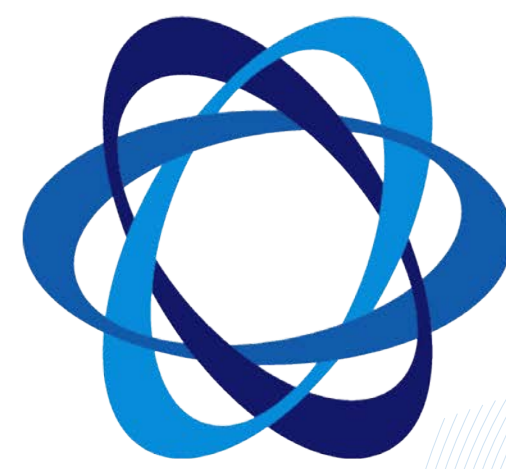


CLASSVR[®]

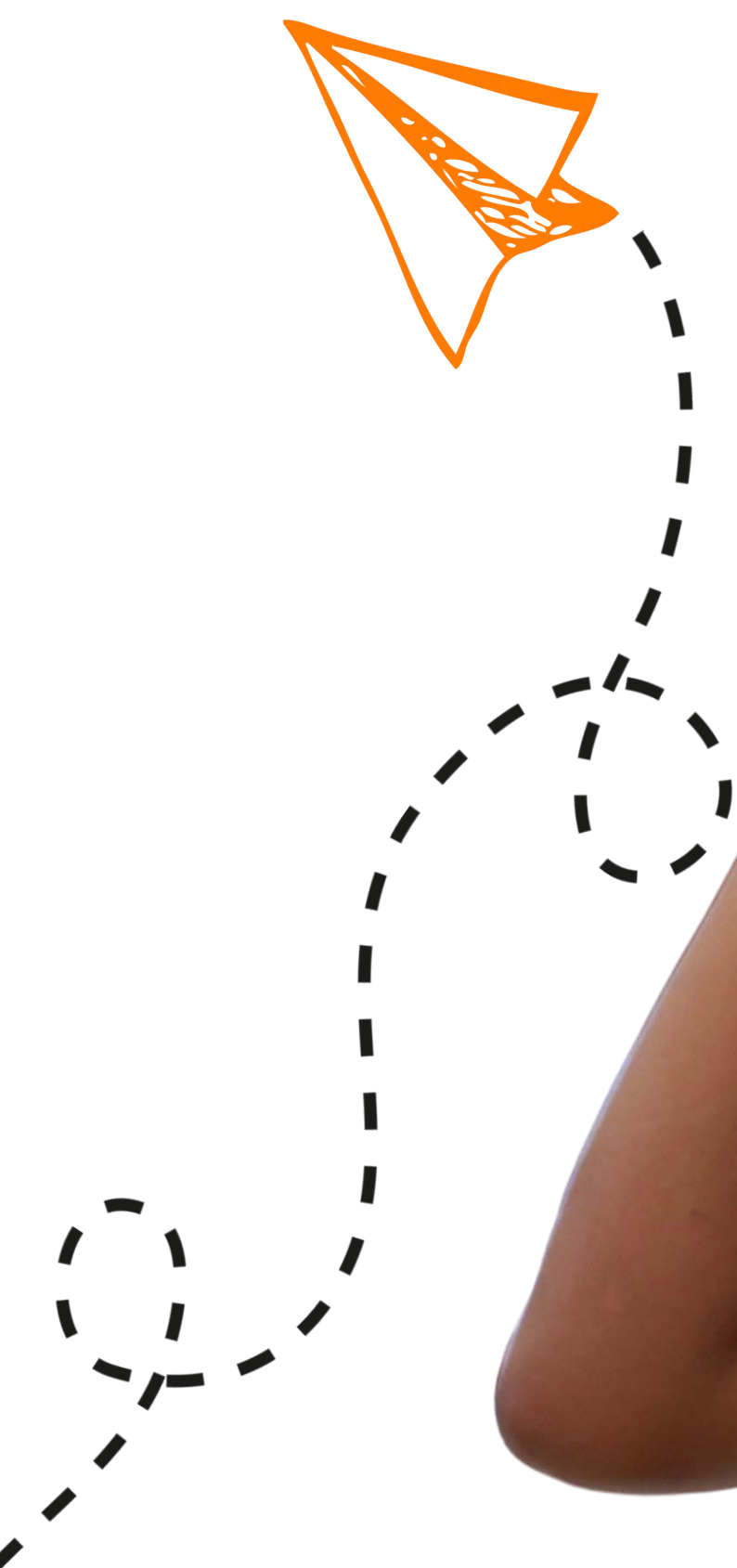
Virtual Reality for Schools



Direct

DIGITAL SOLUTIONS

TRANSFORMATION THROUGH TECHNOLOGY





Why Direct Digital Virtual Reality?



