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# **Curriculum Integration in Further Education**

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## Webinar Agenda:

- Welcome and Introductions
- Ayrshire College: guest speakers
- NESCOT: guest speakers
- Bodyswaps Roleplay Builder Assistant preview



Or visit: menti.com 5765 6601

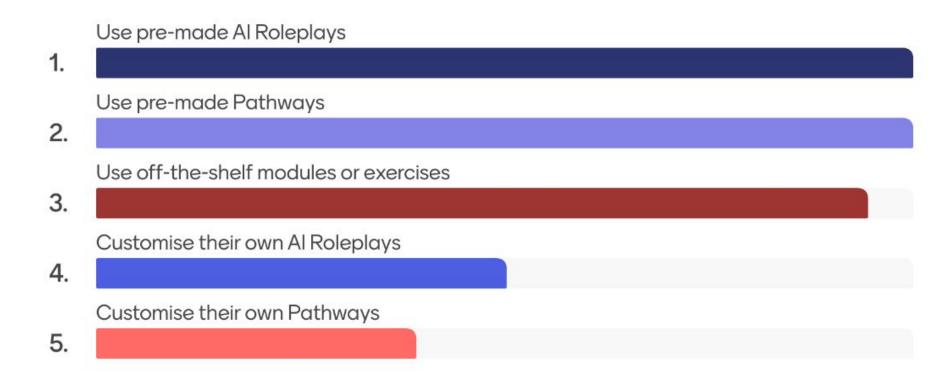
## What are your biggest blockers to curriculum integration?



## Where do you hope to integrate Bodyswaps into the curriculum?

t level health
vocational courses health and social care
everywhere if possible
employability and careers
many areas main tutorial

## How likely are **your educators** to:



# **Ayrshire College**

Hilary Reid, Digital Learning Support Team Leader



Ayrshire College

# Curriculum Integration in FE

Hilary Reid Team Leader Digital Learning Support

# 24/25

#### The Figures

- 724 students
- From 54 classes
- Across 14 curriculum areas

(plus 22 sessions for staff!)

#### The Content

70% Employability 25% Healthcare 5% AI Simulator



## **Evaluation**

#### What Went Well

- Working with our Careers & Employability colleagues
- Being prepared!
- Gathering feedback from students and staff

85% rated the experience

'Great' or 'Good'

81% liked the VR format

91% liked the content

#### Learning & Feedback

- Giving people enough space and time
- Making sure that lecturers have a good awareness of the content their classes are going to work through
- Shorter sessions, smaller groups

# 25/26 Plan

A plan of 3 (maybe 4!) parts...

Phase 1

Independent student access, facilitated by the Learning Resource Centres

Phase 2

Employability & workplace skills content delivered to all L4s by the Careers & Employability team

Phase 3

Other content delivered to any class at the request of teaching staff by the Digital Learning team. Including the use of the Al Simulators to create particular scenarios, incl.:

Managing Conflict Role & level-specific interviews

Interviews with persons of interest Taking a client brief & feedback

## Ta!



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ayrshire.ac.uk

# North East Surrey College of Technology (NESCOT)

Somayyeh Clifton, Head of Quality Improvement & Innovation

David Saint, eLearning Facilitator

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# Embedding Bodyswaps VR Within the Nescot Curriculum



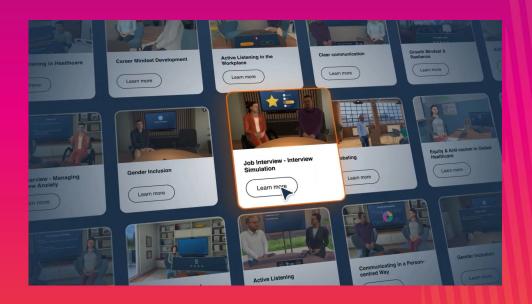
## **Planning & Preparation**

o Pilot year (year 1)



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- Allocating courses licenses



#### **Planning & Preparation**

- o Pilot year (year 1)
- Trying content ourselves
- Allocating courses licenses
- Tutor induction
- Calendar planning (as of year 2)



#### **What to Expect During a Session**

#### Induction (1st time only)

- Intro to BodyswapsIntro to VR
- Additional time to acclimatise

#### **VR Session**

- Students begin self-directed learning for set duration or unt completion.
- Groups larger than 15 can alternate between VR and PC

TIP: Have alternative for those who won't or can't participate in VR (ie PC version)

#### **Pre-Session**

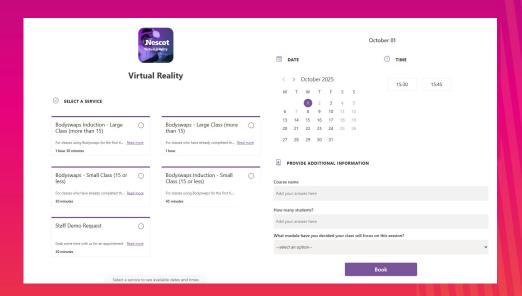
- Inform the class which module(s) they will be focusing on
- Consider a pre-session discussion to establish context

