VRX Follow up Session Plan

Staff Name		**Date of Session**			
Session start time		**Session end time**			
Course Name					
Link to POW (week no.)		**Number of Learners on the Register**		**Number of Supported Learners**	
Session Topic and Aim(s):					
Objectives: (link to consolidation methods below to indicate how these will be measured)	• Reflect on the completed Bodyswap modules • Compare and contrast different experiences and perspectives • Evaluate own performance in the VR activities • Analyse and evaluate the use of soft skills in the VR scenarios • Relate the learning to their own vocation • Reflect on the benefits and drawbacks of using VR • Determine next steps and learning needs				

Teacher Preparation

- Use Bodyswaps Go to collate your class data of completion and learner performance.

Assessing Learner Starting Points

Introduction

- Welcome learners and briefly recap the Bodyswap VR modules completed in the previous lesson
- State the learning objectives for the lesson

Reflection on Bodyswap Modules

- Ask learners to individually reflect on the completed Bodyswap modules
- Using keywords like "Describe" and "Reflect," have learners write down their key learnings, challenges, and memorable moments from the VR experiences
- Allow volunteers to share their reflections with the whole class

Activity Ideas:

Arrange chairs in a circle for a guided reflection session. Prompt each learner to share a key takeaway or a moment of insight from their VR experience. This activity allows learners to verbally process their experiences and highlights the diversity of learning moments within the group.

On large sheets of paper around the room, have learners write down their thoughts on specific scenarios within the VR modules. Then, conduct a gallery walk where learners read their peers' reflections and add comments or questions. This visual and interactive method encourages learners to engage with and appreciate diverse viewpoints.

Differentiated Learning Activities – (Learner led? Teacher led? Challenge through choice? Peer work? Group work? Planned questions) Typically lasting 15 – 20 mins each. Include formative feedback strategies Include activities where learners respond to formative feedback	LSA Name(s): Notes to/from LSA:
Compare and Contrast • Give learners a list of scenarios or situations covered in the Bodyswap modules • Using keywords like "Compare" and "Contrast," have learners discuss and write down similarities and differences between the experiences of different characters • Encourage critical thinking and reasoning skills during the discussion • Invite a few learners to share their findings with the class **Evaluate Own Performance** • Ask learners to assess their own performance and behaviour during the VR activities • Using keywords like "Evaluate" and "Justify," have learners write a reflection on their strengths, weaknesses, and areas for improvement • Encourage learners to identify specific soft skills they demonstrated or could improve **Analyse and Evaluate Soft Skills Use** • Discuss the importance of soft skills in various vocations and workplaces • Using keywords like "Analyse" and "Evaluate," guide learners to identify the soft skills utilised in the VR scenarios • Have learners relate the identified soft skills to their own potential vocations, discussing their relevance and possible improvements **Reflect on VR Use** • Lead a discussion on the positives and negatives of using VR technology in educational settings • Using keywords like "Reflect" and "Discuss," encourage learners to share their thoughts on the benefits and drawbacks they have experienced • Facilitate an inclusive dialogue, allowing learners to express differing opinions Activity Ideas:	• For learners with visual impairments, provide audio descriptions and tactile models for the VR experience. • For learners with hearing impairments, provide subtitles or transcripts for all audio content- Use PC app. • For learners with learning disabilities, provide additional time for comprehension and completion of tasks. • For gifted learners, offer challenging scenarios or tasks that require advanced application and analysis of soft skills.

Provide a self-assessment worksheet with criteria related to their performance in the VR activities (e.g., decision-making, problem-solving, communication). Ask learners to rate themselves and provide examples from the VR experience to support their evaluation. This fosters self-awareness and personal accountability. Divide learners into small groups and assign each a specific soft skill to focus on (e.g., empathy, teamwork, leadership). Each group analyses how their assigned skill was used in the VR scenarios, discussing its effectiveness and areas for improvement. Groups then present their findings to the class, providing a comprehensive look at soft skills in action. Using a template, learners map out how the skills practised, and scenarios encountered in the VR modules apply to their vocational area. This could include drawing parallels between VR tasks and real-world vocational tasks, highlighting the transferability of skills. Organise a structured debate where the class is divided into two groups, each arguing for the benefits or drawbacks of using VR in education and training. This encourages critical thinking and helps learners articulate their thoughts on the technology's educational value. Facilitate a workshop where learners set personal learning goals based on their VR experience. Using a guided template, they identify areas for improvement, skills they wish to develop further, and how they plan to achieve these goals. This activity encourages learners to take ownership of their continuous development.	