A step toward bringing South African education to a point of global relevance



Expanding children's minds and experiences through a 3D, experiential experience of learning



Increasing children's retention, recall and reproduction of material learned through immersive learning which also enables assisted learning



Reduction in distractions within the classroom environment which increases the focus of the child

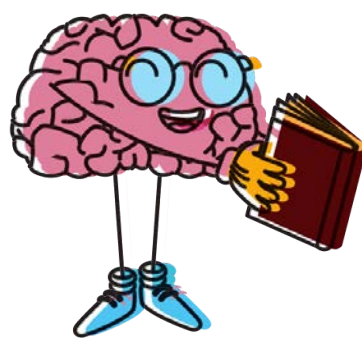


Increase the productivity and overall wellbeing of the children with engagement with learning





Why Direct Digital Virtual Reality?



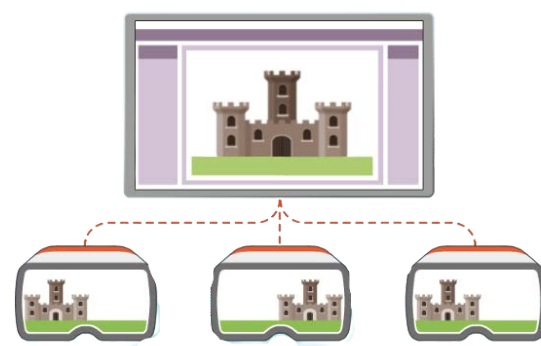
Improved understanding, greater concentration and renewed enthusiasm of students



Through the use of 3D models and augmented reality, student's understanding of different historical artefacts is greatly improved



More control which results in improved classroom environments



Assisted learning





Why Direct Digital Virtual Reality?

Introducing ClassVR, a groundbreaking technology designed to help raise engagement & increase knowledge retention for students of all ages. Everything your school needs...



Standalone VR Headsets



Central Headset Management



Curriculum Aligned Content



Installation & Training



Secure Storage & Charging



Creating a stable long-term curriculum based in technology



Insured and serialized product with group security



Easy to manage holiday classes



Off-site learning





Art



Mathematics



Geography



Design, Technology &
Industrial Arts



Biology



Personal, Social &
Cultural
Education



Drama, Theatre &
Performing Arts



Religious
Education



Full Academic Curriculum Available



Chemistry



Music



Literacy &
Language Arts

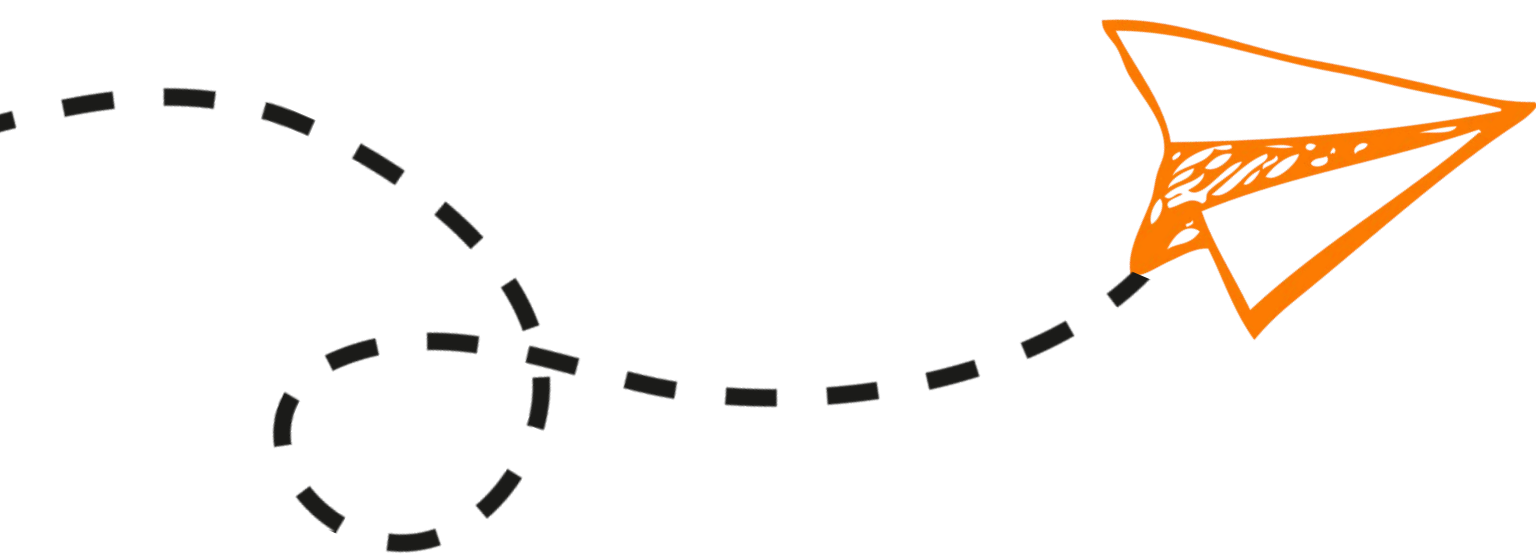


Physics



Physical Education





QR Cube Augmented Reality

Augmented Reality brings educational content to life.

