



**WACO ISD EDUCATION FOUNDATION
COVER SHEET – PART II
Application for Grant:
2026-2027 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 | Extended Education for Staff |
| Enhanced Programming for Advanced Students | Emphasis on Student Performance |
| Fine Arts | STEM |
| Literacy | Enrichment |

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Project Description:

This project proposes the implementation of virtual reality (VR) goggles to enhance student learning across English Language Arts, Mathematics, Science, and Social Studies through immersive, interactive experiences. Virtual reality will allow students to explore complex concepts, historical events, scientific phenomena, and mathematical applications in engaging, real-world contexts. By incorporating VR into instruction, students will develop critical thinking, creativity, collaboration, and problem-solving skills while increasing academic engagement. Grant funds will be used to purchase VR goggles and approved educational content to support project-based learning and equitable access to innovative instructional tools.

Rationale:

This project aligns with the Waco Education Foundation's focus on creative classroom projects and emphasis on student performance by introducing innovative instructional technology that enhances student engagement and understanding across core content areas. It supports district and campus improvement goals related to increasing student achievement, instructional rigor, and student-centered learning. Virtual reality provides experiential learning opportunities that benefit diverse learners, including bilingual and Title I students, by making abstract concepts more concrete through visual, auditory, and kinesthetic engagement. By leveraging VR technology, this project bridges the gap between theoretical learning and real-world application.

Goals:

- Increase student engagement across core content areas by at least 25%, as measured through student surveys and teacher observation data.
- Improve student understanding of complex concepts in English Language Arts, Mathematics, Science, and Social Studies through immersive VR-based lessons.
- Provide students with opportunities to develop critical thinking, creativity, collaboration, and problem-solving skills through interactive learning experiences.
- Support teachers in implementing innovative instructional strategies by training 100% of participating teachers in the use of VR technology.
- Strengthen cross-curricular instruction by integrating VR experiences into lessons in all four core subject areas.

Plan of Operation:

- Phase 1 (August–September 2026): Purchase VR goggles through district-approved vendors; provide teacher training on VR integration and classroom management.
- Phase 2 (October–December 2026): Implement VR lessons aligned to curriculum standards across English Language Arts, Mathematics, Science, and Social Studies.
- Phase 3 (January–May 2027): Expand VR use through interdisciplinary projects, collaborative learning experiences, and student reflection activities.
- Phase 4 (May 2027): Collect data, evaluate project impact, and plan for continued implementation.

Communication & Dissemination:

- Invite the Waco Education Foundation to observe VR-enhanced lessons and student learning experiences.
- Share project updates and outcomes via campus newsletters, district communication platforms, and WISD-TV, as appropriate.
- Provide photo opportunities and written summaries highlighting the impact of the grant.

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- Share best practices and outcomes with district staff through collaborative meetings or professional learning sessions.

Evaluation:

- Monitor student engagement through observation checklists and student feedback, with a target of **80% active participation** during VR lessons.
- Assess student learning through lesson-embedded assessments, reflective writing, and project-based tasks connected to VR experiences.
- Collect teacher feedback through post-implementation surveys, aiming for **90% of participating teachers** reporting increased instructional effectiveness.
- Compare pre- and post-implementation performance data to measure growth in content understanding and application.

Long Term Implications:

- Establish virtual reality as a sustainable instructional tool integrated into core content instruction.
- Continue use of VR goggles across future school years with multiple student cohorts.
- Expand VR integration through additional content subscriptions, interdisciplinary projects, and professional development.
- Serve as a model for immersive learning practices that can be replicated across other campuses in the district.

Key Personnel:

- Grant Coordinator (Myself):
 - o *Responsibilities:* Oversees purchasing, implementation, training, data collection, and reporting. Provides ongoing instructional support.
 - o *Qualifications:* Experience in instructional leadership, project management, and integrating technology to support diverse learners.
- Classroom Teachers
 - o *Responsibilities:* Integrate VR experiences into instruction, facilitate student learning, and collect instructional data.
 - o *Qualifications:* Certified educators with experience in content instruction and student-centered learning strategies.

8. Budget and Budget Narrative/Justification:

Grant funds are requested to purchase **one** ClassVR Add-On Headset 8-Pack from CDW•G, a Waco ISD–approved vendor, for a total cost of \$4,866.57. This purchase will provide students with access to immersive virtual reality learning experiences aligned to curriculum standards in English Language Arts, Mathematics, Science, and Social Studies. The ClassVR system was selected due to its education-specific design, age-appropriate content, and compatibility with district technology requirements. These headsets allow students to engage in experiential learning by exploring virtual environments, historical events, scientific simulations, and real-world scenarios that deepen understanding and support diverse learning styles. For bilingual and Title I students, VR offers critical visual and contextual supports that enhance comprehension and engagement. This technology supports instructional goals related to student performance, critical thinking, creativity, and collaboration by enabling interactive, inquiry-based learning experiences. The 8-pack configuration allows for small-group instruction, collaborative learning, and rotational use across classrooms, maximizing student access while maintaining classroom manageability. No sales tax or shipping fees are associated with this purchase. All equipment will be maintained and reused beyond the 2026–2027 school year, ensuring long-term instructional impact and

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sustainability. This investment directly supports innovative classroom instruction and equitable access to high-quality educational technology.

