



VR in the classroom

Over the last 5 years, we have developed 9 x Virtual Reality Learning Environments under two Erasmus KA2 projects. With one student on the headsets and the class giving instructions, the tasks primarily set out to develop students' communication and language skills and even though the worlds are in English, they are easily adapted to other languages. You are welcome to try on the headsets and uncover a mystery in ancient Rome or repair the transmitter in a space station. Mind blowing!



Building teams in the classroom

We know that teams are more effective than groups, so why are we not applying these theories and principles to our classes. Teams have clear agreed goals and outcomes (students take ownership for their learning), teams agree on effective processes and procedures to succeed (student directed learning), high performing teams seek challenges and enjoy overcoming these (students make faster progress with their learning), when teams disband, members want to repeat the experience (students come back for more).