#### Post-Session

- Opportunity to discuss experience / learning
- Reminder to check Bodyswaps
  Go for certificates

## **Deployment**

Booking system



- Booking system
- Session structure



- Booking system
- Session structure
- Induction process



- Booking system
- Session structure
- Induction process



- Booking system
- Session structure
- Induction process
- Running the session



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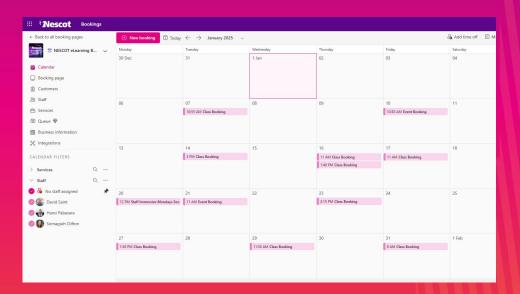


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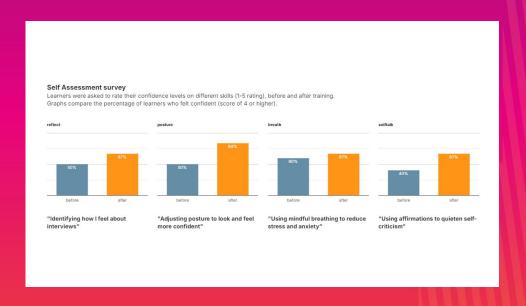
## **Tracking Results**

Booking system records



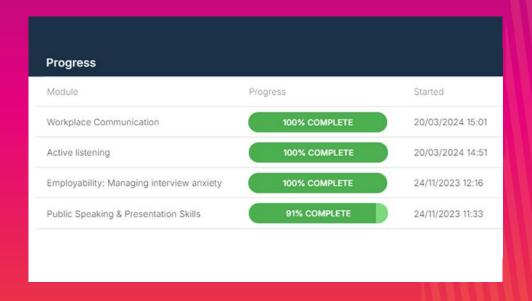
#### **Tracking Results**

- Booking system records
- Confidence ratings



#### **Tracking Results**

- Booking system records
- Confidence ratings
- Completion rates



#### 1st year 23-24

5 Classes

Median completion rate: ~52%

~2 point increase in confidence (out of 5)

#### 2nd year 23-24

8 Classes

Median completion rate: 78%

~2 point increase in confidence (out of 5)

# How the Experience Has Gone so Far



## **Lessons Learned**

- o Get yourself familiar with the content
- Don't bite off more modules than you can chew
- Streamline the user experience
- o Get students into VR as soon as possible
- Use screen captures during inductions
- Don't expect perfection on the first session
- Always have a backup plan
- Use Pathways to make content work for you





# Challenges Still to Overcome

- Simultaneous Screencasting
- Balancing privacy and group sessions
- o Knowing the right classes to assign licenses to
- Blending shorter VR activities into a regular lesson
- o Getting tutors & students to use Bodyswaps Go

# Thank you

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# Roleplay Builder Assistant

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Bodyswaps EU Staging

#### Navigation

- Accounts
- **Dashboard**
- ☐ My Modules
- ⇔ Users
- Classes
- Pathways
- III Reports
- Documents
- Devices
- & Integrations

#### Links

- ▲ Request Support
- ☆ What's New?
- (1) Knowledge Center
- **Q** Community Portal
- (a) Bodyswaps Academy

## Pick a template





#### **Building Rapport**

This roleplay is a place for two peers or colleagues to get to know each other by having a casual chat. The goal is to foster an ongoing relationship, discover any shared interests, listen and build trust. Aimed at students and professionals who are keen to improve their essential communication and interpersonal skills.

Select



#### Job Interview Roleplay

In this roleplay, your interview skills will be put to the test as you try and impress our virtual interviewers. You'll also receive personalised feedback on your performance. Prepare your answers and get ready to land your dream job!

Select



#### **Open Conversation**

For this Al-powered simulator, you have the freedom to choose your own conversation topic and assessment criteria. You can tailor each scenario to suit the learning outcomes you want your learners to achieve.





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## Story of Learner Growth

Pioneer formative assessment in Vocational Education by participating in the **Feasibility Phase** of this **NCFE Assessment Innovation Fund x Bodyswaps** Research Project

#### What?

Pilot Construction and
Automotive specific Bodyswaps
Learner Pathways &
educator-facing Dashboards
as a formative assessment tool to
support both educators and
learners in preparing learners
for the End-Point Assessment
(EPA) Professional Discussion.

#### How?

- Co-create tailored Learner
   Pathways with our Learning
   Designers
- **Deploy** the pathways with your learners
- Report on yours and learner's experience, through surveys and focus groups.

#### Interested?

Fill in this Expression of Interest before October 22nd!



Link here

Nov. 2025 March 2026 Sept. 2026 March 2027

**Feasibility Phase** 

**Product Updates** 

Impact Study (RCT)

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