



**WACO ISD EDUCATION FOUNDATION  
COVER SHEET – PART II  
Application for Grant:  
2025-2026 Funding Cycle**

**Assigned Grant Proposal #:** \_\_\_\_\_

**Project Title:** \_\_\_\_\_

**Grade Level(s):** \_\_\_\_\_ **# of Students DIRECTLY involved:** \_\_\_\_\_

**Subject Area(s):** \_\_\_\_\_

**Amount Requested: \$** \_\_\_\_\_

**Grant Focus Area(s):** In order to be considered, Waco Education Foundation Innovation Grant proposals must fall under one or more of the E4 focus areas: early childhood development, enhanced programming for advanced students, extended education for staff, and emphasis on student performance. NOTE: In addition to meeting one of the E4 focus areas above, grant readers are especially interested in creative and innovative grant requests that target fine arts, STEM, literacy, or enrichment.

**(check all that apply)**

Early Childhood Development

Enhanced Programming for Advanced Students

Fine Arts

Literacy

Extended Education for Staff

Emphasis on Student Performance

STEM

Enrichment

## Project Description (100 words or less)

### **Rationale:**

The ClassVR program increases student access to immersive learning. Purchasing additional headsets allows more students to engage with interactive content. It will also support the development of customized VR content, 360° videos, and immersive lessons. Teacher training ensures effective integration into lesson plans, with ongoing maintenance and technical support for sustainability. With a three-year license, the investment guarantees long-term use and continued support. This expansion bridges the educational opportunity gap, fostering critical thinking, creativity, and engagement, while demonstrating our commitment to equitable educational opportunities for all students, especially for the students in special education, SIT reading, and AVID programs.

### **Goals:**

#### **Foster Critical Thinking:**

Utilize immersive virtual environments to allow students to explore complex topics, such as historical sites or outer space, encouraging deep engagement. Through hands-on exploration, students will develop critical thinking skills by analyzing, questioning, and solving problems in both real and hypothetical scenarios. Customizable lessons will promote inquiry-based learning, enabling students to think critically and draw their own conclusions.

#### **1. Encourage Creativity:**

Break traditional classroom boundaries by offering creative opportunities for students to design virtual environments, explore artistic concepts, and engage in innovative exercises. Teachers will have the ability to craft personalized lessons using VR and 360° cameras, promoting dynamic, creative learning experiences.

#### **2. Promote Innovation:**

Integrate Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) technologies to transform learning and introduce futuristic tools that inspire innovative thinking. Students will develop problem-solving skills by tackling challenges through hands-on engagement with cutting-edge technologies.

#### **3. Enhance Collaboration:**

Facilitate collaborative learning by enabling students to interact in shared virtual environments, work on joint projects, and build communication skills. ClassVR will also promote teacher-student collaboration, allowing educators to adapt lessons based on student needs. Additionally, the platform will enable global collaboration, connecting students from different cultures to explore shared perspectives.

### **Plan of Operation:**

#### **1. Program Implementation:**

- **Step 1: Acquisition of Equipment/Licensing (September - October)**

- Purchase additional VR headsets, controllers, and other necessary hardware to expand the ClassVR program.
- Acquire tools for creating 360° videos, VR software, and AR/MR content development tools.

- Purchase a three-year license
- **Step 2: Teacher Training ( October- November)**
  - Conduct comprehensive training sessions for teachers, focusing on effectively integrating VR, AR, and MR technologies into their lesson plans.
  - Provide ongoing professional development to ensure that teachers are confident and proficient in using these technologies.
- **Step 3: Curriculum Integration (October - January)**
  - Work with educators to design curriculum and lesson plans that incorporate VR, AR, and MR tools, aligning them with grade-level standards and objectives.
  - Customize lessons using the tools available, focusing on inquiry-based and hands-on learning experiences.

## **2. Student Engagement:**

- **Step 1: Interactive Learning (October - May)**
  - Launch immersive learning sessions where students can explore VR environments, engage with AR content, and work on MR-based projects.
  - Encourage collaboration among students through shared virtual environments, allowing them to work together on projects and problem-solving tasks.
  - Facilitate cross-cultural virtual field trips, allowing students to explore global issues, historical sites, and diverse cultures in a shared virtual space.
- **Step 2: Ongoing Support (throughout the school year)**
  - Ensure students have access to the necessary technical support and guidance during their learning sessions. Troubleshoot technical issues promptly to maintain a seamless learning experience.

## **3. Maintenance and Sustainability:**

- **Step 1: Equipment Maintenance (ongoing)**
  - Set up a routine schedule for checking and maintaining all hardware to ensure its functionality.
  - Ensure that technical support is available for teachers and students to address any issues with the equipment or software.
- **Step 2: Continuous Content Update (ongoing)**
  - Regularly update the VR and AR content to keep it fresh and aligned with the evolving curriculum.
  - Add new lessons, virtual environments, and global collaboration opportunities to ensure continuous engagement.

