Virtual Reality Headset Policy

2023-2024

Woden Primary Virtual Reality Headset Policy

Introduction

The purpose of this policy is to provide guidelines for the safe and responsible use of Virtual Reality headsets at Woden Primary School. These guidelines aim to ensure that pupils and staff members can benefit from the use of this technology whilst prioritising their safety, wellbeing, and ethical conduct. VR headsets shall only be used for educational purposes, under the guidance and supervision of a staff members.

Immersive learning experiences

VR headsets can be beneficial for pupils in several ways. For example, they can access real-world experiences in a variety of contexts. VR is inherently safe, as students can carry out experiments or explore challenging environments from the safety of the classroom. VR can also promote collaboration between pupils in ways that were impossible before.

Increased engagement and motivation

It's an exciting time for the future of education. New immersive technology is opening pathways to learning that has the potential to engage pupils in and out of the classroom. We are extremely lucky at Woden Primary School to be able to use VR headsets as a teaching tool. This exciting technology allows pupils to travel around the globe from the safety of their classrooms. VR promotes active learning through immersive experiences in virtual environments, helping pupils hone their problem-solving skills. Children have the option to choose if they do not wish to use the headset. They will not miss out from participating in the lesson as they have the option to watch the same content on the interactive screen or smart board.

Safety Precautions

At Woden Primary School, we take screen time seriously. We believe that virtual reality in school–when used with screen time limits–has limitless educational potential. That is why we provide a safe pathway to introduce pupils of all ages to the wonders of VR. That includes non-immersive 360° experiences (viewed on tablets and laptops) It also means all our virtual field trips on the VR headsets are broken up into bite-size chunks so pupils only spend on average 5 minutes in front of a screen or behind a VR headset at a time. Short VR sessions are very engaging and are the perfect way to open a topic or reinforce a key point. We recommend that VR headsets are used for no more than 15 minutes in any one lesson. The ClassVR player includes a notification to the teacher when any student has been in VR for longer than this recommended time, which is also the limit recommended for children by optometrists.

Pupils are also not allowed to walk around when they have the VR headset on, they must be seated. Pupils are educated about responsible volume control to avoid potential hearing damage. Adequate volume levels should be set and monitored by teachers to ensure a safe listening environment. If the headset makes a child feel unwell, they should move instantly and tell and adult. All children are reminded of this when using the headsets. The following link is to the ClassVR health and safety usage guide.
https://www.classvr.com/policies/health-and-safety/

ClassVR Teacher Portal

The ClassVR Portal ensures teachers can confidently manage pupils and add value to lessons when using VR & AR in lessons. Teachers can search and build VR playlists using the drag and drop functionality, deliver lessons simultaneously and guide pupils through experiences using set dynamic points of interest. Teachers are always in control and the real-time class view provides full visibility of what and where their pupils are exploring in the headsets. Teachers are able to shut down all VR headsets at any point allowing full control by using the portal.

Technical Guidelines

All headsets are regularly inspected for any defects, cleanliness, and possible issues. They are regularly clean depening on the usage of the headsets. The padding and straps are machine washed and the headset is wiped down with antibacterial wipes. Any faults or concerns are reported to the appropriate technical personnel immediately. All software and applications installed within the headsets align with the Woden's acceptable use policy. Regular updates and security patches are installed by ClassVR to ensure data security and maximise the educational benefits of the headsets. The ClassVR headsets come in a custom design case with a foam interior and a strong ABS shell to keep the headsets safe. The storage cases include a built-in charging facility where headsets can charge even when the case is closed, ensuring they're ready for pupils to use at any time.

Teacher Training and Support

Continuous professional development opportunities for teachers are provided to enhance their understanding of the headsets' benefits and responsible use, including incorporating them effectively into the curriculum. Teachers have access to appropriate technical support, ensuring they can confidently troubleshoot issues related to the headsets or seek assistance when required. To help teachers successfully and confidently use ClassVR in the classroom, staff can access online CPD course which consists of comprehensive bite-sized lectures and quizzes to help them learn how to get the most out of ClassVR. ClassVR also have Educational Specialists, who are all qualified teachers and are also on-hand to provide training on how to use ClassVR successfully in lessons.

Communication and Engagement

This policy shall be communicated to all pupils, staff members, and parents/guardians, ensuring they are aware of their rights, responsibilities, and safety measures associated with the use of the headsets. Regular communication channels ensure that staff can address any queries, concerns, or feedback related to this policy. Only pupils who have had signed consent from parents are allowed to use the headsets.