Burton and South Derbyshire

## **VR Session Plan**

Staff Name Session start time Course Name			Date Sessi	of Session ion end time		
Link to POW (week no.)		Number of Learners the Register	on	Numbe Suppor Learne	r of ted rs	
Session Topic and Aim(s):						
Objectives: (link to consolidation methods below to indicate how these will be measured)	<ul> <li>Introduce learners to the VRX space</li> <li>Familiarise learners with VR headsets and hand controls</li> <li>Participate in VR activities using Bodyswaps modules</li> <li>Engage in group discussions and peer feedback</li> <li>Ensure learners understand the purpose and importance of the task</li> </ul>					
Teacher Preparation						
<ul> <li>Familiarise yourself with the chosen Bodyswaps modules and their learning outcomes.</li> <li>Test the virtual reality equipment and the Bodyswaps platform to ensure smooth functioning.</li> </ul>						

- Prepare video demonstrations using Bodyswaps video examples related to the chosen modules.
- Arrange the classroom environment to accommodate VR equipment and ensure safety.

## Assessing Learner Starting Points

## Introduction:

Step 1: Start with a brief introduction to the VRX space, explaining the objectives and potential benefits of using VR in their vocational training.

Step 2: Conduct a hands-on tutorial on how to use VR headsets and hand controls, allowing each learner to explore basic functions and navigation within a controlled environment.

Step 3: Guide learners through a simple exploration task within the VRX space, such as locating specific objects or completing the Bodyswaps demo, to build confidence in navigating the VR environment.

Activity Ideas:

Step 1: Assign learners to Bodyswaps modules that simulate real-life scenarios relevant to their vocational area. For instance, healthcare learners might engage in patient care simulations, while business learners could participate in leadership or customer service scenarios.

Step 2: Instruct learners to perform specific tasks or make decisions within these modules, emphasising the development of vocational skills and decision-making.

Step 3: Encourage learners to reflect on their actions within the VR scenarios, guiding them to understand how these experiences can apply to real-world vocational challenges.

Differentiated Learning Activities – (Learner led? Teacher led? Challenge through choice? Peer work? Group work? Planned questions) Typically lasting 15 – 20 mins each.	LSA Name(s):
Include formative feedback strategies Include activities where learners respond to formative feedback	Notes to/from LSA:
<ul> <li>Calculate progression or improvement based on VR performance</li> <li>Model good VR practices and etiquettes</li> <li>Point out common challenges or issues in VR and troubleshoot</li> <li>Appraise VR experiences and provide constructive feedback</li> </ul>	• For learners with visual impairments, provide audio descriptions and tactile models for the VR experience.
Activity Ideas: Step 1: After completing a VR module, group learners to discuss their experiences, focusing on the challenges faced and the strategies employed. Step 2: Facilitate a collaborative problem-solving session where groups must propose solutions to a hypothetical vocational scenario based on their VR experience. Step 3: Each group presents their solutions, receiving feedback from peers and instructors, adopting a supportive learning environment. Step 4: Learners to document their experience, the scenario, the feedback given, the task and relate it to their own vocation/topic. Learners to evaluate their own participation and create SMART targets on how to improve and compare the VR experience to a real-life scenario. Step 5: List the benefits of participating in the module. What did they learn?	<ul> <li>For learners with hearing impairments, provide subtitles or transcripts for all audio content- Use PC app.</li> <li>For learners with learning disabilities, provide additional time for comprehension and completion of tasks.</li> <li>For gifted learners, offer challenging scenarios or tasks that require advanced application and analysis of soft skills.</li> </ul>

Consolidation Methods (how will learners demonstrate what they have learned?) Linked to the Session Objectives Review and Reflect:

Step 1: Conduct a debriefing session where learners share their thoughts on the VR experience, guided by questions that prompt reflection on how the skills practised relate to their vocational goals. Step 2: Ask learners to identify at least one key takeaway from the VR session and how they can apply what they've learned to their vocational practice or personal development. Step 3: Encourage learners to set personal or vocational goals based on their VR experiences, supporting them in planning the next steps for skill application or further learning.

