about a region and its particular culture by reading about it, but not really getting to experience it first hand. By introducing virtual reality into our lessons it will increase student engagement and participation, allowing students to take learning into their own hands. Incorporating virtual reality along with engaging lessons, students will get to visually experience the world around them, exploring canyons, rivers, rain forests, deserts, valleys, mountains, oceans, and many other physical features we study in class; as well as the human geography of it all: different cultures around the world, locations of religious significance, the growth of cities, urbanization, and the interaction of humans and their environment to name a few. Virtual reality goggles along with interactive lessons such as Nearpod would allow us to engage student at a deeper level and ignite an interest in learning about the diverse world around them and encourage students to be active participants in their community.

Project Description

How will the project or program be implemented? Describe activities and tasks.
Who is the target population and in what ways will they benefit? (500 words or less.)

5 class sets of Virtual reality goggles will be used and shared by the World Geography Department (15 teachers) throughout the school year through their use in interactive lessons created to engage students in active learning. Each of our learning units has multiple opportunities to incorporate 3-D simulations and virtual reality experiences; examples of lessons that would benefit from virtual reality: Unit 1 (How geographers look at the world, relative vs absolute location, types of regions, the five themes of geography), Unit 2 (Earth-Sun Relationships and the Spheres of the Earth, Land forms and forces of change, Climate Regions, Biomes), Unit 3 (Development of Agriculture, Industrialization, Levels of Development), Unit 4 (Types of Government, Role of Government-Borders and Power, Political Superpowers, Terrorism and Genocide, North Korea Case Study, Underrepresented Nations and People), Unit 5 (Population Density and Clusters, Push-Pull Scenarios, Urban Sprawl), Unit 6 (Elements of Culture and Cultural Landscapes, Cultural Regions, Cultural Assimilation/Acculturation/Diffusion, Human Rights), Unit 7 Human-Environment Interactions, Adaptation and Modification, Natural Resources, Extreme Weather).

Targeted population includes all World Geography students but it would additionally support visual learners and English as a Second Language learners who would benefit from the non-linguistic representation, collaborate learning, scaffolding, increasing vocabulary and academic language, and activating prior knowledge.

Project Summary

Provide a brief summary for use on the Foundation's website and social media. (2-3 brief sentences)

By introducing virtual reality into our classrooms, geography will be transported from a two dimensional world to a three dimensional experience that will make the fascinating history of the world come alive and engage students in the diverse world around them. Virtual learning creates a fun experience for students to learn about the physical world around them ranging from biomes and climate regions to experiencing places they have never seen before, and learning about the all the diverse cultures around the world. Virtual reality allows students to be engaged in a meaningful way that creates an impact on their future learning and involvement in their society.

Allen ISD Goals/ TEKS

Which Allen ISD goals/TEKS does this project support? Provide only two or three examples.

3A: Explain weather conditions and climate in relation to annual changes in the Earth-Sun relationships

6B (readiness standard): Explain the processes that have caused changes in settlement patterns, including urbanization, transportation, access to and availability of resources and economic activity

9A (readiness standard): Identify physical and/or human factors such as climate, vegetation, language, trade networks, political units, river systems, and religion that constitute a region

Measurement

What specific measurements will be used to evaluate the effectiveness of the project? (500 words or less)

Student success will be measured through student engagement and feedback as well as built in Nearpod assessments incorporated within the same lesson as checkpoints. Formative assessments would also be used as measurements of student growth throughout the school year to gauge student growth. Periodic student written prompt responses based on the virtual reality/3-D components along with a corresponding rubric will be used to evaluate the effectiveness of the effectiveness of the visual component/self-reflection.

Teaching Methods

What teaching methods will be used to implement this project? (500 words or less.)

Virtual reality technology can be used to engage students in topics related to geography and offer a way for students to immerse their senses in topics such as the 5 themes of geography, allowing students to "visit" any place on the globe - an experience that is much more enriching than just reading about it. Virtual reality also gives the opportunity to make learning a collaborative experience by allowing students to communicate and learn from each other, making learning much more student-centered than teacher led.

Timeline

What is the project timeline and the date of implementation?

As soon as virtual reality goggles are purchased and received they will be implemented immediately and used throughout the school year.

Curriculum/System Support

Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.

Allen Independent School District's Mission Statement: "Allen ISD cultivates innovation in education that empowers every learner to realize his or her full potential." suggests that every student should have every opportunity to receive a 21st century education and learning experience. In order to do so, we need to incorporate more technology in our classrooms and allow for virtual reality innovations to facilitate learning and make lessons engaging and relevant. According to our graduate profile, "Allen High School graduates will be able to be effective problem solvers, responsible and engaged citizens, academically prepared to future pursuits, (and) effective communicators," by incorporating innovative and fun experiences for our students we using technology to empower every learner to realize his or her full potential.

Budget Details ** All awarded funds will be available by September of the next school year.

Budget Item	Item Type	Unit Cost	Quantity	Total Cost
ProHT 3D Virtual Reality Glasses Headset,3D VR Glasses for Video Movie Game	Technology	10.99	150	1648.5

BUDGET TOTAL 1,648.5

Are there any additional funds available for this grant? Campus or District Funds? PTA funds? Let us know if you have or will be seeking funds from other sources to help with this project.

Additional funds? No
 Yes

Principal Approval Required

Please provide the Name and Email of your PRINCIPAL. (Not your name)

First Name	Last Name	Email Address(Completed)
Jill	Stafford	jill.stafford@allenisd.org

Applicant Signature

By entering my name below I signify that I understand that if I move within the District and have written the grant myself, I may take the grant with me to my school (as long as it is appropriate for my classes). If I have written the grant as part of a team, I will leave the grant behind with the team. If I leave AISD, I will leave the grant with the school for which I wrote the grant. As a condition of this grant, I will complete an evaluation form provided by the Foundation.

Signature Michelle Ramirez

Date 01/31/2019

I certify that this would be a good use of funds for our school and this grant supports the district goals and/or our campus improvement plans. **Do NOT include any identifiers, such as: campus name, your name, teachers name or mascot **

No actions possible.

Comments

Love bringing in more engaging activities and lessons for our students to experience places they may not ever visit!!

State Change History

State Change michelle.ramirez@allenisd.org
01/31/2019 12:00:02
Submitted

State Change *****
02/01/2019 12:28:50
Accepted

Grant Status

Grant Awarded Yes
 No

Award Amount 1649