**Conclusion:** The ClassVR project will be implemented in phases, ensuring each step—from equipment acquisition and teacher training to content development and student engagement—aligns with our goal of fostering critical thinking, creativity, innovation, and collaboration. Ongoing support, maintenance, and evaluation will ensure the program's sustainability and long-term success in enhancing student learning.

## **Communication and Dissemination:**

To ensure the success and broad impact of the ClassVR project, a comprehensive communication and dissemination plan will be implemented. Key stakeholders, including teachers, students, administrators, and parents, will be regularly updated through emails, newsletters, and school meetings to highlight program progress, milestones, and successes. ClassVR will be highlighted through site communications and social media channels. This will showcase student projects. Internal communications will provide resources for teachers. Webinars and training sessions will be held to support teachers in maximizing the use of the technology. Additionally, the results and impact of the program will be shared with the wider educational community through reports and presentations. These efforts will ensure transparency, encourage engagement, and spread awareness of the program's benefits and outcomes.

## **Monitoring and Evaluation:**

- **Step 1: Regular Feedback**
  - Gather feedback from teachers, students, and administrators regarding the effectiveness of the program. Identify strengths, challenges, and areas for improvement.
- **Step 2: Impact Assessment**
  - Evaluate the impact of ClassVR on students' critical thinking, creativity, innovation, and collaboration skills. Collect data on academic progress and engagement levels.
- **Step 3: Reporting and Adjustments**
  - Provide regular reports on the program's progress, successes, and challenges to stakeholders. Adjust the program based on feedback and assessment data to improve its effectiveness.

## **Long-term implementation:**

The ClassVR project is designed for sustainable impact, with a licensing cost covering three years, demonstrating a strong commitment from the grant writers to ensure the longevity of the program. The school's existing set of 8 Classroom VR headsets will serve as a solid foundation for expanding the program, allowing for continued access to immersive learning experiences. The grant plans to also increase the number of VR headsets to accommodate a larger student base, ensuring broad access to transformative learning tools. Over time, the integration of VR, AR, and MR technologies will enrich the curriculum and foster skills in critical thinking, creativity, and collaboration. Additionally, ongoing teacher training and content development will ensure that the program remains dynamic and adaptable to future educational needs. This long-term commitment will not only enhance student engagement but also support the school's mission to provide equitable and innovative learning opportunities for all students.

## **Key personnel**

### **Person B**

Person A is a highly experienced educator with over 30 years of teaching across various educational settings, from preschool to college, in both general and special education. Their diverse background spans multiple disciplines, allowing them to provide tailored interventions that address the academic and behavioral needs of students. They hold multiple state credentials in Texas and California, including certifications in English Language Arts and Reading (ELAR), Special Education, Structured Literacy (STR), and English as a Second Language (ESL) in Texas. In California, they possess a

Multiple Subject Teaching Credential, a Specialist Instruction Credential in Special Education, a Resource Specialist Added Authorization, an Administrative Services Clear Credential, and an Autism Spectrum Disorders Added Authorization. Their academic qualifications also include two master's degrees—one in Human Development and another in Education with an emphasis on Administration. Beyond their teaching credentials, Person A has extensive experience in program management, having served as an administrator for a credit recovery and discipline program. In this role, they developed strong leadership skills and a deep understanding of student behavioral and academic challenges, enabling them to implement effective interventions that support both student achievement and well-being. In the field of literacy, Person A has a proven track record of designing and implementing targeted reading interventions for struggling readers. They have also successfully written and secured multiple education grants, demonstrating their ability to obtain funding for critical educational initiatives. Person A is passionate about promoting the use of Virtual Reality (VR) in the classroom, believing it can transform the learning experience. They advocate for VR as a powerful tool to enhance engagement, making abstract concepts more tangible and immersive. By incorporating VR into lessons, Person A helps students explore subjects like history, science, and art in ways that are interactive and captivating. They emphasize how VR can support diverse learning styles, allowing students to visualize complex ideas and experience environments beyond the classroom. Person A is committed to showing educators how VR can foster creativity, critical thinking, and deeper understanding, ultimately preparing students for a tech-driven future.

## **Person A**

Person B is an experienced educator with 18 years in general and special education, specializing in literacy development, inclusive education, and student support. They hold multiple teaching credentials in California (Multiple Subjects, Education Specialist, and Administrative Services) and Texas (EC-6 Core Subjects, 4-8 Core Subjects, and Science of Teaching Reading). With an Ed.D. in Educational Leadership specializing in Special Education, Person B focuses on promoting inclusive education and enhancing literacy instruction. Person B is deeply passionate about giving students the opportunity to experience learning through Virtual Reality (VR). Person B believes that VR offers a unique and immersive way to engage students, allowing them to explore concepts and environments in a hands-on, interactive manner. Person B is excited about how VR can transport students to distant places, historical events, or even the inside of scientific phenomena, making learning more vivid and memorable. She advocates for VR as a tool that fosters curiosity, creativity, and deeper understanding, helping students connect with the material in ways traditional methods cannot. Person B is dedicated to ensuring that every student has the chance to benefit from this innovative technology.