Step 4: Implement a feedback mechanism where learners can rate their VR experience, suggest improvements, and highlight areas of particular interest or difficulty.

Step 5: Use this feedback to tailor future VR sessions more closely to vocational needs, adjusting scenarios or focus areas based on learner input.

Step 6: Regularly remind learners of the vocational relevance of their VR activities, linking their experiences in the VRX space to real-world applications and opportunities.

Learners develop	Personal development,	Digital Learning (create,	Resources
English and maths skills	E&D, British Values and	collaborate, communicate,	
by	the Skills Promise	vocational relevance)	
Developing English	Personal Development	Access video	Laptop/surface pro
Skills:	Focus on Growth:	examples	iPad
	Encourage learners to	-	Youtube
Reading	set personal and	VR Simulation	VR Headsets
comprehension	professional goals,		PC's
exercises: Activities	adopting a growth	VR Scenarios	Whiteboard
that require learners to	mindset. Incorporate		Post-its
identify main ideas,	activities that promote	Create online	
themes, and arguments	self-reflection.	forums or	
in texts can improve	resilience. and	discussion boards	
comprehension and	adaptability.	where learners can	
analytical skills.		engage in debates	
	Skills Development:	or discussions on	
Writing Practice:	Prioritise the	relevant topics. This	
Structured writing	development of both	encourages active	
assignments: Regular	hard and soft skills.	participation and	
writing tasks such as	including	helps learners	
note taking word	communication	articulate their	
clouds mind manning	teamwork leadership	thoughts clearly in	
help learners practice	and critical thinking	a digital format	
organising their	Offer workshops and		
thoughts using	extracurricular		
appropriate vocabulary	activities to enhance		
and adhering to	these skills		
grammar rules			
gramma ruics.	Module selection:		
Poor roviow sossions:	Equality and Divorsity		
Fychanging and	Equity and Anti Pacism		
critiquing poors' work	Pipe as a Parrier		
cilliquing peers work	Conder Inclusion		
thinking and onbanco	Nevigating		
diffing alvilla	Microggrossions		
euring skills.	Microaggressions		
Listoping and Charling	Recognising Filvilege		
Listening and Speaking:	Individual Liberty		
Participate in	Individual Liberty:		
uiscussions and	Promote freedom of		
presentations: Group	speech and expression		
uiscussions and	within the bounds of		
individual presentations	respect and safety.		
on various topics can	Encourage learners to		
Improve fluency,	take responsibility for		
listening skills, and the			

BSDC Session Plan

ability to articulate	their choices and		
thoughts clearly.	actions.		
Utilise multimedia	Mutual Respect and		
resources: Listening to	Tolerance: Adopt an		
films and participating	environment of mutual		
in interactive language	for those with different		
apps can enhance	faiths and beliefs.		
understanding and	Organise activities that		
pronunciation.	encourage empathy		
Vocabulary Building:			
Incorporate vocabulary	Lifelong Learning:		
exercises: Use	Encourage an attitude		
and technology-based	highlighting how		
apps to introduce and	continuous		
practice new words in a	improvement and		
fun and engaging way.	upskilling can lead to		
	career advancement.		
Developing Maths	Industry Alignment:		
Skills:	Ensure that course		
	offerings and training		
Practical Application:	programs are aligned with industry needs		
Real-world problems:	preparing learners for		
Solve maths problems	the workforce with		
based on real-life	relevant, in-demand		
understand the			
practical application of			
mathematical concepts.			
Conceptual			
Understanding:			
Use visual alds and manipulatives: Tools			
such as graphs, charts,			
and physical models			
can help visualise			
making them easier to			
understand.			
Problem-Solving Skills			
Work on varied problem			
sets: Tackling different			
types of maths			
adaptability and critical			
thinking skills.			
Group work and			
collaboration: Solving			
BSDC Session Plan (	uality & Performance Improvem	ent Location: Padlet	

maths problems in		
groups can encourage different approaches to problem-solving and foster teamwork.		