



**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

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, experiential learning. Purchasing headsets allows students to engage with interactive college and career 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 exceptional and twice exceptional students in the AVID program.

Goals:

Foster Critical Thinking:

Utilize immersive virtual environments to allow students to explore complex topics, such as historical sites, college and career, or outer space, while 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, career on-the-job experiences, 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 CTE/AVID 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 VR headsets, controllers, and other necessary hardware to develop 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. This initial launch will serve as a solid foundation for the program allowing for continued access to immersive learning experiences. The number of college and career experiences that can be explored and experienced each year will increase ten-fold. 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 A

Person A is an experienced educator with 24 years in general education and school administration, specializing in literacy development, college and career readiness, inclusive education, and student academic and social support. They hold multiple teaching credentials in California (Multiple Subjects, Single Subjects in English, Social Studies, and Administrative Services) and Texas (EC-6 Core Subjects, 4-8 Core Subjects, K-12 Physical Education, and Science of Teaching Reading). With an M.Ed. in Educational Technology, Person A focuses on promoting inclusive education and enhancing

literacy instruction through the use of technology as well as traditional means. Person A is deeply passionate about giving students the opportunity to experience learning through Virtual Reality (VR). Person A 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 A 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. Person A is committed to providing unique and immersive college and career experiences for students to help spark that intrinsic curiosity in their area of interest. He 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 A is dedicated to ensuring that every student has the chance to benefit from this innovative technology.

Person A 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. 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. This investment in VR not only enhances student engagement but also supports the school's goal of providing a forward-thinking, comprehensive education.