Consolidation Methods (how will learners demonstrate what they have learned?) Linked to the Session Objectives
Review and Reflect: **Next Steps and Learning Needs** • Guide learners through a self-assessment of their learning needs • Using keywords like "Plan" and "Predict," have learners reflect on what they need to do to improve their understanding and skills further • Encourage learners to set realistic goals and suggest appropriate next steps, such as practicing specific soft skills or exploring related topics **Conclusion** • Summarise the key points discussed during the lesson • Encourage learners to continue reflecting on their learning and applying the insights gained from the VR experiences

Learners develop English and maths skills by…	Personal development, E&D, British Values and the Skills Promise	Digital Learning (create, collaborate, communicate, vocational relevance)	Resources

Developing English Skills: Reading comprehension exercises: Activities that require learners to identify main ideas, themes, and arguments in texts can improve comprehension and analytical skills. Writing Practice: Structured writing assignments: Regular writing tasks, such as note taking, word clouds, mind mapping, help learners practice organising their thoughts, using appropriate vocabulary, and adhering to grammar rules. Peer review sessions: Exchanging and critiquing peers' work can adopt critical thinking and enhance editing skills. Listening and Speaking: Participate in discussions and presentations: Group discussions and individual presentations on various topics can improve fluency, listening skills, and the ability to articulate thoughts clearly. Utilise multimedia resources: Listening to podcasts, watching films, and participating in interactive language apps can enhance understanding and pronunciation. Vocabulary Building: Incorporate vocabulary exercises: Use flashcards, word games,	Personal Development Focus on Growth: Encourage learners to set personal and professional goals, adopting a growth mindset. Incorporate activities that promote self-reflection, resilience, and adaptability. Skills Development: Prioritise the development of both hard and soft skills, including communication, teamwork, leadership, and critical thinking. Offer workshops and extracurricular activities to enhance these skills. Module selection: Equality and Diversity Equity and Anti Racism Bias as a Barrier Gender Inclusion Navigating Microaggressions Recognising Privilege Individual Liberty: Promote freedom of speech and expression within the bounds of respect and safety. Encourage learners to take responsibility for their choices and actions. Mutual Respect and Tolerance: Adopt an environment of mutual respect and tolerance for those with different faiths and beliefs. Organise activities that celebrate diversity and encourage empathy. Lifelong Learning: Encourage an attitude of lifelong learning, highlighting how	Access video examples VR Simulation VR Scenarios Create online forums or discussion boards where learners can engage in debates or discussions on relevant topics. This encourages active participation and helps learners articulate their thoughts clearly in a digital format.	Laptop/surface pro iPad Youtube VR Headsets PC's Whiteboard Post-its

and technology-based apps to introduce and practice new words in a fun and engaging way. Developing Maths Skills: Practical Application: Real-world problems: Solve maths problems based on real-life scenarios to understand the practical application of mathematical concepts. Conceptual Understanding: Use visual aids and manipulatives: Tools such as graphs, charts, and physical models can help visualise mathematical concepts, making them easier to understand. Problem-Solving Skills: Work on varied problem sets: Tackling different types of maths problems enhances adaptability and critical thinking skills. Group work and collaboration: Solving maths problems in groups can encourage different approaches to problem-solving and foster teamwork.	continuous improvement and upskilling can lead to personal fulfilment and career advancement. Industry Alignment: Ensure that course offerings and training programs are aligned with industry needs, preparing learners for the workforce with relevant, in-demand skills.		