

# Remote Learning: Virtual Field Trips

If you are a remote learning teacher, but you would like to integrate virtual reality experiences without necessarily having HMDs for every student, there are still many options available to you! This section outlines procedures for integrating students into VR without every student having access to a HMD.

We do not recommend remote learning VR opportunities for students under the age of 12 due to safety requirements of HMDs. If they are completing a simulation from home, ensure they have a parent or supervisor at home who can monitor their safety during gameplay.

## Procedure for Students to Explore Experiences Independently

### Technology

Ensure you are choosing programs which are available for viewing either from a Smartphone, Desktop, or through a HMD. If a program is not available for desktop, provide a YouTube walkthrough to ensure every student can at least see the simulation. Polling students for their available technology at home can support your choice in program.

### Space

Ensure students who have an HMD are aware of the space requirements for this experience and have adequate supervision.

### Finding the Right Experience

Browse our suggested [VR Programs](#) or [Sourcing Educational Games](#) to find a program which is suitable for the age and curricular objectives, but which also functions for smartphones and HMDs.

### Test the Experience

Before you engage your students, play through the experience. This will help you troubleshoot problems with students if they are unsure how to continue within the simulation. Additionally, you will be able to prepare your students to safely experience the simulation or program.

## Prepare Learning Engagement

Develop a learning activity which goes along with the experience you have chosen. This could involve discussion questions, an inquiry question for them to pursue, reflection questions, or activities which involve the content being learned through the activity.

## Prepare Students

Before distributing the assignment, be sure to explain the learning engagements, alongside guidelines to help students access the experience from their smartphone, HMD, or computer if applicable. Frontload students by discussing the type of experience they will have and what they will see in the experience, while discussing connections to the curricular learning objectives for your unit of study and related assignment guidelines.

## Execute

Post the lesson and observe the results through the returned assignment submissions and questions from your students.

## Reflect

Engage your students in reflective practices about the experience. Take time to review your own practice as well to ensure the technology is meeting your pedagogical needs alongside the curricular objectives of your students. We have provided [examples for student reflection alongside questions to reflect on your own pedagogical practice.](#)