Students can see their normal surroundings, but when they look at the ARC trigger images on worksheets or posters, the content comes to life, delivering interactive 3D models.



ARC is built right into the ClassVR headset interface and can be launched with a simple gesture or by looking at one of the interactive worksheets, posters or cubes.





SCIENCE

The Heart

AGE 10–12

Learning Focus

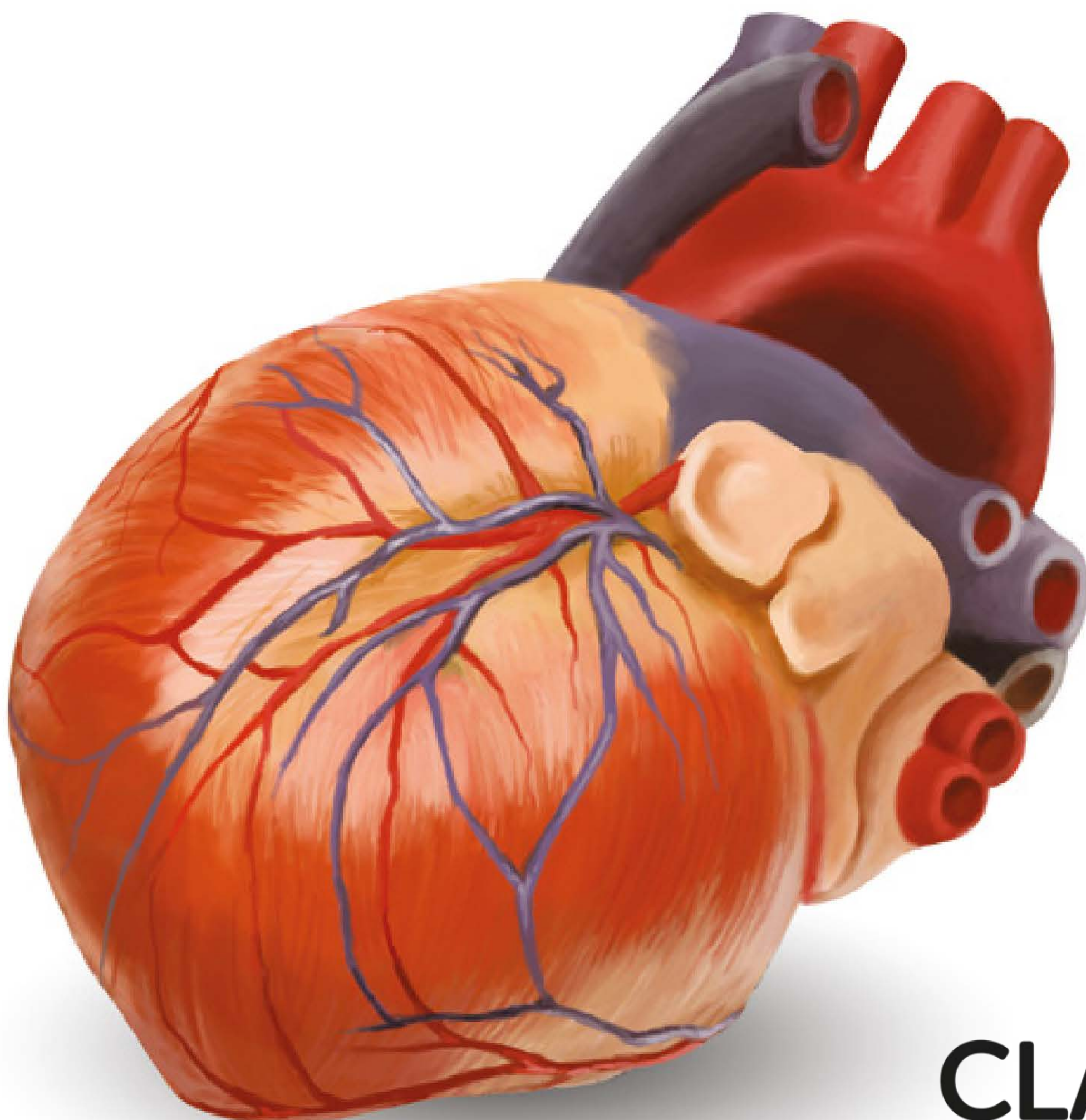
Identifying and naming the main parts of the human circulatory system; describing the functions of the heart, blood vessels and blood.