## **Person A and B will fulfill the following roles:**

### **1. Project Manager**

The Project Manager will oversee the implementation of the ClassVR program, ensuring all aspects of the project are executed on time and within budget. This individual will coordinate between stakeholders, manage resources, and handle logistical challenges. The Project Manager will also be responsible for evaluating program outcomes and reporting to key stakeholders.

### **2. Lead Educator/Trainer**

The Lead Educator will design and deliver professional development training for teachers, helping them incorporate VR, AR, and MR technologies into their lessons. They will also work with teachers to create customized content and integrate immersive experiences into the curriculum.

### 3. Teacher

Teachers will play a critical role in the ClassVR program by integrating VR, AR, and MR technologies into their lesson plans and engaging students in immersive learning experiences. They will collaborate with other teachers to adapt lessons, tailor content to student needs, and ensure that the technology enhances the curriculum. Teachers will also participate in professional development training to continuously improve their use of technology in the classroom.

These key personnel will work collaboratively to ensure the success of the ClassVR program, from seamless implementation to long-term sustainability.

### **Budget and budget narrative and justification:**

The budget for the Virtual Reality (VR) program includes licensing costs, which will cover a three-year period, demonstrating a long-term commitment to integrating VR into the classroom. This multi-year investment ensures the program's sustainability, allowing the school to continue providing immersive learning experiences for students without the need for frequent renewals or disruptions. Additionally, the school already possesses a set of 8 classroom VR headsets, meaning that the focus of the budget can be on expanding content and licensing, rather than just purchasing additional hardware. These funds will allow for the acquisition of educational VR programs and resources that align with the curriculum, further enhancing the learning experience. By securing these resources, the school is showing its dedication to providing innovative, technology-driven education that prepares students for the future while optimizing the use of existing equipment.

The integration of Virtual Reality (VR) into the classrooms at Tennyson aligns with the school's model of educational excellence by fostering an engaging, innovative, and student-centered learning environment. VR enhances the school's commitment to providing a dynamic, hands-on approach to education, allowing students to interact with content in immersive and meaningful ways. By using VR, the school supports a model where technology is leveraged to expand access to learning opportunities, particularly for complex or abstract concepts that are difficult to grasp through traditional methods. This aligns with the school's mission to equip students with critical thinking and problem-solving skills, preparing them for a rapidly evolving, technology-driven world. With a set of 8 VR headsets already in place, the licensing funds will help expand the educational content, further enriching the curriculum and offering students diverse, experiential learning that supports their academic growth and creativity. This investment in VR not only enhances student engagement but also supports the school's goal of providing a forward-thinking, comprehensive education.

# Waco Education Foundation

## Grant Budget Form

Assigned Proposal #	10
Project Title:	Virtual Horizons: Immersion in Action
Number of Students Served by Grant:	350

Qty	Budget Item	Verify Vendor (Y or N)	\$ Requested from the WISD Foundation	Other Secured Source	\$ from Other Source (if applicable)	Total Amount
<b>Consumable Supplies</b>						
1	shipping	Y	\$ 150.00			\$ 150.00
						\$ -
						\$ -
						\$ -
						\$ -
						\$ -
total Consumable Supplies			\$ 150.00		\$ -	\$ 150.00
<b>Technology</b>						
1	Class VR Premium-64 Set of 8	Y	\$ 4,499.00			\$ 4,499.00
2	Class VR Set of 8 Cubes	Y	\$ 180.00			\$ 180.00
1	3 year Eduverse Suscription	Y	\$ 3,600.00			\$ 3,600.00
						\$ -
total Technology			\$ 8,279.00		\$ -	\$ 8,279.00
<b>Long-Term Supplies / Equipment</b> (items that will last beyond the grant year)						
						\$ -
						\$ -
						\$ -
						\$ -
						\$ -

						\$ -
total Long-Term Supplies			\$ -		\$ -	\$ -
<b>Contracted Services</b>						
						\$ -
						\$ -
total Contracted Services			\$ -		\$ -	\$ -
<b>Personnel</b>						
						\$ -
						\$ -
total Personnel			\$ -		\$ -	\$ -
<b>Travel / Other</b>						
						\$ -
						\$ -
						\$ -
						\$ -
total Other			\$ -		\$ -	\$ -
<b>Totals</b>		<b>Total Requested from the WISD Foundation</b>		<b>Foundation Cost Per Student</b>	<b>Total from Other Sources</b>	<b>Total Cost of Project</b>
		\$ 8,429.00		24.08285714	\$ -	\$ 8,429.00