USING XR IN THE CLASSROOM

Classroom checklists

Four short lists to run through before, during and after an XR lesson. Print them, tick them off, keep them with the headsets.

Quick checklist before you start

Room, technology and processes ready?

- [ ] Room zones marked (movement, rest, presentation)?
- [ ] Equipment loaded, inventoried, hygiene ensured?
- [ ] Roles and rotation times communicated?
- [ ] Abort signal, safety and care instructions clarified?
- [ ] Visual instructions (‘cheat sheets’) provided?

Mini checklist (ready to implement)

Didactic framework and quality assurance.

- [ ] Are learning goals and XR value clarified?
- [ ] Are room zones marked, devices charged and inventoried?
- [ ] Have groups, roles, and rotation times been set?
- [ ] Have safety, hygiene, and lending rules been communicated?
- [ ] Is an observation and feedback tool prepared?

Before the lesson starts

- [ ] All devices charged and controllers connected to the individual VR headsets.
- [ ] Batteries in the controllers charged.
- [ ] Room boundaries adjusted for the room where the unit is being conducted.
- [ ] Be open and allow for challenges, curiosity, mistakes and spontaneity.

After the lesson

- [ ] Switch off all devices.
- [ ] Connect devices to charging stations and check the batteries in the controllers.
- [ ] Reset room boundaries if the devices are also used in other rooms.
- [ ] Collect feedback from learners.
- [ ] Record a brief reflection on the implementation.

Roles for small groups (3 to 4 learners)

- **Explorer:** operation of the device.
- **Navigator:** guidance and checklist.
- **Recorder:** documentation.
- **Safety Lead:** safety and timing.

Station rotation: one XR-supported station alongside analogue deepening or transfer; switch at fixed intervals.

Selecting an XR application: six criteria

- **Educational value:** clearly aligned with learning objectives and curriculum.
- **Accessibility and user-friendliness:** age-appropriate, intuitive, low technical effort.
- **Hardware and space requirements:** devices needed and safe use in your room.
- **Interactivity and engagement:** active engagement over passive viewing.
- **Scalability and costs:** usable across subjects and settings.
- **Consistency and familiarity:** builds on existing experience of teachers and learners.

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