Key Questions

- › What are the differences between the left and the right side of the heart?
- › Can you identify the four chambers?
- › Which blood vessels are veins and which are arteries? What is the difference between the two?
- › What is happening with each heartbeat?
- › How can you check how fast your heart rate is?
- › What would change if the human started doing vigorous exercise?
- › What do you notice about your own heart rate when you start to run on the spot?



VIEW ME WITH THE ARC APP!





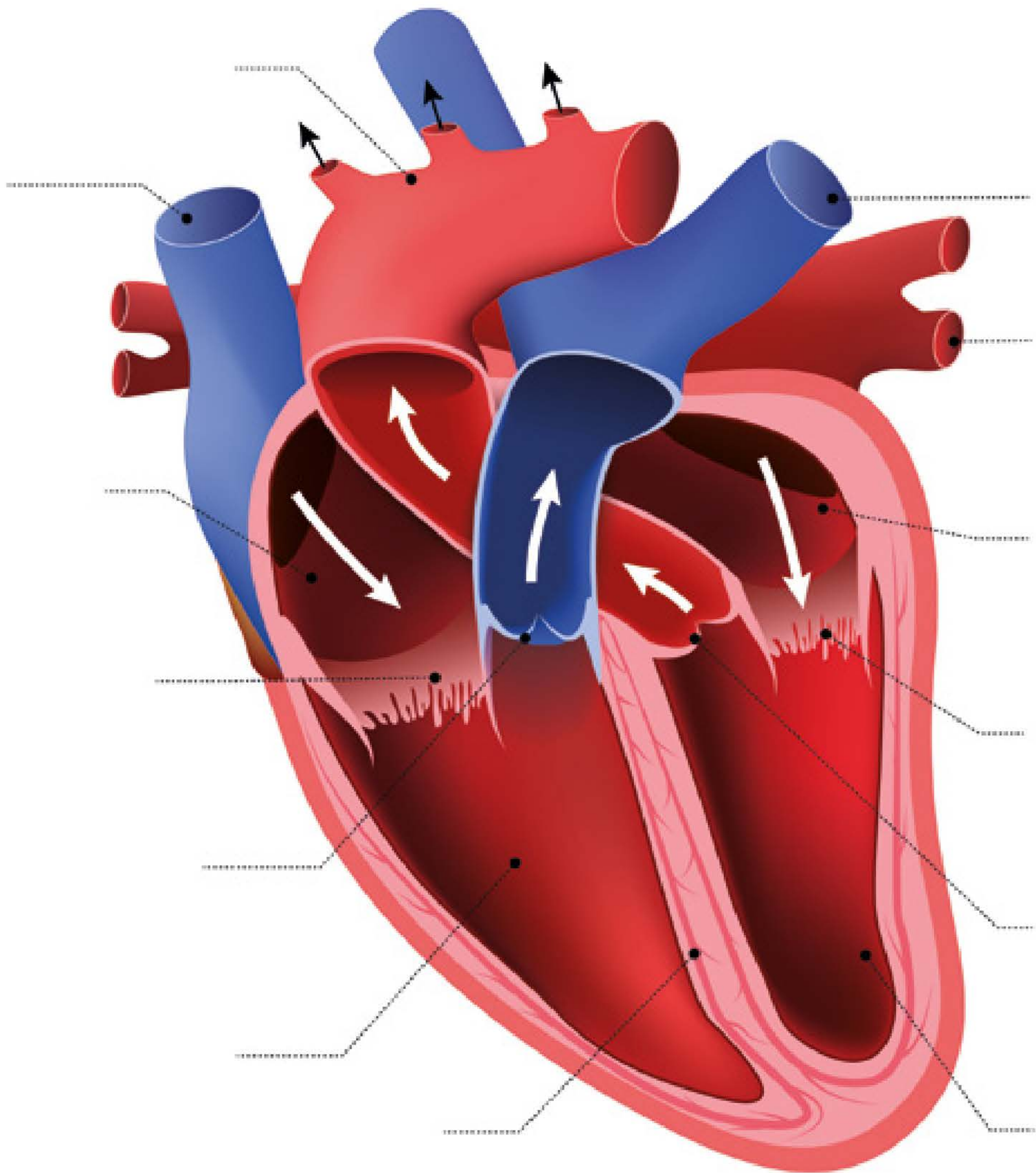
Follow-Up Activity

Label the chambers on the heart diagram as well as the surrounding blood vessels.

Why not challenge yourself and label where in the body the oxygenated or deoxygenated blood is coming from or going to?

Name

Date



Aorta
Aortic Valve
Left Atrium
Left Ventricle
Mitral Valve

Pulmonary Artery
Pulmonary Valve
Pulmonary Vein
Right Atrium
Right Ventricle

Septum
Superior Vena Cava
Tricuspid Valve